

A Supplement for *TORG: ROLEPLAYING THE POSSIBILITY WARS™*

TM

TORG

QUEENSWRATH



**WEST
END
GAMES®**

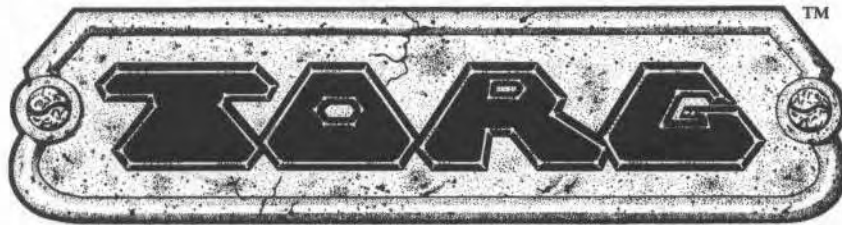
Missions in Aysle™, the Realm of Magical Reality

QUEENSWRATH

By Greg Farshtey and Jennifer Williams

Missions in Aysle, the Realm of Magical Reality





Roleplaying the Possibility Wars™

Queenswrath

Greg Farshtey, Jennifer Williams
Design, Development and Editing

Stephen Crane, Richard Hawran, Cathleen Hunter
Graphics

Danilo
Cover Illustration

Thomas Baxa, Bob Dvorak, Tim Wright
Interior Illustrations



Published by



RD 3 Box 2345
Honesdale, PA 18431

20555

Publisher: **Daniel Scott Palter** • Associate Publisher: **Richard Hawran** • Assistant Publisher: **Denise D. Palter**
Editorial Director: **Bill Slavicsek** • Associate Editors: **Greg Gorden, Paul Murphy** • Editor: **Greg Farshtey**
Art Director: **Stephen Crane** • Graphic Artist: **Cathleen Hunter** • Production Manager: **Steve Porpora**
Sales Manager: **Fitzroy Bonterre** • Sales Assistants: **Tony DeCosmo, Maria Kammeier**
Special Projects Manager: **Ron Seiden** • Warehouse Manager: **Ed Hill** • Treasurer: **Janet Riccio**

Angar Uthorion, Aysle, Baruk Kaah, Core Earth, Cosm, Cyberpapacy, Darkness Device, Dr. Mobius, Gaunt Man, Gospog, High Lord, Infiniverse, Kanawa, Living Land, Maelstrom Bridge, Nile Empire, Nippon, Orrorsh, Pella Ardinay, Possibility Wars, Storm Knights, Stormers, Thratchen, Tolwyn Tancred, Torg and the Torg logo are trademarks of West End Games. ®, ™ and © 1990 West End Games. All Rights Reserved.



Introduction



As I sit and scratch these words on parchment, I can still hear Lady Pella's words. "This realm is beset by enemies,

with power far greater than our loyal Home Guard can hope to oppose, save at the cost of their lives. We are in dire need of aid, good scribe, and I believe the time has come to turn to those called Storm Knights."

In my heart, I saw the wisdom of her decision, but it falls to me as her most faithful servant to pose the arguments the House leaders will undoubtedly make. "But, my Lady, cannot the assembled might of the Houses of Aysle defeat any foe? Must we turn to others, many of them non-Ayslish, for salvation?"

She had, of course, already considered this point. "It is not a decision I have made lightly, but only after much thought. In truth, the armies of Aysle are formidable and courageous, but though it saddens me to say so, there are Houses who have refused to pledge their loyalty to the Light, and would fight for our enemies. The perils we face require heroes we can trust without question, of consummate skill and daring. No, I fear the Knights are our last, best hope."

Another concern sprang to mind, and I dutifully gave it voice. "Lady Pella, how will we send our messages to the Storm Knights? They belong to no one land, and fight under no one banner. Countless groups of folk battle under that name. I have heard there are even — Dunad help us! — giants among them!"

Lady Ardinay rose from her chair and walked to the fireplace, stopping to stare at the golden flames that danced within. "Tell me, scribe — have you ever heard of a queenswrath?"

I must admit, a shudder ran through my frame at her question. Aye, I knew of what she spoke, although she used the loose English translation of an Ayslish word. A "queenswrath" is a decree that brands one as an enemy of the ruler, or a particular situation as a

threat to the realm. It can be withdrawn only by she who issues it, and those warriors whose services are called upon through a queenswrath must pay heed to it above all else.

At one time, the queenswrath was quite common in the cosm of Aysle. The power to put forth such a proclamation originally rested with the rulers of every House, and were used to order the arrest of traitors, thieves and murderers. Soon, however, the decrees began to be abused, as Houses pointed accusing fingers at each other and small disputes grew into full-scale wars.

After the War of the Crowns, the queenswrath privilege was given over to the Speaker of the People, Lady Ardinay, but it has been used only sparingly over the last 500 years, as there have been few threats to her regime. The fact that she wished to use it now told me a great deal about how dire the danger we face truly is.

I knew as well, from the look on Lady Pella's face, that she was not comfortable with the Core Earth translation of the term. She never desired to be "queen" of this realm, and is well aware that the natives of this cosm have one they have bestowed that title upon. But in this time of war, there must be one person with whom decisions rest, and Lady Ardinay has that honor and burden. In the minds of many Core Earthers, that and her regal manner make her the equivalent of a queen, and she has accepted the title, feeling it is a small concession to those struggling to adjust to a new reality.

And so, that is the origin of the volume you hold in your hands. Bound between these covers are the queenswrath decrees of Pella Ardinay, Lady of the Light, Speaker of the People, and ruler of the realm of Aysle. Within these scrolls are foul deeds, perplexing mysteries, and evil beyond measure. Before embarking on any of these quests, Storm Knights, take heed: death has the wings of a dragon in Aysle, and often approaches in silence. Beware the creatures of the eternal night, and the powers of dark sorcery.

And remember that upon your shoulders rests the very existence of this realm.

Adventure by Decree

Queenswrath is a supplement for *Torg: Roleplaying the Possibility Wars*. You must have the *Torg Rulebook* to run the adventures contained in this book.

Each entry consists of the actual scroll containing Ardinay's queenswrath proclamation, which can be read aloud to the players; gamemaster information, revealing the truth behind the mysteries of Aysle; descriptions and statistics for the villains and other major non-player characters; and a detailed map of a crucial site in the adventure.

Although these quests are initiated by Ardinay for the defense of Aysle, they involve trips to as far away as the Living Land and the Cyberpapacy, and foes range from Ayslish sorcerers and vile creatures to Nile mummies,

Important Note

Aside from the decrees themselves, the material in this book is intended to be read by the gamemaster only. If a player reads this book, he will be ruining the fun for himself and everyone else in the group.

The gamemaster should read an adventure thoroughly before attempting to run it. This will allow the gamemaster to familiarize herself with sites, foes, and major encounters that may take place, and better prepare her to handle any unexpected behavior by the players. The entries in this book do not have to be played in the order in which they appear.



cyberpriests, and Nippon Tech ninjas.

In addition, the adventures in this book can be used with other fantasy roleplaying systems.

The Realm of Aysle

Aysle is a realm of fantasy, divided between the forces of Light, led by Lady Pella Ardinay, and the forces of Darkness, led by Lord Angar Uthorion. Centuries ago, Uthorion led an invasion from Orrorsh into the cosm of Aysle, conquering that land and possessing the body of Ardinay. He ruled by fear for 500 years, until the day he mounted an invasion of Earth's cosm. As he traveled down the maelstrom bridge to Oxford, England, he was lured into the Dream Time and attacked by Tolwyn of House Tancred and a group of Storm Knights. His spirit was sundered from the body of Ardinay and forced to take refuge in

that of a Viking chieftain. Ardinay's spirit was able to return to her body, and she called for a truce between Aysle and Earth.

Her call, however, was not heeded by all, and a civil war now rages in the realm. The loss of Ardinay's form has cost Uthorion the use of his Darkness Device, and he desperately seeks to repossess her and make use of the power of Drakacanus, the obsidian crown. Meanwhile, he continues to oversee the battle against her from his base in Norway.

Ardinay has thus far resisted the siren song of the Darkness Device, unwilling to pay the price it would demand for granting her power. She has allied herself with the Storm Knights, as well as creating a Home Guard for the protection of the realm, led by Tolwyn. Ardinay has made Christ Church College in Oxford her headquarters.

The realm itself encompasses all or part of England, Wales, Ireland, Scotland, Norway, Sweden, Finland and Denmark. In addition, the English Channel is overlaid with violent reality storms, making journeys through the area perilous indeed.

Magic is a major factor in Aysle, being a crucial part of the social structure, economy, and day-to-day life of the realm. All folk born in the cosm of Aysle have some inherent magic skill and knowledge, and many Core Earth natives are making the effort to learn sorcery to help them survive in the realm.

Aysle is home to a diverse collection of folk, including humans, Vikings, ice nomads, dwarves, elves, giants, half-folk and lesser folk, as well as an abundance of creatures. All of this combines to make Aysle a perilous place to visit, and an even more dangerous place to live.



The Unholy Order

By order of Pella Ardinay, Lady of the Light:

A warning to all travelers in the Eire region,

With the multitude of changes occurring in this cosm in recent months, many have turned to religion for solace. The roads leading to the chapels, monasteries and other holy places in our realm are commonly filled with pilgrims, and many a ship carrying the faithful now sails Ayslish waters.

Alas, a number of these journeys are fraught with danger. We have recently heard the pleas of families in Ireland and Wales, imploring us to seek out the cause of their loved ones' disappearances. All were journeying to the monastery at Tower Hill, some on horseback and some by ship to Ross Port and then overland to the sacred place. Only one of these pilgrims has ever been seen again, a yeoman named Bates, who was discovered wandering the fields near Tower Hill, driven mad with fear.

Attempts by the Home Guard to investigate the monastery have proven fruitless. The monks will say only that many of the pilgrims who come there find such peace that they never wish to leave. Our Guardsmen have not been allowed admittance to the building, being told that only those who seek salvation may enter, and not those who are armed or who "wield black sorcery."

Despite the assurances of the monks, we are disturbed by this situation. We are asking that Storm Knights mount a search for the missing pilgrims, before word of this situation spreads and the devout find themselves shackled by terror.

Gamemaster Information: The Tower Hill monastery is now inhabited by a wizard and 10 animated skeletons. The wizard, known as Odmor, arrived at the holy place one stormy night and begged sanctuary of the friars within. He claimed that a mob of ghouls were after him, seeking to kill him for his purity of heart.

The good monks took Odmor in — it would prove to be their last mistake. In the dead of night he traveled from chamber to chamber, slaying each mendicant in turn and then animating their bones to serve his ends. Odmor now runs the monastery, with the skeletons, still clad in their habits, as his servants. He has outfitted each with armor and a dagger, and now uses the sacred site as a deadly trap for the faithful.

Odmor reasoned that the spiritual strength people find in their religion could prove a potent weapon against the forces of corruption. The pilgrimages were the most obvious example of the return to faith in Aysle, and some way had to be found to stop this activity — thus Odmor's plan to conquer a monastery and murder any pilgrims that visit it. Eventually the tale would spread, making people either too afraid to seek out holy places or forcing Ardinay's government to ban the pilgrimages as too dangerous.

Odmor and his skeletons have slain over 150 pilgrims so far, and buried them in a mass grave behind the monastery. They do all their digging at night, so as not to arouse the attention of the populace.

If the Storm Knights hope to make any headway in their investigation, they will have to disguise themselves as pilgrims and travel to Tower Hill (feel free to introduce other perils along the way — roving bands of goblins, a fierce troll, etc. — but not too many, so they can make it to the monastery relatively unscathed). They will also have to abandon any weapons that cannot be easily concealed, or Odmor will not admit them to the monastery.

The monastery is a huge building constructed during the Middle Ages, riddled with secret passages. There is a large wine cellar, a chapel, spartan quarters for the monks, and a cemetery outside where deceased friars are buried.

The farmers in the area are willing to share their views on the monastery with the Knights. Some believe that the monks committed some great sin are now doing penance for it, which would explain why they are so rarely seen and why the amount of food they purchase from the farms dropped so rapidly. Others claim that the monks have turned away from God, and the Devil is providing for their needs. Still others have accepted Odmor's story that the pilgrims have simply taken up residence there.

Odmor, confident, will not try very hard to pierce the Knights' disguises. He will personally show them to their sleeping chambers, and inform them that no food will be served, as the order is fasting. Should the Knights spot any of the other monks, they will be walking with their heads down (cowls pulled up), arms folded, and hands hidden inside their sleeves. In this way, no one can tell they are but skeletons.

The only part of the skeleton's body that is not armored is its feet, so that there will be no metallic sound when they strike the pavement. But the skeletons must be shod in some way, or the scraping of their bones on the stone floors would give away their identities, and so they have strips of



cloth wrapped around their feet to muffle the noise.

If the Knights try to speak to one of the skeletal monks, it will not respond, but simply shuffle away. Odmor will do his best to keep the Knights from coming into contact with the skeletons, however.

Each Knight will have his own sleeping chamber. The quarters are virtually empty of furniture, except for a narrow bed and a wash basin. The doors are bolted shut from the outside at night, and the windows are barred. At some point in the night, each Knight will be visited by Odmor, who will tell him to go with one of the monks and see up close the "miracle of Tower Hill."

Each Knight will then be led by a monk into the chapel, where two other monks will be waiting. They will step aside to allow the Knight to kneel at the altar. As he does so, they will attack with daggers drawn and try to kill him. (Run this encounter with each player individually, sending the rest out of the room so they will not be forewarned.)

Any Knight who escapes the skeletons can try and free his comrades and eliminate the rest of the monstrosities. Once Odmor realizes that his visitors are Storm Knights, he will allow the skeletons to shed the monk habits and reveal their identities. Odmor will then duck down a secret passage to his sanctum, where he will be safe during the battle to come.

The skeletons will attempt to use stealth to mount their attacks, striking from out of secret passages. If the Knights can defeat them, they can then explore the passages and try to find Odmor. With the sorcerer's defeat, the Knights can search his sanctum and obtain a chest filled with fire, metal and light knowledge stones.

Upon their return to Oxford, the Knights can inform Ardinay of their success. She will tell them that the realm's ecclesiastical authorities will decide whether to send a new order of monks to inhabit Tower Hill, or to simply burn the tainted monastery to the ground and build anew.

Odmor

DEXTERITY 9

Melee weapons 10, stealth 11, unarmed combat 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Alteration magic 12, scholar (arcane lore) 13

MIND 11

Conjuration magic 14

CHARISMA 10

Charm 12, persuasion 11, taunt 11

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 8

Spells: *animate skeleton; charm person; conjured fireball; mage dark*

Arcane Knowledges: *dark 4, living forces 4, unliving forces 5, fire 5, magic 3*

Equipment: dagger, damage value STR+3/11

Description: Odmor is a tall, dark-haired man with a compelling manner. He has hawk-like features and deep-set green eyes, and speaks with the tone of someone accustomed to giving commands and having them obeyed.

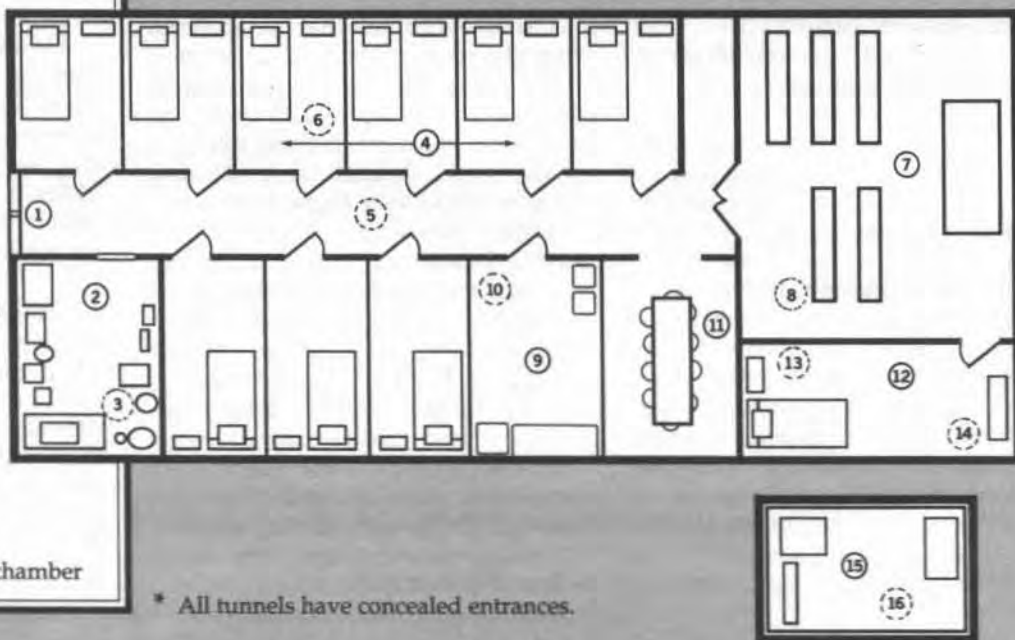
Odmor was a high-ranking lieu-



Queenswrath: The Unholy Order Tower Hill Monastery

Key

1. Main entrance
2. Storeroom
3. Tunnel to chapel *
4. Living quarters
5. Tunnel to living quarters
6. Tunnel to hallway
7. Chapel
8. Tunnel to storeroom
9. Kitchen
10. Tunnel to Odmor's chamber
11. Dining room
12. Odmor's chamber
13. Tunnel to kitchen
14. Tunnel to sanctum
15. Odmor's sanctum
16. Tunnel to Odmor's chamber



* All tunnels have concealed entrances.



tenant of Ardinay/Uthorion's until the victory by the Storm Knights which freed Ardinay's spirit. During the opening battles of the civil war that ensued, Odmor's troops deserted him, and he began to fall out of favor with Uthorion. He undertook the Tower Hill project without Uthorion's authorization, and took the risk that it would be certain to draw the High Lord's attention to him.

Quote: "Welcome, good pilgrims. You have come seeking solace and salvation, and our most holy order opens its arms to you. Release the burdens of your soul, and open your hearts to the inevitable, the sweet peace that comes to us all."

Skeletons

See page 32 of the *Torg World Book*, or the *Aysle Sourcebook*.

Equipment: dagger, damage value STR+3/13; armor, TOU+2/12

Note: Immune to shock and KO conditions.



Thomas Baxa

Knowledge Stones

Enchanted knowledge stones are a popular item among Ayslish sorcerers. They have arcane knowledges focused into them, and act as sorcerous batteries of a sort. For example, a person with the *alteration magic* skill can

use the knowledge contained within a water stone to cast a *fog* spell, which requires conjuration/water as its pattern. Each knowledge stone can be used a limited number of times (com-

monly five), before the knowledge must be refocused into them. They range in price from the cheapest (the water knowledge) to the most expensive (the essence, death).



The Fall of a Storm Knight

By order of Pella Ardinay, Lady of the Light:

To all loyal subjects,

It is our sad duty to inform you that a traitor now walks among us. All citizens should be on their guard, for the individual in question was once a respected Storm Knight in our service, and has an intimate knowledge of the secrets of Aysle. Tolwyn of House Tancred has turned from the side of Light, and now battles by the side of our enemies.

Four days past, Tolwyn was given orders to attend to a matter of great importance in London. However, she saw fit to disobey these instructions, and returned in secret to Oxford. Unaware of this breach of discipline, her Home Guardsmen accepted the orders she proceeded to give without question.

The changes she implemented would have left the city vulnerable to attack, had they not been discovered during an emergency drill. These alterations included the inexplicable desertion of the City Wall, our first line of defense. A number of scrolls have also been stolen from Lady Pella's chambers, and no evidence of tampering with the lock was found. Besides Lady Ardinay, only three people know the hiding place of the key, and Tolwyn is numbered among them. Her strange behavior must mark her as a likely suspect.

Tolwyn is without question a brilliant woman, and she possesses excellent combat skills. She will surely prove a formidable adversary, and great care must be taken in laying a trap for her. It is for this reason that we call upon Storm Knights, those whose ranks she once honored, to apprehend their former ally and bring her before us for judgment.

Gamemaster Information: It is a sad day when a ruler must face the betrayal of a close friend, as well as the loss of a powerful warrior to her enemies. From all the evidence, Tolwyn seems to have given herself to the ways of corruption, disgracing her name and deserting her allies. But things are not always as they appear to be in Aysle, and it will take clever Knights to find their way through this maze of deception.

The truth behind Tolwyn's bizarre behavior of late is that it is not her at all, but an Orrorshan doppelganger in her guise, whose task is to create havoc in Aysle and thereby destroy the warrior's reputation. This creature is in the service of Uthorion, and has

been promised a position of power in the realm should she succeed in her mission.

The real Tolwyn went to London, as ordered, and completed the assignment Ardinay had given her. She was shadowed all of that time by two goblins, who passed the word along when she was preparing to depart. (Tolwyn left the city before Ardinay's proclamation was announced there, so she does not realize the situation at Ardinay's court.)

When the Knights come before Ardinay, they will find a woman torn between seemingly irrefutable evidence and her loyalty to Tolwyn. Although she has accepted the fact that she must order Tolwyn's arrest, and

has even posted a reward of 2000 trades, still she feels as if the situation is something other than it seems. If asked why she still doubts the proof that has been put before her, Ardinay will cite the fact that her dogs know Tolwyn's scent, and would not react to her — yet when her suite was broken into, the dogs raised such a fuss that the entire building was roused.

The doppelganger's final task is also to be the most destructive: breaking into Oxford's Blenheim Palace, stealing anything of value, and then putting the historic building to the torch. This is also the riskiest of her operations, because the form she wears is now wanted by the authorities, and for her ploy to be successful, she must allow herself to be seen in the area.

Thus, before Ardinay can finish giving her reasons for doubting the accusations against Tolwyn, word will come that she has been sighted entering Blenheim Palace. The Storm Knights can proceed there immediately, but pursuing the doppelganger will not be so easy: as insurance, she has squadrons of goblins, five apiece, hidden in the rose gardens, stables, and garage, with orders to attack anyone who comes near the building. Although the Knights should have no real problem disposing of the goblins, the sound of the fray will warn the doppelganger of their presence.

When they enter the palace, all will be quiet. The doppelganger will be hiding behind the door in the enclosed banquet/sitting room, and will spring to the attack as soon as a Knight crosses the threshold. Her appearance is identical to that of Tolwyn, but there are differences: her armor and sword are not enchanted, and though she has good combat skills, she does not have Tolwyn's raw strength.

She will concentrate on dodging Storm Knight attacks at first, rather than attacking herself. She will attempt to convince the Knights that everything — the proclamation, the break-in — were all part of a test of the Knights' mettle proposed by her and



approved by Ardinay. She will even sheathe her sword to prove it, but the moment the Knights turn their back on her, she will strike. She will try to lure the Knights outside, where she will have more room to maneuver, and any goblins still around will join the fight at this time.

On a successful *Perception* roll against a difficulty number of 10, the Knights will notice that she does not fight with quite the grace and skill Tolwyn is rumored to have (if any of the Knights have actually met Tolwyn, reduce the difficulty number to 9). If a Knight is able to score a wound or better on the doppelganger, the clincher will become visible: the blood of a doppelganger is a pale white liquid, and its shedding will mark her as something other than human. The real Tolwyn will appear midway through the battle, drawn by the commotion

shortly after her return to Oxford. She will face off against her double, but then will think better of it, for her presence might confuse the Knights regarding who is the impostor and who the real warrior. She will reluctantly stay in the background and let the Knights handle the foe.

Once the doppelganger is defeated, it will revert to its true shape, a vaguely humanoid white mass. The Knights can take the remains and travel with the real Tolwyn back to Christ Church College to prove the Knight Protector's innocence, much to Ardinay's relief. The Storm Knights will then receive the 2000 trade reward.

Doppelganger (Tolwyn of Tancred)
DEXTERITY 10

Dodge 11, lock picking 11, maneuver 11, melee weapons 12, stealth 12, unarmed combat 11

STRENGTH 10
TOUGHNESS 10/16
PERCEPTION 9

Language 10, scholar (Tolwyn's personal history) 10, trick 14

MIND 9

Test 10

CHARISMA 13

Charm 14, persuasion 16, taunt 14

SPIRIT 8

Intimidation 10, reality 9, shapeshifting 10

Possibilities: One per Storm Knight

Equipment: two-handed sword, damage value STR+7/17; dagger damage value STR+3/13; long bow, damage value STR+6/16; plate-mail, armor value TOU+6/16

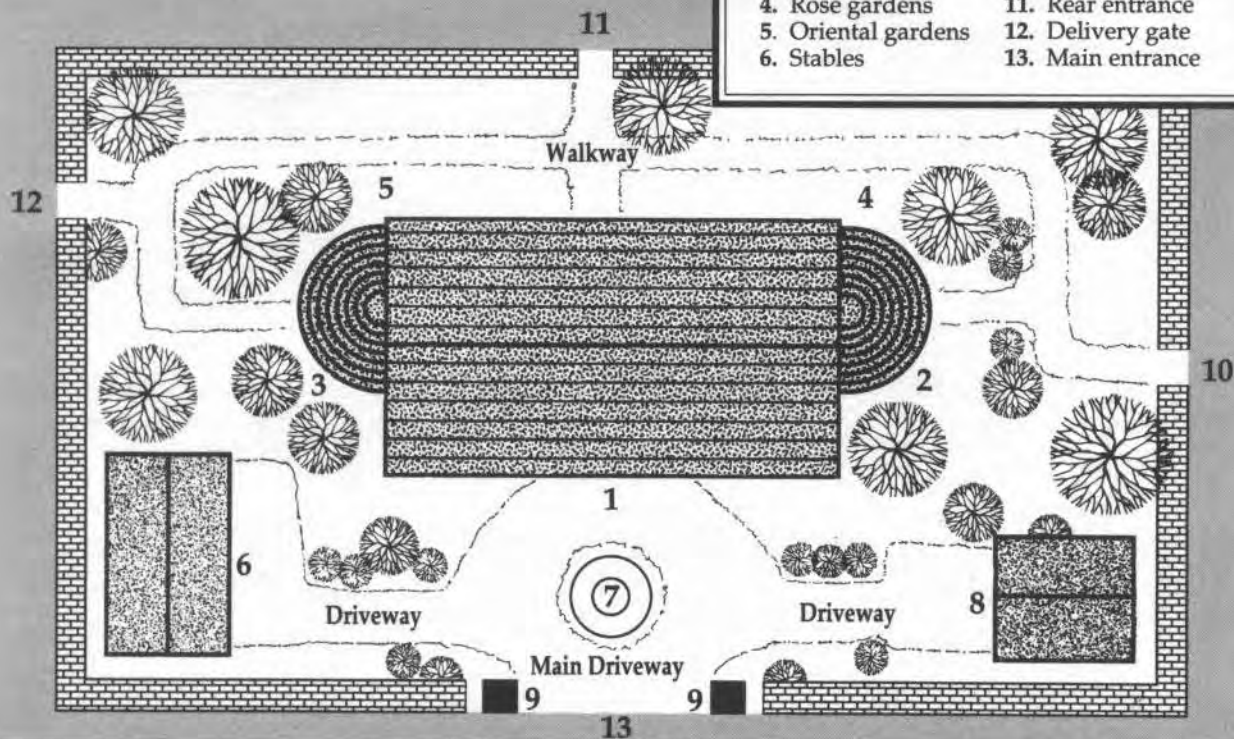
Description: Doppelgangers are native to the cosm of Orrorsh, but many followed Uthorion when he invaded Aysle, hoping for vast rewards as part of his intelligence service.



Queenswrath: The Fall of a Storm Knight
Blenheim Palace

Key

- | | |
|----------------------------------|-----------------------------|
| 1. Main palace | 7. Center driveway fountain |
| 2. Enclosed sitting/banquet room | 8. Garage |
| 3. Indoor pool | 9. Porter's lodge |
| 4. Rose gardens | 10. Service gate |
| 5. Oriental gardens | 11. Rear entrance |
| 6. Stables | 12. Delivery gate |
| | 13. Main entrance |



Rich Hawran





Tim Wright

In their natural state, these creatures have a human shape, but their skin is chalk-white and the consistency of rubber. The doppelganger can manipulate any individual she has ever

seen, providing it, too, is humanoid and of the same gender (doppelgangers do have gender differences, but they are only discernible to another of their species). At the

same time as they mimic the shape, they gain the ability to imitate the voice and language. A doppelganger in the service of someone else, as the one in this adventure is, will normally be outfitted with clothing similar to that worn by the target and a wealth of information on their habits and behavior patterns.

There are certain limitations on their powers, however. A doppelganger cannot maintain a false shape while unconscious, and for this reason, many have learned to go without sleep. Even when this discipline is exercised, a doppelganger cannot sustain it for more than a week, and must revert to her natural shape for at least one full day before assuming another.

A doppelganger will normally kill a target before assuming their shape, unless (as in this case) the point of their masquerade is to ruin the reputation of a living being.

Quote: "Surely you did not believe I would ever betray Lady Pella? You have much to learn about trusting your allies."

Goblins

See page 30 of the *Torg World Book* or the *Aysle Sourcebook*.

Equipment: short sword, damage value STR+4/10



The Tunnel

By order of Pella Ardinay, Lady of the Light:

To all subjects,

We are sure many of you have already heard of the strange discovery made by a group of dwarves in Dover. They have said that there is a great hole in the earth at that place, right at the edge of the water, and it seems to extend a far distance.

The dwarves notified our loyal Home Guard, three of whom advanced with great courage into the hole. They did not return — but three days later, a pile of bones was found stacked at the cavernous opening, beside which were the swords and shields of our trusted warriors.

The people are sore afraid of this dark pit, and will not go near it. Wild tales that a fearsome monster awaits within are spreading throughout the countryside, and crops are dying as the farmers begin to flee. Soon the surrounding area will be a wasteland, and many of those loyal to Aysle will be without homes or sustenance. With so much of the realm still ensnared in corruption, this would be a grievous blow.

Thus, the quest we call for is one fraught with peril, but vitally important to many hundreds of people and the security of the realm. Some noble soul must enter the pit, and follow it to its end to discover what manner of creature or creatures lurk in its darkness. If he then returns, he will be rewarded for his service; if he does not survive, his goods will be burnt on a hero's pyre, and his name revered throughout Aysle for all time.

Think well upon it, for once across the threshold, there can be no turning back.

Gamemaster Information: The "pit" is actually the Dover-Calais tunnel which runs underneath the English Channel. It had been under construction for some time before the invasion, and the reality storms which are raging in the Channel completed it. Authorities in the Cyberpapacy have already discovered its existence and posted guards at their end to ensure that no Aysle creatures come through. Malraux has been occupied with weightier matters and has not yet ordered a full exploration of the tunnel. The cyberpriests who watch over the entrance have fostered a belief in the populace that the hole leads to Hell, and so none of the local residents have dared go near it.

Train tracks run into the tunnel, but there are no trains on the Aysle side (the cars were in Calais when the invasions began, and have remained there ever since). The Storm Knights will have to explore on foot, as horses shy away from the smell of death coming from within. But Ardinay will supply them with anything she can spare (food, torches, weapons, etc.).

The tunnel slopes down sharply for several meters and then levels off. Unless the Knights thought to bring a torch or lantern, it is pitch-black. There are bones scattered all along the floor, some human, some animal. After walking for a short while, the Knights will hear a roar and see a large shape running toward them. This is a

minotaur, a transformed human who has taken to living in the tunnel.

If they get past the minotaur, they can proceed onward toward the center of the tunnel. Along the way, they will hear strange cries, and come upon dwarves and centaurs who have obviously been tortured. Most will be too far gone to provide any useful information, although one centaur will mutter, "They fly."

A few minutes after this encounter, the Knights will be attacked by three harpies who swoop down from the ceiling. They will stay in flight and attempt to claw the Knights as they pass. They will target arms and legs at first, and try to steal the Knights' supplies. If the battle goes against them, they will begin aiming for vital spots.

Once past the harpies, a *find* total of 9 will reveal that there are scratches on the walls of the tunnel, as if something metallic had scraped against them. Any Knight native to Aysle will recognize the smell of troll from up ahead. Then they will see a pinpoint of light in the distance, in the hands of a huge troll — a troll with a cybernetic arm and eye, and great slasher blades emerging from his forearms.

Gralor will demand to know what the Knights are doing in "his" tunnel, and freely admit that he killed the Home Guardsmen and gave their bodies to the harpies for a feast. He will refuse to let the Knights pass, and will be *hostile* toward them. He respects only those who can defeat him in combat, and in his short time in existence, has yet to meet such a being.

If the Knights make it past the cybertroll, they will come to the end of the tunnel, which is guarded by two cyberpriests. Beyond the cyberpriests is the subway train which was designed to travel through the tunnel. A *land vehicles* or *Perception* total of 12 will enable the Knights to drive the train back to Aysle and let Pella know where the tunnel leads.



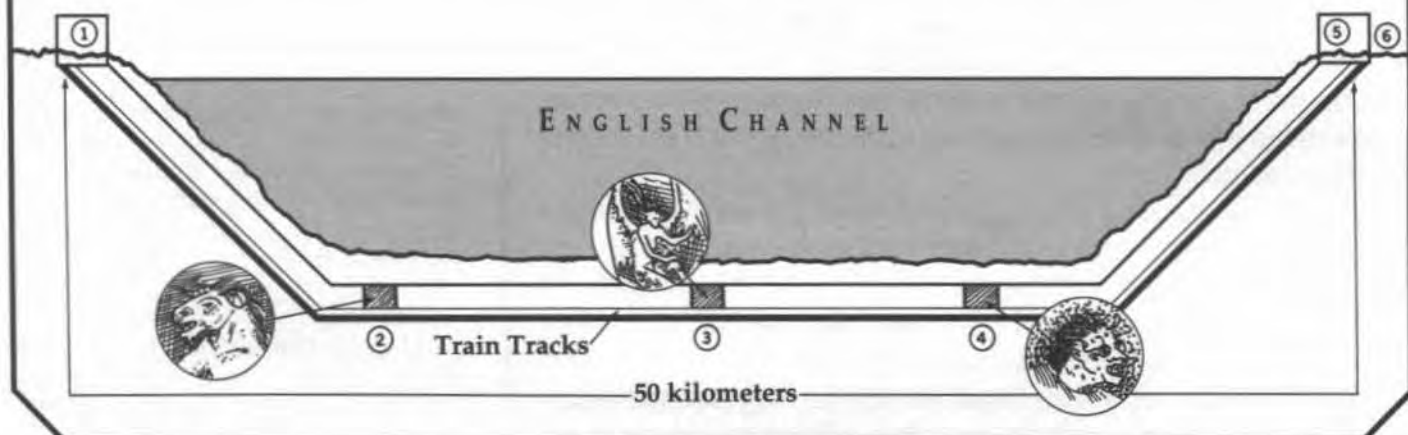


Queenswrath: The Tunnel

The Dover to Calais Tunnel

Key

- | | |
|-------------------|--------------------|
| 1. Dover entrance | 4. Cybertroll |
| 2. Minotaur | 5. Calais entrance |
| 3. Harpies | 6. Cyberpriests |



Cathleen Hunter

By completing this quest successfully, each Knight will earn one honor point, and be given 1000 trades by the court in Oxford. Ardinay will probably decide to post guards at the tunnel entrance to ensure that no one crosses through it to or from the Cyberpacity without her authorization.

Minotaur

See page 30 of the *Torg World Book*, or the *Aysle Soucebook*.

Description: The minotaur is half-man, half-bull, a being of great power who enjoys the cool darkness the tunnel provides. Like many of the creatures who exist in its depths, the minotaur is one of the half-folk, Ayslish who were transformed when Orrorsh axioms washed over the cosm of Aysle 500 years ago. The minotaur is 2.5 meters tall, with two large horns on its

head. Its arms still resemble those of a human, but its legs end in cloven hooves. Its hide is thick and tough, able to resist many forms of physical attack.

The minotaur prefers to fight in close quarters, where it can use its powerful teeth or attempt to lift and throw a victim with its horns at any other attackers present.

Harpy

DEXTERITY 10

Dodge 11, flight 13, melee weapons 12, stealth 11, unarmed combat 11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 9, tracking 9, trick 10

MIND 7

Test 8

CHARISMA 7

Taunt 9

SPIRIT 7

Intimidation 8

Possibility Potential: some (60)

Natural Tools: hide, TOU+2/11;

wings, speed value 16; claws, damage value STR+3/12; fangs, damage value STR+3/12

Description: The harpies are half-folk who have taken on the form of the predatory monsters of Greek myth. A harpy is a combination of a woman and a dragon, with great wings sprouting from the arms and claws on both hands and feet.

Harpies commonly travel in groups of three, and feed on carrion, although they have been known to carry off peasants who wander too close to their nesting site. Their unearthly shriek is usually enough to cause a victim to freeze in fear, giving the harpy time to strike. Normally, it does not kill its victim right away, preferring to torment it for a while.

Gralor

DEXTERITY 9

Dodge 10, fire combat 10, melee weapons 12, missile weapons 10, unarmed combat 11



STRENGTH 14
TOUGHNESS 11
PERCEPTION 8

Trick 9
MIND 8
 Test 10, willpower 10
CHARISMA 8

Taunt 9
SPIRIT 8
 Intimidation 9, reality 9

Possibilities: 5

Equipment: kreelar tendons; low-light eye; BiV arm, damage value STR+5/19; slashers, damage value STR+4/23; NeuraCal; candle

Cybervalue: 14

Description: Gralor is a construct of the reality storms raging in the English Channel. Since Aysle and the Cyberpapacy both have a section of the tunnel in their realms, Gralor is a combination of both, a cybernetically-enhanced troll. In addition to his already prodigious attributes, he now has a cyber-arm to increase his strength, and slashers in places of his claws. A low-light eye allows him to see by the candle he carries (the eye will not function in total darkness).

Like most trolls, Gralor has an exceedingly nasty disposition, and will attack intruders purely for the fun of battling them. He could not survive outside of the tunnel, or the Channel above, since his existence is dependent upon the particular mix of reality storms in this area.



Thomas Baxa

Despite his great strength, Gralor can be defeated if his opponents succeed in outwitting him. If his blows begin to make contact, even a Storm Knight could face a tough battle in order to survive.

Quote: "Little men make Gralor angry. Little men will beg Gralor for death."

Cyberpriests

See page 35 of the *Torg World Book*.

Possibilities: 3



The Essence of Evil

By order of Pella Ardinay, Lady of the Light:

To Storm Knights, far and near,

A young sorcerer's apprentice has appeared at court, claiming to be in the service of an aged mage who resides in Woodhenge. The girl, who gives Megan as her name, says that she knows the location of a powerful crystal that once belonged to the sorcerer known in Core Earth legend as Merlin.

Apparently, the futuresight possessed by Merlin was sufficiently powerful for him to predict the coming of the conflict we call the Possibility Wars. He thus decided to bury an enchanted stone in the center of a place of power, in the hope that one day, a hero would use its powers to right some of the wrongs done by the Dark Forces. Megan claims to have learned this information, as well as the location of the stone, in a dream.

We decided to send one of our Home Guardsmen to verify the girl's identity in Woodhenge. Alas, when he arrived he found the girl's mentor dead, slain some days ago by an apparent thief. We have decided, therefore, to take the risk of trusting Megan, for we cannot afford to ignore any opportunity to obtain a weapon that could aid us in our struggle.

As many of our loyal Guardsmen are occupied with other matters at present, we are requesting that any Storm Knights who hear this proclamation come immediately to Oxford, prepared to guide the girl to the location she describes.

Gamemaster Information: During the days that Arthur Pendragon ruled Core Earth England, his most trusted adviser was a powerful sorcerer known as Merlin. Arthur's most determined foe was his half-sister, Morganna Le Fey, a mage of no mean ability herself. When Camelot fell, Merlin repaid her treachery by calling upon all his magic might and sundering her spirit from her body, imprisoning it within a crystal of chalcedony. This stone he buried in the center of a circle of power called Stonehenge.

The standing stones that make up this monument store centuries of arcane power, much like sorcerous batteries. This enabled them to act as mystical guardians of the crystal, even when the Magic axioms fell. The crystal itself has the ability to absorb the

spectral energies of the spirit it contains, thus rendering that spirit impotent. The tremendous influx of magic caused by the coming of Aysle to Earth might have given Morganna the power she needed to escape, but Stonehenge has become a Core Earth hardpoint, and thus was unaffected by the rise in the Magic axioms.

But although the crystal could keep Morganna from possessing a physical form, it could not stop her mind from walking through the Dream Time. For centuries she tormented men in nightmares, searching for one with the strength to free her. At last, she entered the visions of Uthorion, now in the body of Thorfinn Bjanni. She pledged to him that if he would release her, she would use her powers to help him take control of Ardinay once again.

Uthorion realized that, while great skill would be needed to brave the perils of the hardpoint, he could not spare any of his wizards for the task. He therefore sent a young and handsome nobleman of House Daleron, and he wooed an innocent sorcerer's apprentice, all the while telling her lies about the nature of the crystal. His death at the hands of the Dark Forces was then faked, filling Megan with rage and a desire for revenge, which led her to tell Ardinay about the crystal.

Misled, Megan does not realize that removing the crystal from the borders of the stone circle will enable Morganna to free herself, and then possess the girl's body.

For his part, her mentor in the mystic arts was suspicious of the young nobleman's story, and as a precaution, presented her with an enchanted bow to help her defend herself against sorcerous attacks. Shortly after that, he was slain by the Daleron nobleman on the orders of Uthorion.

When the Storm Knights arrive in Ardinay's court, they will be instructed to exhume the crystal from the center of Stonehenge and bring it to Oxford for study. However, when they reach the site and begin to dig, a ward which Merlin placed in the stones will become active, and one stone per round will unleash a *lightning* spell, doing damage value 15. In addition, an illusionary evil sorcerer will appear and attack the Knights. He has no physical mass and his spells can do no damage, save as an attempt to frighten the heroes (*intimidation* value 10).

If the Knights successfully complete their dig, they will come upon an intricately carved box, covered with ancient runes. Inside the case they will find a single grayish crystal. But when they bring it outside of the circle, it will begin to glow and vibrate. The surface temperature of the crystal will increase to 100° Celsius, doing damage value 13 if a Knight attempts to touch it. Finally, the crystal will shatter and a blood-red bolt of energy will slam into



Megan, knocking her to the ground. When she rises, she will no longer be the innocent who led the Knights here, but Morganna Le Fey. She will contemptuously cast aside the bow and arrows, and inform the Knights of her new identity and how they have been deceived. She will tell them that destroying them would be unworthy of her power, and order them to stand aside and let her proceed to Oxford.

(In truth, Morganna is unsure of the extent of her powers in this new form, and reluctant to immediately enter battle.)

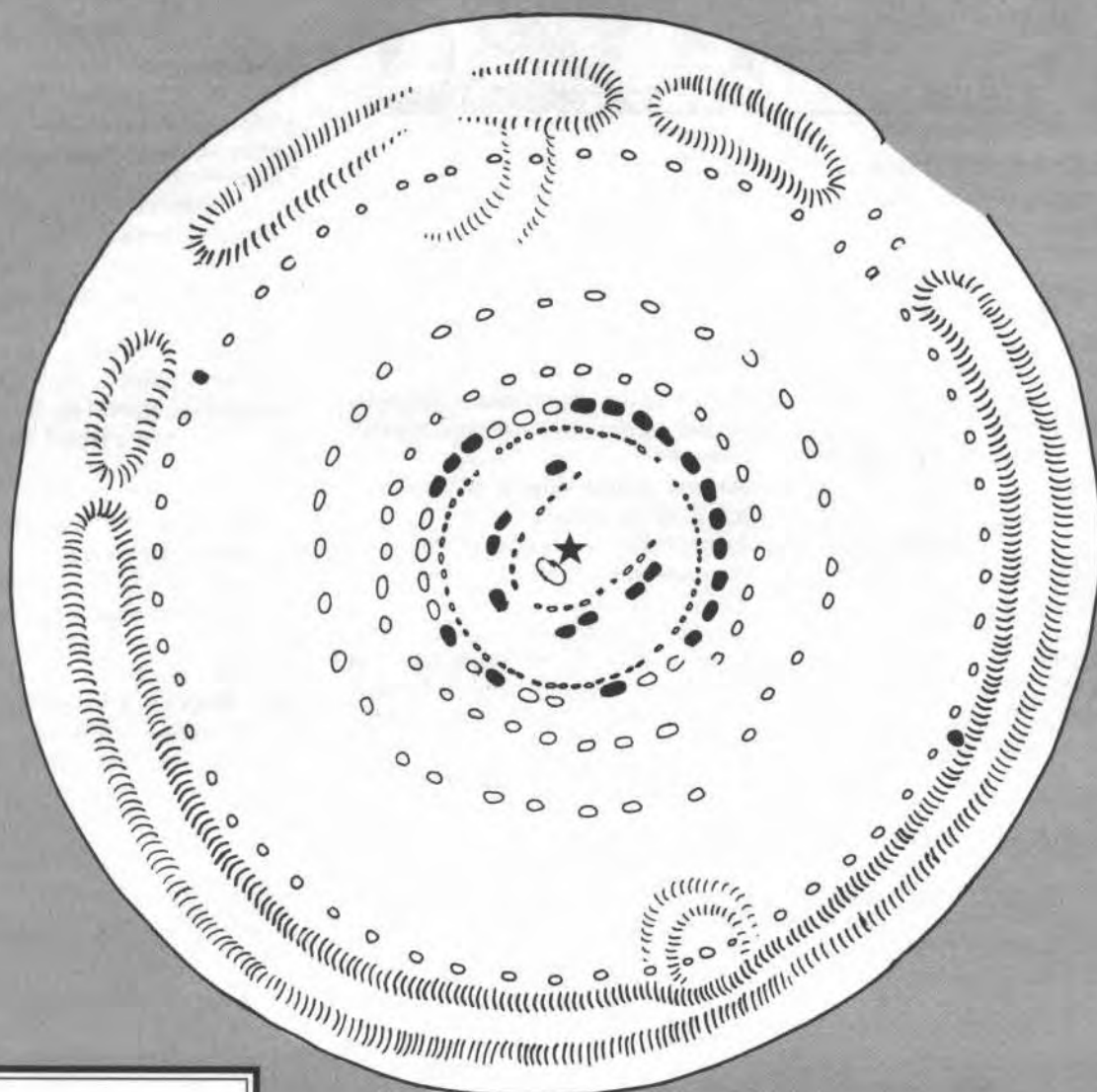
The Knights' sole advantage is that, although she has great mystic might, she has Megan's physical attributes and very little experience at hand-to-hand combat. She will rely solely on her spells for offense and defense. If the Knights can render her new form

unconscious, and then carry it back into the circle, Morganna's spirit will be drawn from it by Stonehenge (which had, after all, been charged with imprisoning her) and entrapped in the stones themselves. Megan's spirit will then be able to return to her body. If this happens, give each Knight an honor point at the end of the adventure.

The Knights can slay Morganna by



Queenswrath: The Essence of Evil
Stonehenge



○
●
Heel Stone

Key
★: Site of buried crystal

Rich Hawran





slaying Megan's body, but if they do so, give each Knight a corruption point at the end of the adventure for killing an innocent.

If the Knights are unable to defeat Morganna, she will depart to join the Dark Forces, and can be expected to return at some point in the future. She will render the Knights unconscious, but will not kill them, preferring that they be alive to spread the news that she has returned.

Morganna (in body of Megan):

DEXTERITY 8

Dodge 9, stealth 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Alteration magic 12, find 12, scholar (arcane lore) 12, trick 12

MIND 13

Apportation magic 14, conjuration magic 16, test 14

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 11

Spells: *bullet, charm person, conjured fireball, earth shield, weakness, weather control*

Arcane Knowledges: *air 4, fire 3, folk 2, living forces 1, earth 1*

Equipment: short bow, enchanted, damage value STR+6/14, range 3-10/40/100

Description: Morganna's life, from childhood, has been built upon a longing for revenge. She detested Arthur because of the brutal way his father treated her mother; she hated Camelot, because it represented all

the ideals she opposed, all the emotions she was incapable of feeling; and, most of all, she hated Merlin, he who imprisoned her in a shard of crystal.

Having outlasted (as she sees it) all her foes, she will be only too glad to aid Uthorion in his overthrow of the rule of Light. Of course, when the war is over, she plans to banish the cosm raider into a nether world and rule Aysle herself, but she will worry about that when the time comes.

Quote: "Fools! I have bested heroes and wizards with powers far beyond your pathetic abilities. And now you would stand against me? Begone!"

Stonehenge

The monument known as Stonehenge, which rests on Salisbury Plain in the county of Wiltshire in southern England, has puzzled Core Earth archaeologists for centuries. Theories about its origin have ranged from aliens constructing it from the air to Druid priests erecting it as a site for sacrifices.

What is known about the monument is that it is a Core Earth hardpoint, an area with a strong connection to the axioms of that cosm. Unlike many hardpoints, however, its radius of effect does not extend out from the monument, but is instead confined to the area within the circle.

The stones themselves have a Toughness of 20 and a weight value of 17. Though they are capable of storing arcane and living energy (and possibly other types, as well) they are not sentient beings and can release the energy only through a focused spell or the workings of a ward.



The Winged Terror

By order of Pella Ardinay, Lady of the Light:

To all subjects,

Twin tragedies have struck the royal court in recent days, the mysterious and gruesome deaths of two trusted advisers. The brutal nature of these incidents and the dearth of clues to the identity of the agency responsible has prompted us to issue this proclamation appealing for aid.

The first attack occurred merely six days ago. Isaac Hall, long the astrologer to the Houses of Aysle, was visiting an elven settlement in Portloe, Cornwall to discuss the omens for the coming year. Following a banquet, Hall was walking along the beach toward his host's cottage, but he never reached the protection of its walls.

His body was discovered the next morning, floating in a pool of his life's blood. Great claws had raked his back, and his innards were strewn on the sands. All around his body were the tracks of a huge animal, in many ways similar to the marks of a cat. The tracks led to a sheer cliff face, and when traced to their origin, it appeared the beast had simply emerged from the surf.

The second killing took place two days later. Our royal alchemist, Henry Basil, was consulting with the same elves regarding the possibilities for trade of certain minerals and herbs. On his way to a meeting with the group's elders, Basil walked down a narrow alleyway and met his doom.

When he did not appear at the parley, the elves mounted a search. Their discovery was a terrible one: Basil's body, torn to pieces, with one of his arms nowhere to be found. There were no traces of his attacker in the alley, although drops of what looked like human blood were spotted on a number of nearby rooftops. Whether or not these signs mean that Basil wounded his killer is unknown.

Due to the mysterious nature of the elves, there have been rumors that they may be responsible for these killings. Hearing this, the elves have grown angry, and threatened to break off any further talks. To prove the truth or falsehood of these rumors, as well as to avenge the deaths of Hall and Basil, the being or beings responsible for these atrocities must be stopped.

Gamemaster Information: The killings of Ardinay's two advisers were committed by a griffin, a bizarre creature that is part lion, part eagle. It took care to make the murders look as if they were committed by two different animals, to confuse and frighten the elves.

The griffin is allied with Lekmon, an elven general who is hoping to lead

his people to an alliance with Uthorion and the Dark Forces. Unwilling to risk a coup against the tribe's elders, Lekmon hit on the idea of using a series of killings to create suspicion between the elves and Ardinay's followers. Lekmon would see to it that passions were soon stirred up to the extent that any alliance between the elves and the other Aysle folk on the side of Light would be impossible.

At first, his plans seemed to be going perfectly: the two emissaries were killed, Portloe was in an uproar, and the elders thinking of cutting off contact with Ardinay's forces. But a last-minute plea from Pella herself convinced them to admit Storm Knights into the village to investigate. If they prove the killings were part of a plot designed to sever the ties between the elves and Ardinay, Lekmon's plans will fail. If he is exposed in the process, it will mean his life.

Lekmon has a number of options he is considering. He can feed false leads to the Storm Knights, hoping to stall them long enough for hostility to build between the two groups. He can try to lure a single Knight away and have the griffin kill him, planting evidence that suggests elven guilt. If it seems as if the Knights are close to the truth, Lekmon will slay one of the elven leaders and frame the Knights for the killing.

If any of the Knights has the *scholar (realm lore)* skill, and is able to generate a total of 9, he will see that the methods used in the murders are suggestive of a griffin. He will also know that a griffin will instinctively nest at the highest point in its hunting area. If no one has the *scholar (realm lore)* skill, the Knights can learn this by visiting the Hall of Knowledge in Portloe. A find total of 9 will uncover a Book of Legends which contains that information.

The highest point in the village is the belfry of St. Andrew's Church, which was abandoned shortly after the invasion, as the human residents of the area fled to London. The griffin is in fact nesting there, and will allow the Knights to climb all the way to the belfry before attacking, so as to take advantage of its greater maneuverability in the open air. The stairs to the belfry go up for six meters — the Knights must generate three successful *Dexterity* or *climbing* totals of 5 to reach the top. If they fail the roll, they lose their footing, and can only catch themselves by making a successful *Strength* check against a difficulty number of 12. If they fall, they take



damage equal to their weight value plus the value of the distance they fell, as per the *climbing* rules on page 52 of the *Torg Rulebook*.

If the Knights defeat the griffin, they can look around its nest for proof that it killed Ardinay's advisers. On a *find* total of 8, they will spot a piece of cloth torn from Basil's coat atop a pile of bones (human, animal, and elven). On a second *find* total of 9, they will spot what appears to be a golden military medallion.

Bringing the elven leaders to the belfry and showing them the scene will be enough to convince them that the griffin was responsible for the deaths, and the Knights will pledge to carry the news back to Ardinay's court at Oxford. If the Knights show the elders the medallion, they will recognize it as one belonging to Lekmon. It is strange, they will comment, that he never reported it missing.

Lekmon honestly did not know it was missing. The griffin, attracted by its glitter, stole it from him during one of their clandestine meetings. If con-

fronted about it, Lekmon will claim that he did notice it was missing shortly before the murders, but in all the excitement that followed, had neglected to report it. If the Knights continue to press, one of the elders will suddenly remember that he saw Lekmon wearing the medal at a settlement function shortly after the first murder took place.

Exposed, Lekmon will flee to the church and make a last stand in the belfry, all the while exhorting the elves to join with him in a rebellion. If he is able to generate a *persuade* total of 13, he will succeed, and four elven warriors will attack the Storm Knights.

Griffin

DEXTERITY 14

Dodge 15, flight 16, prestidigitation 20, stealth 15, unarmed combat 17

STRENGTH 18

TOUGHNESS 16

PERCEPTION 9

Tracking 11, trick 10

MIND 8

Test 10

CHARISMA 5

Charm (9), persuade (11), taunt (8)

SPIRIT 5

Intimidation 10, reality 6

Possibilities: 6

Natural Tools: wings, speed value 12; claws, damage value STR+2/20; beak, damage value STR+3/21

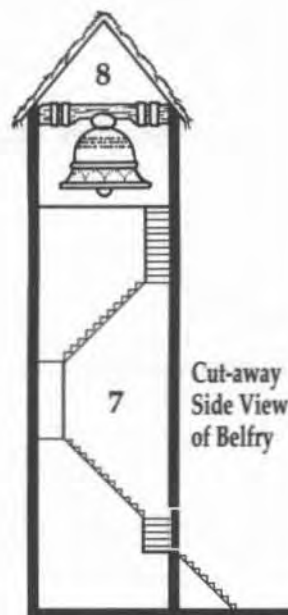
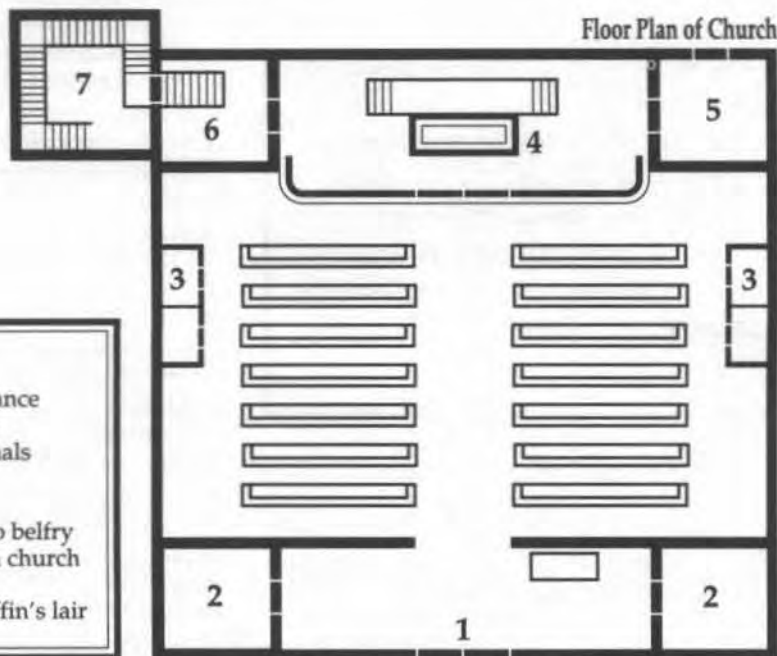
Description: The griffin is a bizarre creature with the head and wings of an eagle and the body of a lion. It normally resides on mountain peaks, but will settle in any high spot (roofs, belfries, etc.). It is roughly eight meters long, with a wing-span of nine meters.

The griffin is an omnivore, but prefers freshly-killed meat. In the wild, it survives on deer, rodents, or snakes, but has been known to eat man when an unwary member of that species comes too near. Despite its resemblance to a great cat, the griffin prefers the striking method of the eagle — it will swoop down and claw at its prey, usually going for vital spots such as the head or neck. Once the prey is downed, the griffin will tear at the body with its beak and carry scraps of



Queenswrath: The Winged Terror

St. Andrew's Church



Key

1. Main Entrance
2. Restrooms
3. Confessionals
4. Altar
5. Vestry
6. Entrance to belfry
7. Stairs from church to belfry
8. Belfry/griffin's lair





meat back to its perch.

The griffin is an intelligent animal, known for its ability to elude pursuers and capable of complex plans. It is able to understand simple sentences, but it is unusual for it to ally itself with any other species. The griffin despises weakness and will turn on anyone, even another griffin, who displays that trait. Griffins are extremely attracted to bright objects, and will attack to obtain one.

Lekmon

DEXTERITY 13 (10)

Dodge 14, melee weapons 15, unarmed combat 14

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Divination magic 11, scholar (military tactics) 11, trick 11

MIND 10

Test 12

CHARISMA 12 (9)

Charm 13, persuasion 15, taunt 13

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 8

Arcane Knowledges: *water* 1

Equipment: short sword, damage value STR+4/13; elfmail, armor value TOU+6/15

Description: Lekmon is a soldier — he sees the Ayslish civil war as an opportunity for glory, and despite Pella's momentary advantage, believes that the Dark Forces will eventually be victorious. When that happens, he reasons, they will begin planning further conquests, and will be in need of experienced military men.

Lekmon is 150 years old, middle-aged for an elf, two meters tall with dark skin and pointed ears, like the rest of his race. He will put on an air of great civility with the Storm Knights, but in private he will assure the elders that he can handle the situation, and there is no need for outside interference.

Quote: "Blood and conquest, that is the destiny of the elven race. Any who would deny that is either a fool or a traitor."

Typical Elven Warrior

DEXTERITY 12 (9)

Dodge 13, maneuver 13, missile weapons 15, stealth 13, unarmed combat 13

STRENGTH 11 (8)

TOUGHNESS 8

PERCEPTION 9

Find 10, tracking 10, trick 10

MIND 8

Test 9

CHARISMA 7

Charm 8, persuasion 8, taunt 9

SPIRIT 7

Intimidation 8

Note: Each warrior has one magical skill at +1, and one arcane knowledge at +1

Equipment: heavy crossbow, damage value 22, range 3-10/100/300; elfmail, armor value TOU+6/17



A Blanket Across Time

By order of Pella Ardinay, Lady of the Light:

Hearken, all those within the realm of Aysle,

An abomination has recently threatened our fair city of Oxford and an end must be brought to this dangerous situation.

Early this morning, an attempt was made to break into the Ashmolean Museum. When an alert guard named Mayhew attempted to stop the intruder, he was attacked and severely beaten, but was able to blow his whistle and call for aid before he succumbed to his injuries. Members of the Home Guard arrived swiftly, but did not see any sign of the intruder. They treated Mayhew's wounds, and their search turned up a second stalwart soul who had been murdered while attempting to protect the museum.

Upon reviving, Mayhew claimed his deadly visitor had been a mummy, of the sort common to the Nile Empire. He was unable to speculate on what the mummy was seeking in the museum, and while the Home Guard cannot say who may have entered the building before they arrived, they vow that no one left it while they were present.

Although the guard's tale seems fantastic, we have seen many strange things in the short time this realm has existed. If there is an object in the museum that would prove of value to Dr. Mobius, it must be prevented from reaching his hands. If this can only be done by slaying his creature, then so be it.

We call upon the adventurers known as "Storm Knights" to take a hand in this matter, before more innocent blood is shed.

Gamemaster Information: The midnight visitor to the Ashmolean was indeed a mummy from the realm of Mobius. The origin of this incident can be traced back to the city of Thebes, where a cunning and evil woman is weaving a web of deceit.

Mobius has agents stationed throughout the world to ensure that no event of which he is not aware takes place in any realm. Recently, he was astonished to learn that a heretofore undiscovered eternity shard of great power exists in the Aysle realm, and put into motion plans to claim it as his own.

The High Lord decided to send one of his overgovernors, the beautiful Natatiri, to obtain the shard. Her loyalty to Mobius is, however, question-

able at best, and she saw this as an opportunity to steal the artifact for herself and use it to help further her own ambitions. However, she was unwilling to take the risk involved in a trip to Aysle, and so needed to find a trustworthy agent to commit the theft for her.

The solution to her dilemma came when she seduced a Theban mathematician and convinced him to help her revive the mummy of Mobius' former consort, Clemeta. His *animate mummy* spell restored Clemeta to some degree of sentience. Due to her high station in life, Clemeta is a *noble mummy*, with greater power than the standard version of that creature.

Natatiri decided to send Clemeta to Oxford to steal the shard while she

went into hiding to lull Mobius into believing she had departed to carry out his orders. When Clemeta returned with the shard, Natatiri planned to hide it and tell Mobius that his agents had been incorrect and the item did not exist. Of course, she would have to be sure to eliminate the agent when he next returned to the Nile realm, but that would present little problem.

The shard itself is a baby's blanket with a faded red and blue pattern, part of an Egyptian exhibit in the museum. The curators of the establishment believe that the blanket is really the cloth in which Moses was wrapped when his mother set him adrift in the Nile. They came to this conclusion because, although the artifact was found in the tomb of the daughter of a Core Earth pharaoh, the style and quality of the workmanship strongly suggests it was woven by an Israelite.

Clemeta was able to steal the shard, but by that time the sun was rising, and she could hear the Home Guardsmen searching the museum. She took refuge in a sarcophagus in the Egyptian exhibit, behind the mummy it already contained, intending to wait until nightfall to make her escape.

When the Storm Knights enter the museum, they will come upon a table covered with tour pamphlets, which detail the layout of the buildings and give brief descriptions of the current exhibits.

Clemeta will not interfere with the Knights' search, but if they begin examining the sarcophagi, she will emerge and attack them. She will fight on until she is destroyed.

If the Storm Knights defeat her, they can take the shard back to Ardinay for study. Each Knight will gain an honor point for his actions.

Clemeta (Noble Mummy)

DEXTERITY 8

Unarmed combat 11

STRENGTH 16

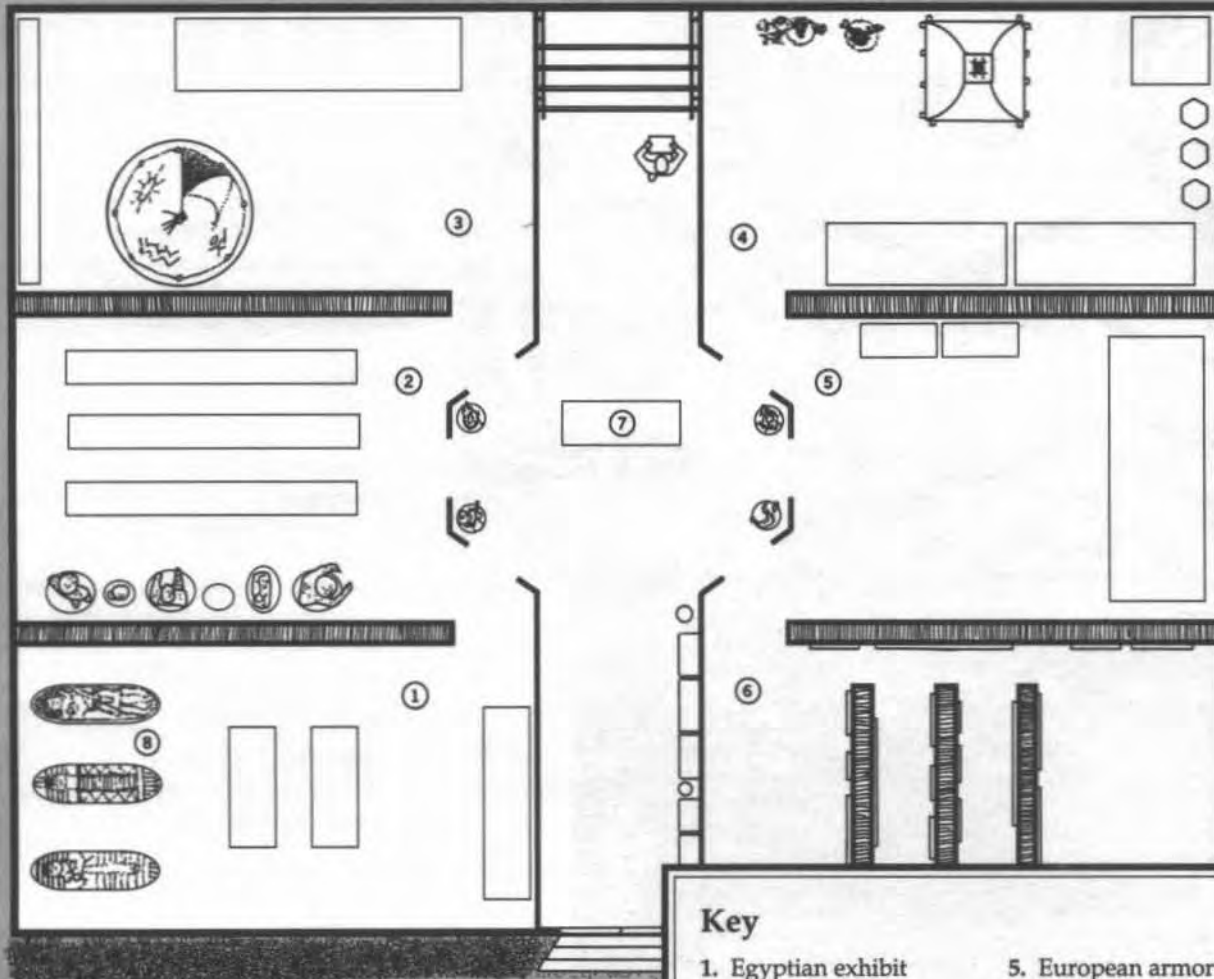
Lifting 17

TOUGHNESS 20





Queenswrath: A Blanket Across Time Ashmolean Museum



Key

- | | |
|----------------------------|---------------------------|
| 1. Egyptian exhibit | 5. European armor exhibit |
| 2. Roman exhibit | 6. Gallery |
| 3. American Indian exhibit | 7. Reception desk |
| 4. Japanese exhibit | 8. Sarcophagi |

PERCEPTION 5

Find 8, trick 7 (16)

MIND 6

Test 7 (15)

CHARISMA 4

Taunt 8 (20)

SPIRIT 15

Faith 16, intimidation 17, reality 16

Possibilities: 7

Inclination: Evil

Natural Tools: Poison, damage value 13 per round

Description: During her lifetime, Clemeta had been treacherous and power-hungry. When Mobius wearied of her attempts to gain his favor, he had her mummified alive. After reviving her, Natatiri gained her cooperation by promising to have her restored to true life if she successfully completed this mission. Desperate, Clemeta agreed, unaware that the miracle of which Natatiri spoke can only be performed with real hope for success once every thousand years, and it will

be several centuries before the planets are in the proper configuration for an attempt to be made.

Clemeta is a noble mummy, the reanimated corpse of a person who, in life, was of high station but not on the exalted level of a pharaoh. Noble mummies are immune to fire attacks (including magical fire), suffering no damage from them at all. They are also immune to shock damage, and can only be defeated by "KO" and wound damage.





Tim Wright

Attacking a mummy with a melee weapon entails the risk of the weapon becoming entangled in the mummy's wrappings. If the attacker's *melee weapons* total is less than 12, his weapon becomes entangled. Entangled weapons cannot be used and untying one requires a *Strength* total of 11.

The embalming fluid contained within the body of a noble mummy is poisonous. If a Knight comes in contact with the liquid, he will become ill, taking damage value 13 for each round until first aid is administered.

Noble mummies are immune to *taunt* and *test* attacks and cannot be charmed or persuaded.

Blanket of Moses

Cosm: Core Earth

Possibilities: Many hundreds

Tapping Difficulty: 17

Purpose: To awaken the spiritual powers that reside within all humans.

Powers: The Blanket of Moses is a Core Earth hardpoint, with a radius value of 6.

Group Power: Shift Possibility

Restrictions: The Blanket's Possibilities can be used only for those tasks involving *Spirit*-based skills, which includes the invocation of Core Earth miracles.



Beachhead

By order of Pella Ardinay, Lady of the Light:

Hearken, all loyal citizens,

Our friends are few and far between in these troubled times, as all of you well know. Therefore when an ally is threatened, we must stand ready to defend him unto death, if necessary.

Word has recently come to Oxford that something has felled many of the Uvwe who dwell to the south of our realm. Their cold, still forms began washing ashore on the beaches of Land's End a week ago, and others have been seen floating atop the waves by mariners. They are in both human and seal form, and our physicians have stated that some great physical shock was the cause of their deaths. Other disquieting accounts have also come from that area, including stories of men in strange armor disappearing into the waters, and a great geyser which erupted from the waters.

It may well be that some great evil is afoot along our coast, something which could one day threaten all of Aysle. It is our most urgent request that those who hold the realm dear travel to Land's End to pierce the veil that shrouds this mystery.

Gamemaster Information: The story of what really took place at Land's End is a long and complicated one. Some weeks ago, Nile Empire agents in the Aysle realm reported back to Dr. Mobius the legends regarding the lost city of Lyonesse, which is supposed to have sunk into the Atlantic near Land's End. Mobius ordered his agents to investigate the site and send back any eternity shards they might find.

The Nile squad dutifully donned their diving gear and discovered the lost city, now inhabited by Uvwe. They began searching for shards, but were unable to find any. Finally, one agent suggested that they use explosives to unearth any precious minerals which might be buried underneath the city.

The bomb blast destroyed a large portion of Lyonesse, and killed hundreds of Uvwe. When no valuable elements were found, the agents admitted defeat and departed.

At that point, Arten Beldandro, an Uvwe consumed by corruption, con-

tacted goblins in Land's End and suggested the dead Uvwe be used for an underwater gospog field. Word eventually came back from Norway (where Uthorion is currently based) that the plan was approved, but only 50 gospog seeds would be allotted for the first planting.

Beldandro was given the task of planting the seeds with the Uvwe corpses and then waiting for a week for the harvest. There were only enough seeds for one planting, and only 50 gospog would arise, but they would be enough to form an amphibious attack force that could be used to strike terror into coastal towns throughout Aysle.

When the Storm Knights reach Land's End, they will find plenty of fishermen willing to tell them about the dead Uvwe washing up on the beach, and the explosion that preceded this ghoulish event. If they attempt to sail to the site of the explosion, they will be unable to see anything, for the

water is still too clouded by the blood of the Uvwe and the sediment the blast stirred up.

If the Knights decide to do some diving, and did not bring gear with them, they might be able to find some in town (someone might have scuba outfits in their storeroom which they haven't been able to use since the invasion). If not, they'll have to send one of Ardinay's messengers back to London to obtain some. Then they can rent a boat and begin their investigation in earnest. (Should a Storm Knight disconnect while using the equipment, his oxygen supply will cease to function and he must head to the surface immediately or suffocate.)

Once below the surface, the Knights will sight Lyonesse almost immediately, its spires shattered and rubble clogging its streets. Emerging from one of the ruined sections is a steady stream of gospog, all heading directly for the surface. Swimming along beside them is an Uvwe, who appears to be urging them on. Absorbed in his work, neither he nor the gospog will notice the Knights right away.

Shortly after their initial sighting, the Knights will be approached by 15 Uvwe, who will beckon them to the surface and explain to them the origin of Arten Beldandro and the fate of Lyonesse. They will offer to join the Knights in an attack on the gospog.

The Knights can mount a frontal assault on the gospog column underwater. They will get +2 to their *Toughness* due to the diving suits, but will be at -1 for all *Dexterity* and *Strength* related skills. If the Knights are reluctant to attack under those circumstances, the Uvwe can suggest guerilla-style tactics against the column once it reaches land.

Along with their own weapons, the Knights can find cans of gasoline in a boathouse on the shore with which firebombs can be made (damage value 17, radius of effect 2/7/12). If the Knights are able to kill Beldandro (who



travels in the middle of the column, surrounded by gospog), the rest of the column will falter, having no one to give them orders. They may turn and head back into the sea, giving the Uvwe the opportunity to ambush them.

If the gospog are destroyed, with or without Belandro being killed, it is doubtful Uthorion would be willing to spare the gospog seeds to try the experiment again. But if Belandro escapes, he can be expected to strike again at some future date.

Amphibious Gospog (first planting)

DEXTERITY 8

Maneuver 10, melee weapons 9, missile weapons 9, swimming 11, unarmed combat 9

STRENGTH 8

Climbing 9

TOUGHNESS 8

PERCEPTION 7

Find 10, tracking 8, willpower 10

MIND 7

CHARISMA 7

SPIRIT 7

Natural Tools: armor, TOU+2/10; claws, damage value STR+2/10.

Description: The amphibious gospog were formed from gospog seeds planted with dead Uvwe. Because of this bizarre genesis, the gospog possess two skills unusual for first plantings: they are able to swim and function underwater, and they have greater maneuverability both on land and in the water. Unlike the Uvwe, the gospog are incapable of actual shape-shifting, but instead have fins attached to their arms and legs to help them move through the water, and their hands feature sharp claws.

Much of a first-planting gospog's body is made up of plant matter, and in the case of the amphibious creatures, it is largely seaweed and kelp.

Arten Belandro (human form)

DEXTERITY 11

Acrobatics 12, maneuver 13, melee weapons 12, swimming 14

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

Tracking 12

MIND 10

shape-shifting (seal) 12, test 12

CHARISMA 10

SPIRIT 8

Corruption 10, reality 9

Possibilities: 6

Equipment: spear, damage value STR+4/12

In seal form, Belandro's attributes are the following, and his skill adds remain the same.

DEXTERITY 12

STRENGTH 7

TOUGHNESS 9

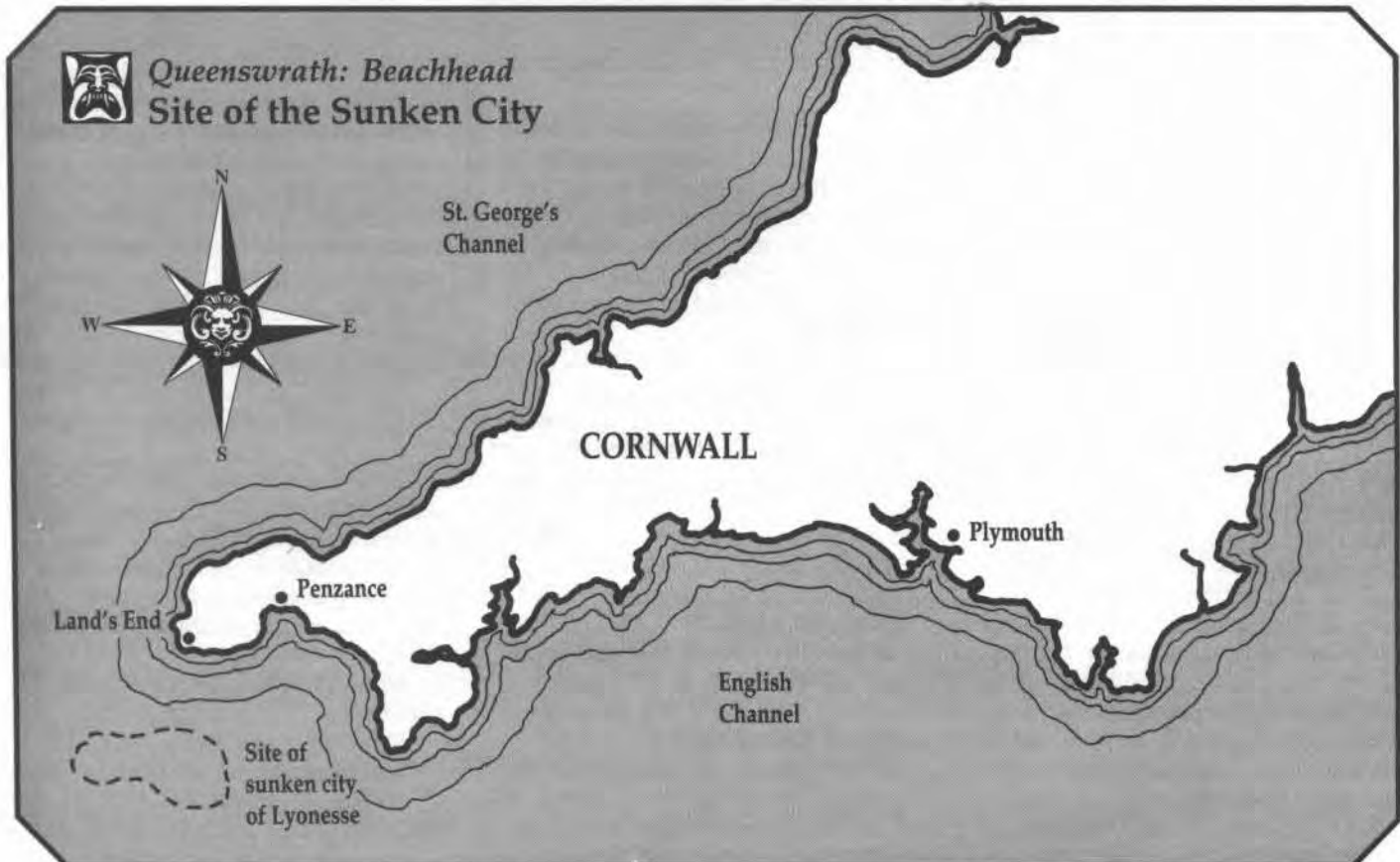
PERCEPTION 10

MIND 10

CHARISMA 10

SPIRIT 8

Description: Arten Belandro was one of the founders of the Uvwe settlement at Lyonesse. But in time the peaceful philosophy of many of his people's leaders began to grate on his



Rich Hawran





Tim Wright

nerves — the surface-dwellers were fighting a war to determine the future of the entire planet, and he felt the Uvwe should take a hand in its outcome.

At first, he joined with others of his kind in aiding the beings called Storm Knights. They took heavy losses at the hands of an aquatic dragon, and he came to realize that the Knights had little material wealth to offer as a reward for their service. For that reason, he helped to rescue a Viking warrior and in return, asked to join the Dark Forces. He was accepted, and told to wait for further information.

When news of his deed reached Lyonesse, the rest of the tribe turned him out. Later, when he saw the Nile agents planting a bomb that would kill hundreds of Uvwe, he did nothing to prevent them. Instead, he thought of a way to use the incident for his own purposes.

Belandro considers his command of the gospog army the first step on the road to power. He has no regard for life, human or Uvwe, and has nothing but scorn for those who do.

Quote: "Yes, I let them die. And I would slay a million more if they stood in the way of my conquest — for when the heavens tremble and the seas run red with blood, it will be Belandro who stands by the High Lord's side."

Standard Uvwe (human form)

DEXTERITY 11

Acrobatics 12, maneuver 13, melee weapons 12, swimming 14

STRENGTH 7

TOUGHNESS 9

PERCEPTION 10

First aid 11, tracking 12

MIND 9

shape-shift (seal) 12

CHARISMA 11

SPIRIT 9.

Faith (Mesus) 10

Possibilities: 3

Equipment: bone-knife, damage value STR+3/10

Description: The Uvwe are an aquatic race, dedicated to peace. In their human form, they have greenish skin and webbed fingers. They have the innate ability to change their shape to that of a seal. They have also been known to aid Storm Knights on previous occasions.



Holger the Dane

By order of Pella Ardinay, Lady of the Light:

Be it known throughout the realm,

Beneath the castle of Kronborg, also styled "Elsinore," sleeps Holger the Dane, hero, paladin, champion of Denmark. Cursed by the faerie Nimue to spend an eternity as unliving stone, the legends tell that he will return to life when his land faces its darkest peril.

Word has reached our ears that an evil dwarf mage known as Tribane has discovered powerful magic that would free Holger from his prison of rock. The dwarf hopes to convince the great knight that the forces of Light in Aysle threaten his domain, and thus set him against us.

This shall not be. Tribane must be prevented from completing his unholy ritual, and if Holger is to be revived, he must serve the Light. If the dwarf achieves his goal, and Holger cannot be dissuaded from attacking our realm, that great champion must be destroyed.

As Kronborg lies beyond the borders of Aysle, our loyal Home Guard cannot do this deed. We therefore call upon any brave souls who hear this proclamation to take arms and proceed to the castle to save this kingdom from assured ruin.

Gamemaster Information: Holger the Dane does, indeed, "sleep" in the bowels of Kronborg castle, his sword in his hand, his shield at his side. In life, he was one of the 12 paladins of Charlemagne, the Holy Roman Emperor. When the empire fell, he began a love affair with the faerie Nimue. She used her magic to keep him young over two centuries — but when he displeased her, she cast him into a deep sleep and then turned his slumbering form to stone. But there remained a shred of pity for him in her breast, and so she added a corollary to her curse: if Denmark ever faced dire danger, he would awaken.

Holger has remained in his stone state for countless centuries, and Nimue implanted the belief in the minds of the Danes that the rock form was merely an artist's sculpture of the hero. The statue rests in the castle's deepest dungeon, and is still visited by countless tourists every year.

But with all her planning, Nimue neglected to consider that magic, like all things, weakens with age. The impressed spell that should have awakened Holger during the period that Uthorion dominated Aysle, (which includes one-third of Denmark), failed to function, and so he slept on.

Tribane, whose dwarven grimoire contains a spell to turn flesh to stone, was able to devise a ritual to turn stone to flesh. Though he does not possess a counterspell to the one that cast Holger into unending slumber, once the Dane is flesh again, the amount of magical energy needed to awaken him will lessen considerably, and Nimue's spell should function again. Ironically, it is actually Tribane's presence that will constitute the great danger to the country which will rouse Holger.

Tribane plans to convince Holger that Pella Ardinay and the Storm Knights pose a threat to Denmark, and the only hope of stopping them lies

with the "noble" Uthorion. The dwarf is traveling with 20 Viking warriors as a means of encouraging Holger to ally with him. Filled with Tribane's falsehoods, Holger might well agree to lead the Dark High Lord's troops into battle, rallying a great number of Danes against Ardinay in the process.

By the time the Knights reach the castle, Tribane and the Vikings will have stormed it and taken over, locking the curator and guards up in the dungeon. Tribane will have spent four hours on his ritual, and will need only one hour more to turn Holger human again. The Storm Knights will have to approach the keep by sea, either by making a frontal assault on the castle or by beaching somewhere else and traveling overland. On the seaward side of the castle are five bronze cannons. Tribane has focused a *conjured fireball* spell into the cannons, so they will begin launching balls of flame as soon as a ship or a swimmer comes in range (within 600 meters of the castle.)

On the landward side of the castle are massive fortifications, manned by the Vikings. The doors of the castle are solid oak (*Toughness* 10) and the windows have steel bars on them (*Toughness* 15).

Holger the Dane

DEXTERITY 11

Dodge 12, maneuver 12, melee weapons 14, swimming 12, unarmed combat 12

STRENGTH 12

TOUGHNESS 11

PERCEPTION 8

Scholar (navigation) 9, trick 9, water vehicles 9

MIND 7

Test 8

CHARISMA 9

Persuasion 11

SPIRIT 8

Intimidation 10, reality 9

Possibilities: 10

Equipment: two-handed sword, damage value STR+7/19; medium shield, +5/19; hides and furs, TOU+1/12

Description: Holger is a giant of a



man, with a thick red moustache and a long beard. His sword is enchanted, so that it resists being lifted by all but him with a *weight value* of 16. This spell was a gift to Holger from Nimue, and his ability to bear the sword in battle inspired awe in the Vikings (if a Storm Knight could lift the sword, it might earn him Holger's respect).

Holger is a fierce warrior and a natural leader. If attacked, he will fight until he is completely overcome. If he has assumed command of Tribane's forces before the Knights reach Kronborg, give each of the Vikings a +1 to their *melee weapons* and *unarmed combat* skills. Any displays of magic — by Tribane or by the Knights — will

make Holger suspicious (understandable, given the outcome of his affair with Nimue).

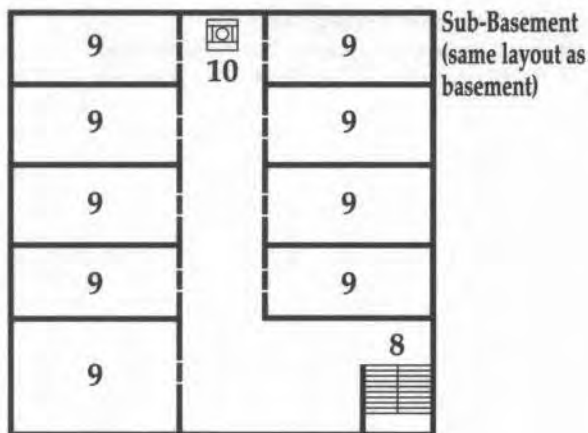
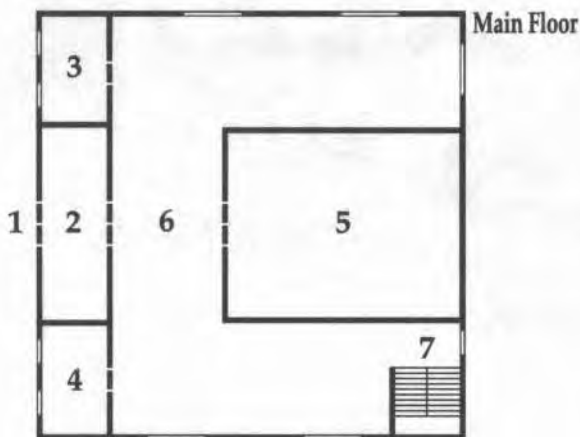
Holger is not adverse to listening to reason, if the Storm Knights want to take that tack. But if Holger has already been *persuaded* by Tribane, he will be *hostile* to the Knights. Otherwise, he will be *neutral* to them.

If the Knights are able to convince Holger of the justice of their cause, he will vow to stay in Denmark and battle Uthorion's forces. If they fail to convince him, and are unable to defeat him in battle, he will commandeer a boat and sail for England, and could show up as an antagonist in a future Aysle campaign.

Quote: "If 'tis battle you want, then 'tis battle you shall have! Have at thee!"



Queenswrath: Holger the Dane Kronborg Castle



Key

- | | |
|---------------------|---------------------------------|
| 1. Main Entrance | 6. Historical museum |
| 2. Lobby | 7. Stairs to basement |
| 3. Curator's office | 8. Stairs from basement |
| 4. Security office | 9. Cells (now used for storage) |
| 5. Art gallery | 10. Holger the Dane |

Tribane

DEXTERITY 9

Dodge 10, *melee weapons* 10, *stealth* 11

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

Alteration magic 13, scholar (arcane lore) 12, trick 12

MIND 11

Conjuration magic 14

CHARISMA 10

Charm 11, persuasion 11

SPIRIT 9

Corruption 10, intimidation 10, reality 10

Possibilities: 8

Equipment: short sword (enchanted), damage value STR+5/13.

Arcane Knowledges: folk 4, air 3, fire 2

Spells: *Dvergamal*, *turn to stone*, *conjured fireball*, *turn to flesh*.

Turn to Flesh

Axiom Level: 12

Skill: *alteration*/folk 18

Backlash: 10

Difficulty: 9

Effect Value: 15

Bonus Number to: duration

Range: touch

Duration: 32 (one month)

Cast Time: 20 (five hours)

Manipulation: state, duration





Tim Wright

This is a relatively simple spell in this case because it is being used to undo another incantation (returning Holger to his original state, rather than transforming him into something different). Were Tribane to try and use this spell on an unliving piece of stone, he would need a *skill* of 20, take *backlash* of 30, and need 10 hours (a value of 23) in which to cast the spell.

The caster must be in physical contact with the target for the spell to work. Like the dwarven *turn to stone* spell, this rite works best when the target is made of basalt, granite or obsidian (Holger's "statue" is of granite).

Description: Tribane is almost as good a deceiver as he is a sorcerer, and that is why he feels certain he will one day achieve true power. Tribane thrived under Uthorion's rule, and believes that his interests would be best served by the return of the Dark Lord.

Unlike many of his fellow dwarves, Tribane is involved with a religion, being a worshiper of Endrak, the god of corruption. He has very little respect for Vikings, trolls, ghouls, or any other Ayslish folk, believing them to be good only as "muscle" in dwarven schemes.

Quote: "Now that you see the mistake you made in attacking, let's have a bit of fun — I haven't turned anyone into a slug in a troll's age."

Vikings:

See page 30 of the *Torg World Book* or the *Aysle Sourcebook*.

Note: One of the additional skills must be a magical skill. Characters also get an arcane knowledge at one add.

Equipment: broadsword, damage value STR+6/16; long bow, damage value STR+6/16, range 3-10/100/250



The Horn of Darkness

By order of Pella Ardinay, Lady of the Light:

Let it be known throughout the realm,

Death now reigns supreme on the island of Gotland in the Baltic Sea, and the people of that place cry out for a savior. It falls to this court to carry the standard against this great darkness, and we have chosen the Storm Knights to be our warriors in this dangerous time.

A messenger arrived in Oxford yesterday, having survived the treacherous journey from Gotland's capital, Visby, though not unscathed. He told a wild tale of mass destruction, of friends and loved ones collapsing in the streets in horrible agony. This plague began but days ago and already hundreds lay dead, most shoveled into mass graves to keep their dark humors from spreading. Superstitious panic has filled Visby's denizens, and they have barricaded themselves inside their homes, emerging only to obtain food.

And yet, the nightmare continues. Entire families die in a day, their homes marked with a black cross to warn looters of the presence of disease. This scourge has spread so swiftly and struck with such terrible might that we are forced to deem it unnatural, and cast about for the agency responsible.

Nor is this the only source of the terror gripping the island. A number of murders have taken place near the Trojeborg Maze, the killings being committed in so singular a manner as to arouse our attention, even against the backdrop of Visby's affliction. The victims seemed to have no common attribute, but all were found in the same gruesome condition, with their eye sockets no more than charred black pits.

Whether all of the deaths in Gotland are the work of the same evil entity, or there is more than one enemy of the Light abroad in that land, we do not know. But it is apparent that some action is needed, and swiftly. We ask that Storm Knights move with all speed to Gotland to investigate these bloody deeds.

Gamemaster Information: The people of Gotland do, indeed, have much to fear, for they are the prey of not one, but two vile creatures, one native to Aysle, the other to Orrorsh.

The mass deaths that have been attributed to plague are actually the result of poison, introduced magically into the water supply by a black unicorn, a corrupted version of the Aysle beast whose traditional duty is the purification of liquid. This particular unicorn disliked the hard life his species was forced to lead while Uthorion

ruled the cosm. Under the Dark High Lord's reign, unicorns were hunted for sport, as they were seen as symbols of Light. Cornered, the animal that would one day become a black unicorn struck a deal with its pursuers and led them to a glade filled with the magnificent beasts, who were then slaughtered. That was the first step on the black unicorn's road to corruption, which led him to the service of Uthorion and the isle of Gotland.

Sweden has been a particularly annoying problem for Uthorion, sup-

plying, as it does, weapons to its neighbors, Norway and Finland. The black unicorn was sent to this island off the Swedish coast to inspire terror and divert the government's attention from the ongoing battles in Norway. Since Gotland is a stronghold of the Light, the unicorn's corrupted soul is revealed in its color.

The unicorn made its home in the Trojeborg Maze, and used its *poison water* spell to befoul the Visby reservoirs. Soon, large areas of the city were succumbing to the effects, and the Swedish government was forced to divert resources to treating the victims. But the unicorn faced a problem — it needed to rest in between casting the spell, and was in need of someone to guard the maze during the time it slumbered. Uthorion saw this as an opportunity to test a recent addition to his forces, an Orrorshan succubus.

This unholy creature had grown weary of inaction in its realm under the stewardship of Thratchen, and traveled to Aysle to provide aid to Uthorion in return for ample victims whose life energy she could drain. She was sent to guard the black unicorn, a job she considers beneath her talents. Still, it has afforded her the chance to kill some fools who wandered near the maze, and in recent days she has begun to roam rather far afield in search of new victims.

When the Storm Knights reach Gotland, they will be given the opportunity to examine one of the "plague" victims. A *Mind* total against a difficulty number of 9 will reveal that the symptoms are consistent with poisoning (for Knights with the *medicine* or *science (chemistry)* skills, reduce the difficulty number by one). Local officials will inform the Knights that the victims had not been sharing food, but all drew their water from the same supply.

A successful *Mind* or *science (chemistry)* total against a difficulty number of 9 will reveal that the reservoirs have been poisoned. A Knight with the *detect magic* spell will be able to tell that some form of enchantment was used





Queenswrath: The Horn of Darkness Trojeborg Maze



Key

1. Entrance, guarded by succubus
2. Inner courtyard

to bring about the effect. A *find* total of 10 will reveal hoof prints that lead to the edge of the water, but cannot be tracked over the rocky terrain nearby.

If the Knights are willing to stake the area out until dawn, they will spot the black unicorn emerging from the woods, walking to the beach, and preparing to cast its spell. If the Knights attack at this point, the unicorn will

flee back to the maze and warn the succubus, giving her initiative in the first round of combat to come. If the Knights do not attack, but instead follow the unicorn back to its lair, the Knights will have the initiative when attacking the succubus.

After disposing of the Orrorshan, the Knights will have to enter the maze to find the black unicorn. The animal

will have left tracks on the soft earth, and the Knights will have to make *Perception* or *tracking* totals against a difficulty number of 8 to follow them. If the Knights did not bring torches, a second *Perception* or *find* total against a difficulty number of 9 will be required — any Knights who fail this roll become separated from the rest of the group, and must successfully generate



the total and rejoin the party or run the risk of being lost in the maze forever.

The unicorn has gone to ground in the center courtyard of the maze. When the Knights emerge from the tunnel, the unicorn will attack. It will rely on physical attacks, as it does not possess the kind of spells that can be used in combat.

If the Knights are victorious, the Visby water will return to normal within one day (if the unicorn was prevented from casting his spell at dawn, it will already be pure again). Upon returning to Oxford, the Knights will be presented gifts of enchanted long bows by Ardinay (damage value STR+7/22, range 3-10/100/250).

Black Unicorn

DEXTERITY 12

Dodge 13, maneuver 14, running 14, stealth 13, unarmed combat 14

STRENGTH 13

TOUGHNESS 10

PERCEPTION 13

Alteration magic 16, divination magic 15, find 14, trick 14

MIND 14

Test (15), willpower 15

CHARISMA 7

Charm 14, persuasion (12), taunt (10)

SPIRIT 8

Corruption 12, intimidation 10, reality 10

Possibilities: 10

Natural Tools: horn, damage value STR+5/18; hooves, damage value STR+3/16

Spells: *detect magic, poison water*

Arcane Knowledge: *magic 8, water 8*

Description: Ebon in hue both within and without, the black unicorn is the diametric opposite of the standard beast of Aysle. Where the white unicorn uses his power to drive away the evils that gather in water overnight, the black uses his magic to multiply them. Though the white can often be lured from its lair by the pres-



Bob Dvorak

ence of a virgin maid, the black scorns purity, and will only emerge if the opportunity exists to impale the young woman.

Poison Water

Axiom Level: 8

Skill: *alteration/water* 15

Backlash: 11

Difficulty: 8

Effect Value: 19

Bonus Number to: effect

Range: touch

Duration: 25 (one day)

Cast Time: 17 (30 minutes)

Manipulation: control, state

The mage touches a body of water (in the unicorn's case, with its horn), and if the spell is successfully cast, the water is poisoned for one day. The effect value of the spell is the amount of damage done by the poison per round. Although the act of poisoning the water is a magical one, an afflicted person can be healed through the use of non-magical medical techniques.

Succubus

See page 11 of *Infiniverse Campaign Game #1*, in the *Torg* boxed set.



The Crystal Obsession

By order of Pella Ardinay, Lady of the Light:

Hearken, all honorable citizens of Aysle,

In the village of Ipswich, a fearful, yet strangely beautiful, crystal skull is being displayed. Although the artifact, being exhibited in the Christ Church Mansion Museum of Folk Art and Antiques, seems to be no more than an exquisitely-crafted sculpture, dramatic and upsetting tales are now being relayed to the court regarding it.

According to witnesses, the skull seems to exert a malevolent influence on those around it. Many people who have approached the pedestal on which it rests have found themselves overcome with an urge to kill. In addition, even those not consumed by violent feelings find the atmosphere around the crystal oppressive. What is most unusual is that the skull, a Core Earth artifact, apparently displayed no such powers prior to the invasion from Aysle and the coming of the axiom wash.

What cannot be denied is that a large number of Ipswich residents have been found murdered in recent days, and the local authorities are too fearful to attempt to remove the object. But we feel strongly that the powers of this devilish thing must be contained before they wreak more harm. We ask that any Storm Knights willing to take on this dangerous task come before us for further instructions.

Gamemaster Information: The stories that have reached Ardinay's ears are frighteningly accurate with regard to the powers of the skull. But they do not begin to approach the bizarre tale of the skull's origin.

The skull first appeared in Mexico during the days that the Aztecs held sway there. It was the creation of a sorcerer named Quetzal, who feared above all things the loss of his arcane powers. Thus when he sensed Earth's Magic axiom beginning to slip, he took the drastic step of focusing his mental essence into the skull. Quetzal used a ward that was so created as to rouse his mind from dormancy should the Magic axiom rise again, as it did when Aysle invaded.

The skull itself consists of single piece of a crystalline substance, and weighs roughly 12 pounds (a *weight value* of 4). It was taken from Mexico by the Spanish conquistadors, and

since that time has passed from collector to collector. Although Quetzal's mind has been shut down through it all, those owners who are psychically sensitive have stated that they felt a malignant presence when near the skull.

When Quetzal awoke from his centuries of sleep, he immediately realized that his magical abilities would be limited in his new form, since he would be unable to perform the gestures that accompany many spells. He is hoping that, at some point in the future, he will be able to transfer his mind into another body, but he cannot physically gather the materials he needs for such a spell. Therefore, he has used his *dark persuasion* spell to force others to collect the items, which include the blood of an honorable man and the heart of a virgin maid. Some of the violent acts committed in Ipswich, though, have had no more cause than Quetzal reveling in his power.

When the Storm Knights obtain an audience with Lady Ardinay, she will provide them with letters of introduction to a dwarven mage named Thromble, who lives in Lacock. He has been advised of their mission and asked to provide them with some mystical protection against the powers of the skull. She will also tell them that, if the skull is possessed, simply sundering the malevolent entity from it will do no good, for it will simply find another body. Rather, the skull must be brought to a place where there are no intelligent beings within range of its manipulatory abilities. She will suggest flinging it into Cheddar Gorge in Somerset, where it could well be lost forever.

The Knights can reach Thromble's cottage without incident. He can relate to them the legend of the skull's origin, as it was told to him by a sorcerer who traveled through Ipswich not long ago. He will cast a *strength of will* spell upon each Knight, which will help them to resist the skull's influence for 18 hours.

The Storm Knights can then travel to Ipswich to get the skull. When they arrive, they will find that most of the citizens are too terrified to even speak of the skull, but will simply point in the general direction of Christ Church Mansion. When the Knights enter the building, they will see corpses strewn about the floor (no one has had the courage to claim the remains for fear they, too, will be victimized by the skull).

Quetzal will attempt to influence the Knights from the moment they step in the room, targeting the one with the lowest *Mind* or *willpower* value. If he is successful, the affected Knight will attack his comrades and force them to subdue him.

Once the Knights have the skull in hand, the most harrowing part of their journey will have just begun. Before they can leave Ipswich, they will be attacked by seven Ayslish farmers, residents of the village who had been previously ensorcelled. The Knights



must keep in mind that these people are innocents, under the control of an outside force. If a Knight kills a yeoman, he will gain a corruption point, and lose a Possibility from his award at the end of the adventure.

On the journey to Cheddar Gorge, Quetzal will try to influence the Knights once per hour, or cause people in the area to attack the Knights (he will not attempt both). If Quetzal can stall the Knights long enough, Thromble's spell will wear off, making them more susceptible to the skull's power.

Cheddar Gorge is a ravine located 11 kilometers outside of Wells in the

Mendip Hills. The only living creature in the gorge is a monstrous troll who has been cast out by his tribe. He will easily fall prey to the skull's influence, and will constitute the last obstacle the Knights must surmount.

Once the skull is safely in the gorge, the Knights can return to Oxford and notify Ardinay. She will then issue a proclamation forbidding all citizens of Aysle from venturing into the gorge, on penalty of their lives.

The Crystal Skull (Quetzal)

DEXTERITY 0
STRENGTH 0
TOUGHNESS 23

PERCEPTION 12

Evidence analysis 13, scholar (arcane lore) 14, trick 13

MIND 20

Conjuration magic 23, test 21, will-power 22

CHARISMA 10

Charm (19), persuasion (19), taunt (12)

SPIRIT 11

Intimidation 13, reality 12

Possibilities: 6

Spells: *dark persuasion*

Arcane Knowledges: *living forces 7*



Queenswrath: The Crystal Obsession The Storm Knights' Trail



Dark Persuasion

Axiom Level: 11

Skill: *conjunction/living forces* 17

Backlash: 13

Difficulty: 10

Effect Value: 15

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 18 (one hour)

Cast Time: 5 (10 seconds)

Manipulation: cast time, control, speed

This spell works much like the *persuasion* skill, except that the caster may roll for *persuasion* every round. In Quetzal's case, a successful cast implants dark and violent images in the target's mind, and prompts him to commit destructive acts. If the caster is willing to accept a +2 add to the difficulty and a +3 to the backlash, he can attempt to force the target to commit specific acts.

The spell is illusory, and when the duration of the effect ends, the target will return to normal, with no memory of what he did while under its influence.

Resisting the spell requires a *Mind* or *willpower* total greater than or equal to the effect value of the rite.

Thromble

See page 30 of the *Torg World Book*.

Note: In addition to those listed, Thromble possesses the *strength of will* spell.



Tim Wright

Strength of Will

Axiom Level: 9

Skill: *alteration/folk* 14

Backlash: 11

Difficulty: 8

Effect Value: 14

Bonus Number to: effect

Range: touch

Duration: 25 (18 hours)

Cast Time: 25 (one day)

Manipulation: control

The caster closes his eyes, clenches his fist, and concentrates on what (or

whom) he wants that target to be able to resist. He then touches the target with both fists. The effect value of the spell is compared to the target's *Mind* or *willpower* on the Power Push table. The resulting value modifier is added to the *Mind* or *willpower* value for the duration of the spell. The shock effects of the push are ignored.

Ayslish Yeoman

See page 30 of the *Torg World Book*.

Equipment: club, damage value STR+3/12

Troll

See page 32 of the *Torg World Book*.



The Treasure of Cerne Abbas

By order of Pella Ardinay, Lady of the Light:

To all loyal subjects,

Our servants in the Cerne Abbas region have reported sighting travelers who, judged by their language and demeanor, are clearly not from our realm. There are two groups of strangers, each studying the great chalk giant of the area and each avoiding contact with the other. Their abilities and intentions are unknown, but we would look favorably upon any gentlefolk who could provide us with information on this matter.

We would urge any champion to tread carefully, for these wanderers may have powerful magic with which we are not familiar.

Our blessings on all who fight for Aysle.

Gamemaster Information: The two groups of strangers are agents for the Cyberpapacy and Nippon Tech, sent to Aysle to discover the truth or falsehood of the legend that visitors from space left a priceless artifact in the mountains of Cerne Abbas. The chalk giant is a huge figure holding a club, which was carved into the granite of the mountainside at an unknown date. Its presence has made the hill famous, and it supposedly acts as a "sentry" for the alien's gift, which is believed to be an advanced weapon or communication device. Both sides wish to transport the artifact back to their realms, study it, and attempt to duplicate whatever technology was used within.

The Cyberpapacy first learned of the tale some time ago, and after various aspects of the theocracy voiced their approval, the mission was undertaken. Unknown to church officials, Nippon Tech has a spy planted in their ranks whose job is to monitor any new technological developments. Believing that the Aysle device could represent a major breakthrough for the Cyberpapacy, this agent relayed information on it to his superiors at Kanawa Corp. They dispatched a team to follow the cyberpriests and prevent

them from absconding with the artifact.

There actually is an alien artifact buried in the hills, but it is not in the nature of a weapon. Rather, it is the equivalent of a friendship message: a stone tablet engraved with a picture of figures in the air reaching their hands out to figures on the ground. It has no technological capabilities, nor do there seem to be any mystic spells focused into it. But it is not the only one in existence on the planet, and possession of it could help one form an alliance with any other group that is guarding such a tablet.

The Storm Knights can find out about the legends surrounding the chalk giant by interviewing local residents. They will tell the Knights that the foreign visitors have been combing through the hills for days. Some of the villagers may say that aliens still reside there, and express fear that they will be roused by the digging going on.

The Storm Knights can find the cyberpriests fairly easily (they may or may not spot the Nippon agents — have the Knight with the highest *Perception* roll against the Nippon with the lowest *stealth* value. If the roll is successful, the Knights spot the Nippon agents).

If the Knights are spotted by the cyberpriests, the priests will attack immediately. If the Nippon agents see the Knights, it is likely that they will be cautious and wait to see what action the Knights will take. If a battle breaks out between the priests and the Knights after the object has been unearthed, the Nippon agents will attempt to spirit it away in the confusion.

If the Knights are able to get the object and drive off the invaders from Nippon and the Cyberpapacy, they can return it to Pella Ardinay for a reward. She will offer each a choice of gifts: a rapier (STR+5/20) or an amulet with a *true light* spell focused into it (see page 122 of the *Torg Rulebook*).

Monsignor Claude Montaigne:

DEXTERITY 8

Dodge 9, melee weapons 10, unarmed combat 9

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

Find 12, trick 13 (17)

MIND 9

Science 11, test 11, willpower 13

CHARISMA 10

SPIRIT 12

Faith 13, focus 13, intimidation 14, reality 13

Possibilities: 9

Equipment: interdermal plate (head and body), armor value TOU+7/16; ManoFique; BiV arm, STR+5/14; krearlar tendons; EM eye; chipholder 3; slicers (on BiV arm), damage value STR+2/11; .9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; NeuraCal

Cyber Value: 16

Miracle: *Net Damnation* (see page 35 of the *Torg World Book*)

Description: Monsignor Montaigne is a rotund man, with a taste for wine, rich food and women. When traveling in Aysle, he wears the plain clothing of a huntsman, as certain races in that realm (particularly dwarves) have little use for clerics of any kind.

This is not Montaigne's first visit to Ardinay's kingdom. A short time ago, he attempted to sour relations between



the Houses of Aysle and a group of Freetraders who reside along the Irish coast. It was on his return to England that he first noticed the carved figure of the giant. A few judicious questions at the local tavern turned up information on the legends connected to the mountain, and convinced him that there was a treasure to be found within.

He carried this information to the Council of Cardinals in the Cyberpapacy, who expressed interest in the project. Pope Malraux gave his blessing, and detailed three cyberpriests to accompany him.

Montaigne has no doubt he will be successful in his quest, and has little regard for the intelligence or abilities of the Ayslish, seeing them as backward barbarians, almost as bad as Baruk Kaah and his followers.

Quote: "Pay no heed to the fables that fill this land, my friends. The race is always to the swift, and the battle to the strong."

Cyberpriests

See page 35 of the *Torg World Book*
Possibilities: 3

Hama Takei

DEXTERITY 10

Dodge 11, fire combat 13, melee weapons 11, missile weapons 11, stealth 11, unarmed combat 11

STRENGTH 9

Climbing 10

TOUGHNESS 9

PERCEPTION 11

Find 12, language 12, trick 13

MIND 10

Test 11, willpower 11

CHARISMA 9

SPIRIT 8

Reality 9

Possibilities: 7

Equipment: throwing stars, damage value STR+2/11, range 3-5/10/15; dagger, Tech 7, damage value STR+3/12; 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50

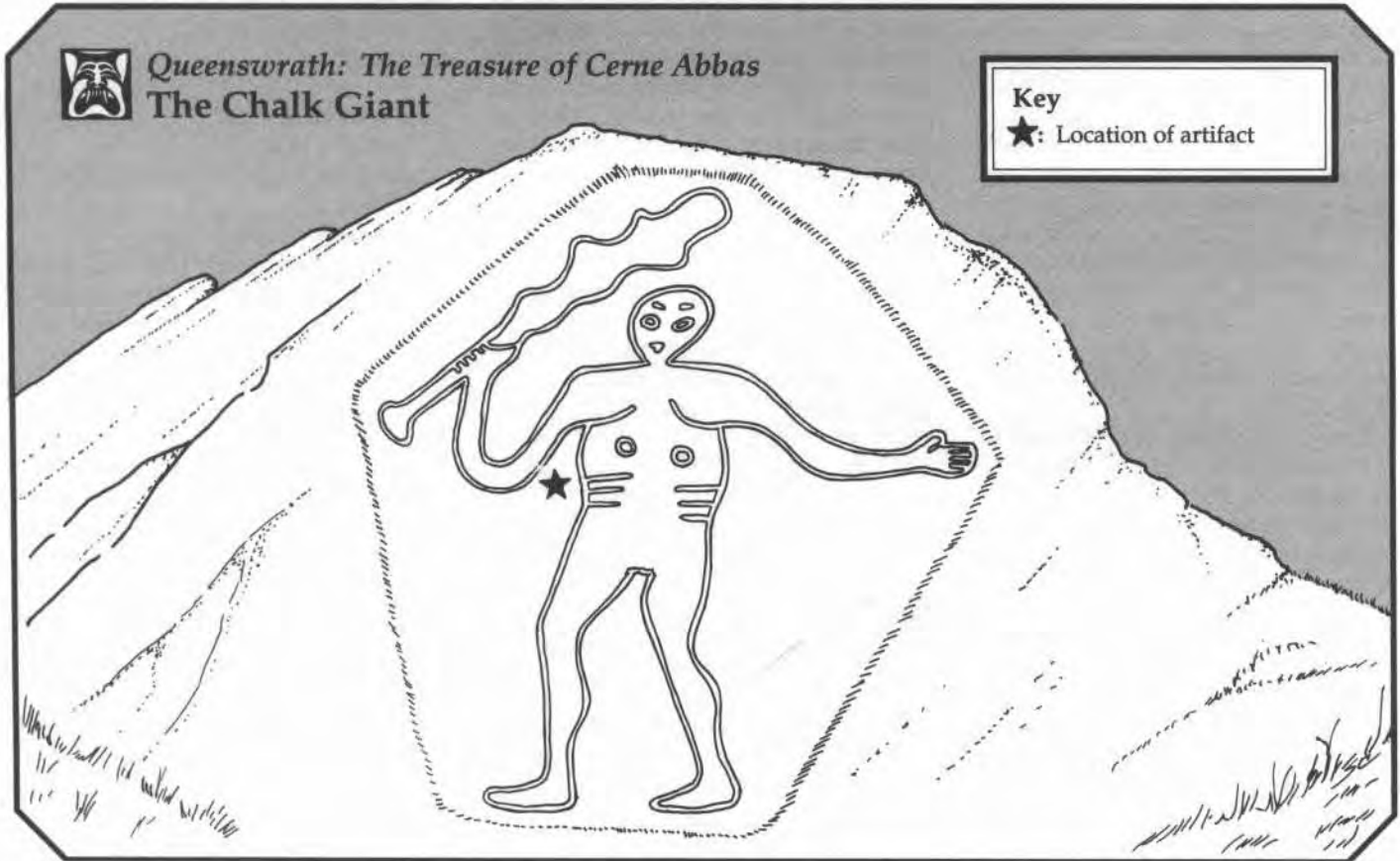
Description: Takei is a top agent of the Kanawa Corporation, normally employed for industrial espionage within the Nippon realm, with occasional forays into the Nile. However, on his last assignment he allowed

himself to be spotted and identified by Rauru Block operatives, effectively compromising the mission. As punishment, he was ordered to undertake a trip to Aysle to shadow a Cyberpapacy expedition.

Takei is extremely uncomfortable in Aysle. Coming from a realm built around high technology to one in which the long bow is considered an exciting innovation involves a great deal of culture shock, even for so seasoned a veteran of realm-crossing. Takei strongly believes that the cyberpriests are wasting their time, and his as well, in this quest, but he is determined to do a thorough job in the hopes of regaining Kanawa's favor.

Takei's orders are to stay out of sight, and keep a close watch on the Cyberpapacy agents. If they discover something at Cerne Abbas, Takei is to kill them and take the object back to Nippon for study.

If the priests find nothing, Takei is to allow them to depart unmolested, so as not to reveal that Nippon has a spy inside the church.





Tim Wright

Quote: "The lion knows to wait for his prey in silence, and slay him without a sound. A loud kill may draw other hunters to the spot."

Natsume Yakio

DEXTERITY 13

Dodge 14, martial arts 16, melee weapons 14, missile weapons 14, stealth 15

STRENGTH 8

Climbing 9

TOUGHNESS 10

PERCEPTION 9

Tracking 10

MIND 10

Test 11, willpower 11

CHARISMA 9

Persuasion 10

SPIRIT 10

Intimidation 12, reality 11

Possibilities: 8

Equipment: Shimsi sword, damage value STR+5/13; throwing stars, damage value STR+2/10

Description: Yakio is a contract ninja, one of the best. He has worked in every realm, usually carrying out simple assassinations. In this case, he has been ordered to act as a guide in Aysle for Takei, an assignment he is not particularly fond of. He feels it would be much easier to kill the cyberpriests rather than run the risk of their escaping with whatever prize they seek.

He defers to Takei because the spy is his superior, but he does not have a great deal of respect for the man's abilities. He is well aware of the fact that Takei was given this mission as a

form of chastisement, and resents the fact that he must suffer for the failures of another.

Yakio is hated by the giants who inhabit the region around Dorset, for he killed one of their chieftains, Magred (Kanawa has allowed mercenaries to be hired by both sides in the Ayslish civil war, although the Dark Forces have been far more willing to avail themselves of this service). If he should be spotted by a giant, it will immediately attempt to subdue him and bring him back to its tribe.

Quote: "Far better to kill with honor than to cower and skulk like the jackal."



The Ghost of Bodiam Castle

By order of Pella Ardinay, Lady of the Light:

A warning to all our subjects,

An unusual and possibly dangerous occurrence in East Sussex has been brought to our attention, and we believe it warrants further attention. According to local residents, a vengeful ghost is stalking the grounds of Bodiam Castle.

This spectre is believed to be that of one Lusinia Mills, who resided in that castle until her death some years ago. In life, she was a miserly, ill-tempered woman who struck fear into the hearts of her neighbors with her violent rages. Upon her death, she cursed the townspeople and vowed to return from the grave and torment them.

It seems she has kept her vow, as those good people have been terrorized without mercy in recent weeks. We have been told that, owing to the fear of her curse, Lusinia's body was never removed from the castle. We have reason to believe that if her remains, alone or with the castle also, are destroyed, this spirit will finally go to its eternal rest.

We ask that any intrepid warriors who are willing to challenge this fearsome foe proceed at once to the castle, and know that Dunad's blessings go with you.

Gamemaster Information: Bodiam Castle was owned for 40 years by a man named Jason Mills. Although not of noble ancestry, he was exceptionally wealthy and was known to be impulsive and reckless. Shortly before his death, he married a beautiful woman named Lusinia and willed her his entire estate. Upon his death, the rumors began that she had poisoned him for his wealth.

Lusinia was possessed of a heart as black as the waters of the moat that surrounded her castle, and only her vast fortune kept her from being jailed for caning a local merchant. She hated the "peasants" that lived near her land with a passion, and they learned quickly to stay out of her way on those rare occasions she emerged from Bodiam.

Lusinia never married again, and never bore an heir. She dreaded the thought of her castle and her wealth ending up in the hands of poor, dirty folk like those in the town. She placed in her will the stipulation that she be

entombed in the walls of the castle, along with all her jewelry, including an emerald necklace she treasured. Then, on her death bed, she gave voice to a curse: if anyone attempted to cross the moat and enter the castle, the waters would change into a mass of writhing serpents who would destroy the trespasser. Although it might seem strange to some, the curse frightened many of the townspeople, who even in supposedly modern times, wondered if Lusinia might not have been a witch. Thus the castle remained untouched for years, until an American millionaire purchased the castle and moved it to an island in Lake Wallenpaupack, PA, unaware Lusinia's corpse was contained within the walls.

When the Aysle axiom wash swept over England, much of what was once only superstition, rumor or legend became fact. An illusionary castle rose up from the original foundation of Bodiam in East Sussex, and to those

who did not know the truth, it seemed quite real. A legend apparition, patterned upon the fears and superstitions concerning Lusinia held by the townspeople, manifested itself, and the waters of the moat were seen to turn into millions of snakes and devour a small boy who had ventured too close.

The legend apparition truly believes it is the ghost of Lusinia, and so has taken great pleasure in frightening the people she hated in life. When the Storm Knights arrive, the apparition will make every effort to prevent them from crossing the moat and discovering the castle is an illusion. Since it is made up of the beliefs of others, it thinks that the destruction of Lusinia's corpse would destroy it as well, like a true ghost — thus, the longer the Knights can be kept in the dark about the new location of the castle, the longer the apparition can survive.

The first problem the Storm Knights will face is the moat, which will become a sea of snakes as soon as they approach. A boat will be useless in this situation, meaning the Knights must either jump across the moat or construct some sort of bridge. The moat is seven meters across, a *vaulting* difficulty of 12. There is a rotten tree nearby that could be used to form a bridge, but it will take two rounds to cross the moat in this manner. Each round, the Knights must generate a successful *Dexterity* total against a difficulty number of 9. If a Knight rolls a 2 or below, the wood crumbles beneath his feet. A successful *Dexterity* total against a difficulty number of 10 allows the Knight to catch himself.

If the Knight falls into the snakes, he will sustain damage value 15 for each round he is among them until his companions are able to pull him out (a *Strength* total of 9 is required to accomplish this).

When the Storm Knights reach the castle, have them make *Perception* or *evidence analysis* rolls against a difficulty number of 17. If they succeed,



they will realize the castle is an illusion. If they fail, they can mount a search of the seemingly real building, but will find no corpse. If they attempt to destroy the building, they will see it simply melt into nothingness, and the legend apparition will taunt them by saying they are too stupid to ever find her true body.

Recrossing the moat will not cause the curse to take effect, so it can be done in safety. In town, they will be told to consult the records office for the new location of the castle, and the clerk there will inform them of its move to Pennsylvania.

After arriving in the United States, the Storm Knights will have to thread their way through the Living Land to Lake Wallenpaupack, which is located in the lake region of the Poconos in Wayne County. The Storm Knights can venture to this area in whatever

manner they see fit. However, keep in mind that the castle is located in a Living Land pure zone within the 300 mile Zone of Silence around New York City. Therefore, any modern conveniences and modes of transportation will not be readily available and will create a contradiction in the realm.

When the Storm Knights successfully locate the lake and the island holding the castle, they will have to find a way to cross the water. Swimming or constructing a raft are the two options — if the Knights are thinking of swimming, inform them that the waters look treacherous and strange shapes seem to play in its depths.

There is an unlimited supply of trees and vines throughout the area, but the players will have to generate a *Perception* or *scholar (engineering)* total to construct the raft. This total will represent the *Toughness* value of the

raft. It will take three rounds to cross the lake, but unfortunately, a torada has taken up residence in the waters, and will attack during the second round of their trip.

This castle is the true Bodiam fortress. If the Storm Knights can uncover Lusinia's tomb and obtain some proof of their action (the emerald necklace, perhaps) or destroy the castle and bring back proof of its destruction to show the apparition, the spectre will vanish.

Legend Apparition (Lusinia Mills)

DEXTERITY 3

Stealth 22

STRENGTH 1

TOUGHNESS 11

PERCEPTION 11

Find 19, tracking 14, trick 11

MIND 11

CHARISMA 15

Charm 16, persuasion 17, taunt 16



Queenswrath: The Ghost of Bodiam Castle Bodiam Castle — Main Floor



Key

1. Secret passage containing Lusinia's body
2. Coffin with body
3. Chapel
4. Library
5. Banquet room
6. Kitchen
7. Main gate





Tim Wright

SPIRIT 15

Intimidation 24

Description: A legend apparition resembles a ghost in appearance and behavior, but rather than being an independent entity, it is an illusion formed from the energy of others' beliefs and superstitions.

A legend apparition commonly appears in an area where a particularly hated individual has recently died, local fears that the deceased will return bringing it into being. It will possess the memories and characteristics of the person it resembles, and will truly believe itself to be their ghost. Unable to attack physically, the legend apparition relies on frightening others, using its *intimidation* as the effect value against a difficulty number of the target's *Mind*.

Showing proof of the destruction of the corpse in question to the apparition and the people it is tormenting will cause it to vanish.

Quote: "I am Lusinia, come back to claim my just revenge. I am what I am, and your doubts are as nothing to me."

Torada**DEXTERITY 9**

Stealth 11, swimming 13, unarmed combat 11

STRENGTH 12**TOUGHNESS 14****PERCEPTION 8**

Trick 10

MIND 7

Test 8

CHARISMA 5

Taunt (7)

SPIRIT 5

Intimidation 7

Natural Tools: tentacle razors, damage value 13

Description: The torada is a huge creature, with a large bulb eight meters in diameter as its central body, and eight tentacles which reach lengths of 10 meters. The bottom of each tentacle is lined with a row of sharp hooks which impale its prey.

The eyes of the creature are set apart on either side of the body, and its scales change color to match the surrounding water.

Its tentacles can be attacked separately from the body. Damage is computed as usual against the tentacles so that a wound result is applied against the tentacle and only the tentacle. Damage effects against the whole creature only apply if the body has been attacked, or if the same result has been achieved against four of its arms.



The Golden Sickle

By order of Pella Ardinay, Lady of the Light:

To those we know as "Storm Knights,"

Beltane Island, off the eastern coast of Scotland, has become the home of a cult that worships what in this cosm are called "the Old Ways." Goats are once more invested with a community's sins and slaughtered; great bonfires are lit on midsummer eves and form the centerpiece for ritual dance; and the appeasement of a god of the harvest is once more of paramount importance.

The island has cut itself off from the rest of the realm, although we do have one agent living among those people. A fortnight ago, this Storm Knight, one Ciara Meade by name, reported that a great festival was planned for the autumnal equinox, and said that many animals had been gathered for sacrifice. She promised further information, but was not heard from again.

We fear that Beltane could become a base for the Dark Forces if its residents continue to turn from the path of honor. As it is a Storm Knight in peril, we feel that others of that noble order should be afforded the opportunity to rescue her. But time is of the essence — the equinox is only two days away, and as an intruder, Meade might well serve the islanders as a sacrifice.

Gamemaster Information: Meade was indeed captured by the island's governor, Lord Malcolm Beltane, and the villagers, while attempting to escape the island to warn Ardinay of the great evil brewing there.

Lord Beltane, a member of House Daleron, has converted the village to Druidism through sorcerous means, and hopes to turn it into a base for the Dark Forces (see below). The sacrifice of a Storm Knight would be the final step necessary to cement corruption's hold over the island.

Beltane has underestimated Ardinay's resolve, and is not expecting a rescue party of Storm Knights. The Knights will have to hide the boat they arrive on, as any strange vessels seen along the shore are burnt by the island's residents. The villagers will be *hostile* if asked about Meade, although one or two cast glances at the chief constable's office while refusing to discuss her.

If the Knights question a large number of villagers, word will eventually get back to Lord Beltane that they have arrived, and the guard around Meade's cell will be doubled.

Meade is being held in the village jail, which is adjacent to the chief constable's office. There are three villagers guarding her (six, if Lord Beltane has been warned), all armed with clubs. An open assault on the building will draw other people to the scene who will try to stop the Storm Knights. The villagers will try to avoid injuring Meade unless it looks as if she will get away, as she is intended to be the sacrifice.

If the Knights choose not to try to break her out of the cell, she will be taken to a marble altar on the village green, tied down, and Beltane will prepare to sacrifice her with a golden sickle. The Knights can take advantage of the people's absorption in the ritual to mount a surprise attack and free Ciara.

Meade can tell the Storm Knights that Beltane is not a true Druid, but used a *weather control* spell to convince the islanders the heavens were against them. If the Knights can expose him as a fraud, the villagers may come to their senses and turn on him. Meade will tell them the best way to do that is to force him to use the dagger or short sword he carries, which are made of steel, and cannot be used by Druids according to the laws of their religion.

If the battle goes against the villagers, Lord Beltane will take a hand. He will begin by using his *weather control* spell to conjure up a storm, which will convince his people that the gods will desert them if they let the sacrifice escape. In physical combat, Beltane will rely on his golden sickle. He will only resort to his steel weapons if he sees no other way of saving himself.

If the Knights expose Beltane, the villagers will cease fighting them and it will be possible for Ardinay to eventually re-establish her influence on the island, thus ruining plans to use it as a base for a killing strike against the lands of House Liandar. If they are unable to force Beltane out into the open, but do escape, they can warn Ardinay about the situation and make it less likely that any long-range plan regarding the island will succeed.

Lord Malcolm Beltane

DEXTERITY 9

Melee weapons 10, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Alteration magic 14, scholar (Druid ritual) 12

MIND 10

Test 11

CHARISMA 9

Charm 11, persuasion 11, taunt 10

SPIRIT 9

Corruption 11, reality 10

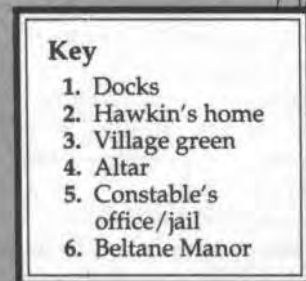
Possibilities: 10

Equipment: golden sickle, damage value STR+5/14; short sword (steel), damage value STR+4/13;





Queenswrath: The Golden Sickle Beltane Island



Key

1. Docks
2. Hawkin's home
3. Village green
4. Altar
5. Constable's office/jail
6. Beltane Manor

throwing dagger (steel), damage value STR+3/12, range 3-5/10/15

Spells: *weather control, weakness*

Arcane Knowledges: *air 6, folk 2*

Description: Lord Beltane is a cynical opportunist, an aristocrat who sees the disarray in Aysle as a way of attaining great power. He struck a deal with Viking representatives of Uthorion to convert his island into a safe haven for the Dark Forces in return for future territorial concessions in the cosm.

Beltane kept his part of the bargain making use of a *weather control* spell to destroy the harvest and send the people into a panic. He then began saying that the ways of Ardinay had angered the forces of Nature, and they must be appeased. Slowly, he re-introduced elements of the ancient Druid religion (in which he does not believe),

twisted slightly so that corruption could more easily take hold. He has convinced the people that Ardinay has cast them out for their beliefs, when in truth it is he who has refused contact with the mainland. The festival of the equinox will be his crowning moment — once the people have willingly shed human blood, and more, the blood of a Storm Knight, they will be ready to accept the domination of Uthorion.

Quote: "Blood brings life; blood makes the land grow green, and the trees flower; and if one must shed his blood so that all can benefit, so be it."

Typical Beltane Villager

DEXTERITY 8

Beast riding 10, dodge 9, maneuver 10, melee weapons 11, unarmed combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Tracking 9, trick 9

MIND 7

Test 8

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 9

Faith (Druid) 10, intimidation 10

Equipment: club, damage value STR+3/11

Description: The residents of Beltane Island are simple, superstitious folk whose lives are tied to the land. When violent storms destroyed their crops, they were eager to accept any explanation for the unnatural happenings, and have seized upon Druidism with great fervor.

As a result, they refuse to use any tool or weapon made of iron or steel, because such metals are not compatible



with tenets of the Druid religion. All their instruments are made of gold or bronze.

The villagers are *hostile* to anyone not of the Druid faith.

Ciara Meade

DEXTERITY 9

Dodge 10, maneuver 10, melee weapons 10, missile weapons 10, stealth 10, unarmed combat 11

STRENGTH 9

TOUGHNESS 8

PERCEPTION 11

Evidence analysis 12, find 12, scholar (Druid lore) 14, water vehicles 12

MIND 10

Test 11, willpower 11

CHARISMA 10

SPIRIT 9

Faith (Dunad) 10

Possibilities: 10

Equipment: short bow, damage value STR+5/14, range 3-10/40/100; rapier, damage value STR+5/14

Description: Ciara is a beautiful, capable Irish lass who was transformed by the Aysle axioms and realized her hero potential. Since that time, she has worked closely with Tolwyn Tancred and Ardinay's Home Guard. She was asked to investigate the situation on Beltane, and traveled there alone so as to draw as little attention as possible. Once there, she learned of Lord Beltane's plans, but was captured before she could escape.

If a *Connection* card is played by a male player, this Storm Knight had once been romantically involved with Ciara, and will be desperate to rescue her.

Quote: "Lads, ye're fair fierce when ye have your foe tied. Would ye be afraid, perhaps, of a little slip of a lass like me?"



Thomas Bova



The Music of Misery

By order of Pella Ardinay, Lady of the Light:

Beware, all honorable citizens of Aysle,

Perhaps the only bond stronger than that of a ruler and her people is that of a parent and her child. Now agents of evil have begun to strike through that bond, causing much heartache and misery in our realm.

The troubles began only a week ago, when parents all over Drogheda, Ireland awoke to discover their children missing. It was only the youngest babes who had been taken, their older siblings having been spared. Although in many cases the kidnapped children shared rooms with their parents, no disturbance was heard in the night and there was no way to account for their disappearance.

The local authorities have been unable to find a clue in the matter, and they have been bedeviled by scores of other incidents, involving sudden buckling of roads, overturning of gravestones, and most seriously, mine shafts collapsing.

It is our belief that the nature of these bizarre happenings points the finger of blame at faeries, but we are reluctant to declare this to be the absolute truth, lest we unfairly accuse those powerful beings and provoke a war. We urgently request that any Storm Knights with interest in this matter proceed at once to Drogheda and investigate.

Gamemaster Information: The people of Drogheda are being tormented by faeries, specifically the normally benevolent solium, or earth, faeries.

The soliums existed on Earth centuries ago, and were, in fact, the last to disappear from this cosm when the Magic axioms dropped too low to support them. Like all known species of faerie, soliums are roughly 30 centimeters in height, with membranous wings on their backs. They are far more luminous than their Aysle cosm counterparts, the fey, but like them, can cast spells connected to their particular element.

The soliums constructed a vast network of tunnels prior to the collapse of the Magic axioms, and they have now returned to reclaim them. With their own ancient haven long since destroyed by flooding, the faeries responsible for the havoc at Drogheda

reside in the passage-grave at Newgrange, which is located quite close to the town.

Most soliums believe in peaceful coexistence with humans, but this particular band, led by Queen Kassan, joined the dark faeries in blaming mankind for the loss of their powers centuries ago. It was man's technological advances and lack of belief in faeries that had cost them the power to soar like birds or cast powerful magics. When many faeries went into something akin to hibernation to wait for the magic to return to Earth, this group of earth sprites made a home in a small pocket dimension where some magic still existed. There they bided their time until conditions changed in their former domain, and they could return and take their revenge.

The invasion of Earth by Aysle brought an increase in the Magic axioms, which allowed Kassan's faeries,

along with all the others, to return. Immediately, the queen began to plot — the humans had once taken something dear to the faeries away, and now the faeries would respond in kind, she decided. Human children could be put to work as slaves in the pocket dimension of Lym, and if sufficiently provoked, the humans might rashly attack and begin a war that would see the faeries united against a common enemy.

The queen's only problem was how to get the children to Lym. Just prior to the faeries' disappearance from Earth, a solium princess named Aricia had cast a spell preventing trespass into faerie places by other folk. That spell was still in place, meaning some way would have to be found to transport the children to the pocket dimension.

This obstacle was overcome when a solium scout reported to Kassan that a Drogheda magician had successfully focused an *extradimensional gate* spell into a flute. With her blessing, the faeries stole this enchanted instrument and used its power to open a path for the children.

When the Storm Knights reach Drogheda, they will find a people on the verge of panic. Examination of the various sites will reveal, on a successful *Perception* or *evidence analysis* total against a difficulty number of 8 that all of the incidents, save for the kidnappings, involved earth. A *detect magic* spell, even at *minimal* success, will reveal definite traces of elemental earth magic, a trademark of the soliums. A successful *Perception* or *scholar (realm lore)* total against a difficulty number of 9 will also implicate soliums as the probable culprits, as well as revealing that this type of faerie prefers tunnels. A check with the local police will uncover that the most famous series of tunnels in the area is at Newgrange, and that is a likely spot to begin an investigation.

The faeries will, of course, be aware of the Knights' plans (they have tunnels running all over the city, and are



accomplished eavesdroppers). There will only be five faeries at the passage grave when they arrive, whose job will be to lure them to Kassan's throne room, open the extradimensional gate to Lym and force them inside, then follow them within. Once the Knights are in Lym, they can easily find the children, but will be faced with 20 soliums, including Kassan.

The faeries will be more than willing to fight, but the Knights must be careful not to slay all of them, or they will be unable to find out how to trigger the flute's power and will have to spend the rest of their days in Lym. Once they have defeated the faeries, they can attempt to *persuade* or *intimidate* a solium (who is, of course, *hostile* to the Knights) to tell them where the flute came from and how to use it. They can then lead the children back to Earth, return them to their families, and return the flute to its owner. The latter action will result in each Knight receiving an honor point at the end of the adventure — if they choose to keep the flute, they will discover that its power is exhausted and each will gain a corruption point for keeping a stolen artifact.

When they return to Oxford, Ardinay will present the party with a Tancred Torch, an enchanted item capable of dispelling the blackness caused by a *mage dark* spell. It provides light, but does not burn, and can be used effectively for up to six months before its power is expended.

Queen Kassan

DEXTERITY 9

Maneuver 10, missile weapons 10, stealth 10, unarmed combat 10

STRENGTH 5

TOUGHNESS 5

PERCEPTION 12

Divination magic 14, find 13, scholar (realm lore) 14, tracking 13, trick 13

MIND 12

Apportation magic 15, test 13

CHARISMA 9

Charm 11, persuasion 10, taunt 10

SPIRIT 7

Faith 8, intimidation 8, reality 8

Possibilities: 4

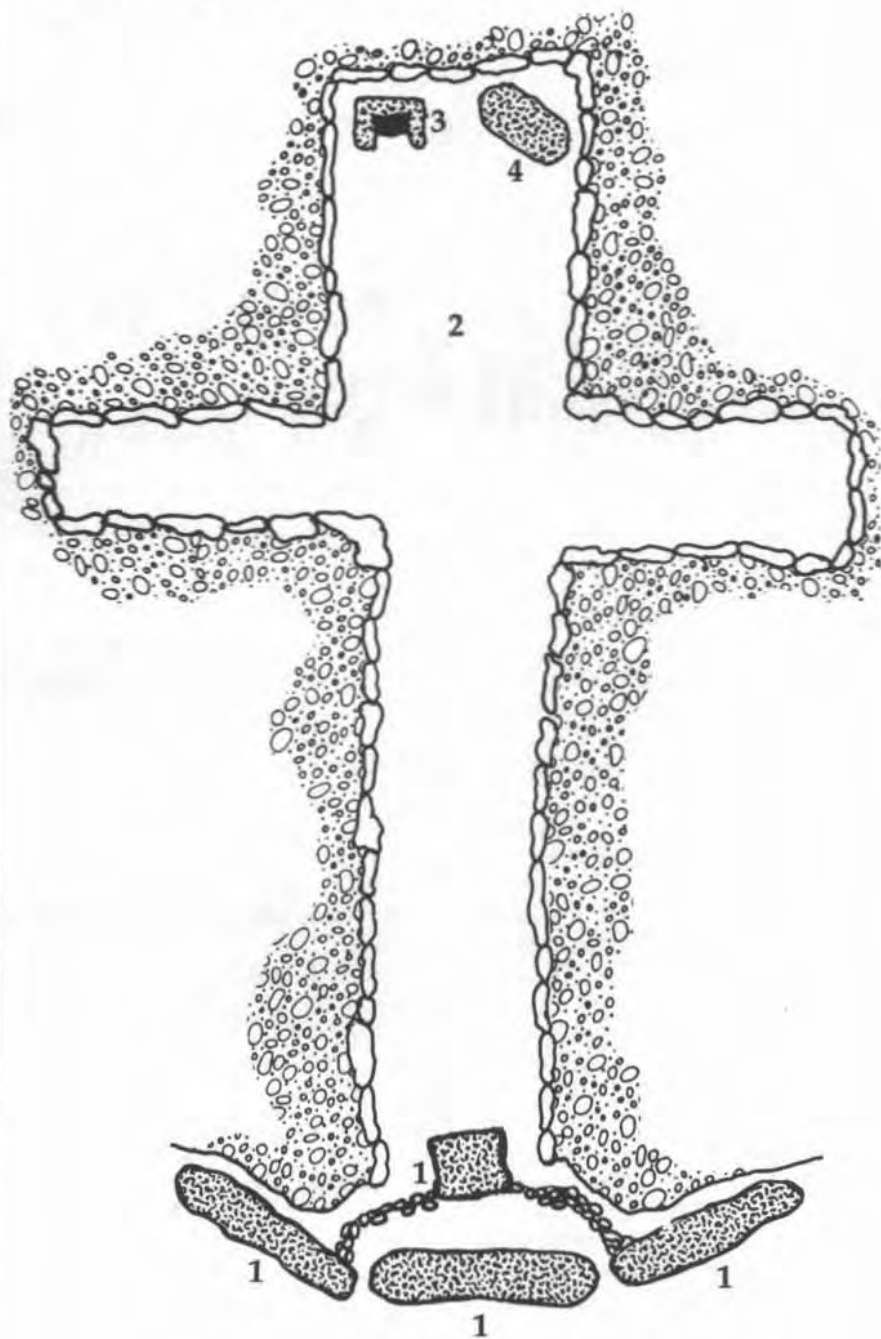
Spells: *earth shield*, *tracker*

Arcane Knowledges: *earth* 10

Natural Tools: wings, speed value 9



Queenswrath: The Music of Misery Newgrange Passage-grave



Key

1. Stones that guard entrance
2. Main chamber
3. Faerie Queen's throne
4. Stone altar for flute





Bob Dvorak

Equipment: earth armor, TOU+2/7; solium sling, enchanted, damage value STR+7/12

Description: Queen Kassan is slightly older and more experienced than most of her subjects, and is used to thinking in the long-term. She, like other solium faeries, has no great love for other elemental sprites, save perhaps for the celosia (the plant faeries), but has accepted the fact that there is strength, and the capacity for great destruction, in unity. She has a genuine devotion to her people, but cares little for other folk.

Quote: "When you and the children do not return, Ardinay and her Home Guard will become anxious. They will raid Newgrange, but find nothing. Rage at the faerie race will build until, at last, there is war. Then we will emerge and rule over a new world where sprites are the masters and humans the slaves."

Soliums

DEXTERITY 11

Beast riding 12, dodge 14, flight 12, maneuver 12, melee weapons 12, missile weapons 13, stealth 12

STRENGTH 6

TOUGHNESS 6

PERCEPTION 11

Divination magic 12, find 12, tracking 12, trick 12

MIND 11

Apportation magic 14, survival 12, test 12

CHARISMA 7

Charm 8, persuasion 8, taunt 8

SPIRIT 7

Charm 8, persuasion 8, taunt 8

Possibilities: 1

Spells: *earth shield, tracker*

Arcane Knowledges: *earth 9*

Natural Tools: Wings, speed value 10

Equipment: earth armor, TOU+2/8; solium sword, enchanted, damage value STR+6/12; solium sling, enchanted, damage value STR+7/13, range 3-10/40/100

Note: Few faeries are capable of casting a powerful spell on their own, but when they work together, their power increases exponentially. Thus, if 10 faeries cooperate on a spell, increase the bonus number by +10.

Flute

TOUGHNESS 4

The flute has an *extradimensional gate* spell focused into it (see page 117 of the *Torg Rule Book*). To trigger the spell, a series of 32 notes must be played in rapid succession.



The Dragon Conspiracy

By order of Pella Ardinay, Lady of the Light:

To Storm Knights, far and near,

We have recently been approached by a delegation from the village of Slaidburn in Lancashire. These good people claim that a huge and terrible dragon has taken to attacking the dwarven city in the nearby Forest of Bowland. The dwarves, they claim, are their friends, bringing them supplies when the weather turns harsh and using magic to protect them from the dangerous beasts that stalk the realm.

But this dragon has proven too formidable an opponent. The dwarves apparently wounded him in battle, and the dragon is now determined to destroy them in revenge. Their magic no longer seems to affect this creature, and it has caused cave-ins in the dwarves' city and killed many members of the tribe.

The dwarves refused to come speak with us themselves, nor would they allow any member of the Home Guard to aid them, being full of pride and suspicious by nature. But their allies have requested that a Storm Knight (or maybe several) be sent to the wood to add their blades to the struggle.

We will not presume to order any Knights into such danger, but do urgently request that they consider the gravity of this problem and act with all due haste to resolve it.

Gamemaster Information: The visit to Pella Ardinay by a group of "concerned villagers" from Slaidburn was stage one in an elaborate deception designed to force Uthorion to recruit a dwarven tribe on its own terms and at the same time drive a wedge between Ardinay, the Knights and the Draconis Aysle.

In truth, the Bowland dwarves have never provided food to Slaidburn, more often they have stolen it. And any beasts that have attacked the village in the past were most likely set upon it by the dwarves out of pure malice. The leader of the dwarves, Shiana, magically charmed the leaders of Slaidburn into believing that the dwarves were their benefactors, and sent them off to Oxford with a story about a terrible dragon.

A winged creature actually has been attacking the dwarves, but it is one of the benevolent Draconis Aysle, seeking to protect the villagers from the

depredations of the dwarves. During a battle with the dragon, Shiana's warriors succeeded in wounding it in the throat, costing it the use of speech and its deadly flame breath. Shiana mixed the scales torn off the Draconis Aysle with some donated by a Draconis Teutonica and cast a spell making the good fire dragon resemble the evil air serpent.

The Draconis Aysle is unaware of the illusion cast about him, and thus unable to use his *Mind* to fight off its effects. Shiana's plot is to lure Storm Knights to Bowland and have them kill the dragon — once its aspect turns back to that of a benevolent beast, the Knights will be disgraced, the Draconis Aysle will cease to trust them, and Shiana and her tribe will have attained great status in the eyes of Uthorion.

When the Knights arrive in Slaidburn, the town leaders will be emphatic about what a great help the dwarves have been, but the rest of the

residents will be reluctant to discuss the subject. (Those Shiana could not persuade, her warriors terrorized into cooperation.) Many of the villagers may even refuse to give the Knights supplies they can use in their hunt for the dragon — with a *Perception* total of 8, the Knights notice that absolutely no damage of any kind has been done by the dragon to the town.

When the Knights reach the dwarven city in the Forest of Bowland, they will be welcomed with open arms, given a feast, and hailed as saviors. Shiana will focus her persuasive efforts on one of the male Knights, trying to convince him of just how dangerous the dragon is, and how important it is that it be destroyed.

The dragon will attack soon after the banquet, pursuing a squad of warriors (sent to goad it into just such an action). If the Knights battle the creature, be sure to use the statistics for a Draconis Aysle in determining damage values. During the fight, have the Knights generate *Perception* or *evidence analysis* totals. On a total of 10 or above, the Knights will notice that some of their shots seem to be passing right *through* the dragon's body, as if it weren't really there! Shiana's spell gave the dragon the illusion of being much larger than it actually is, so parts of the body seen by the Knights (particularly the tail) have no real substance.

The dragon, angered by the Knights' attack, will fight back, but will flee if the battle goes against it. Shiana will suggest that the Knights and the dwarves mount an expedition into the forest to slay the beast while it is still recovering from the battle. If the Knights refuse, the dragon will continue to mount attacks, always leaving before the Knights can do any real damage, and the dwarves will begin questioning the Knights' courage for resisting the idea of taking the battle to the dragon.

Should the expedition be mounted, mention to the Knights as they near the dragon's cave that the ground is covered with scorch marks. Any Knight with a *scholar (realm lore)* total



of 9 will realize that Draconis Teutonica do not shoot fire, but arctic air. The 20 dwarf troops will stay toward the rear, planning to kill the Storm Knights after they have disposed of the dragon.

As the dragon emerges from its cave to do battle, the Knights will see its tail pass through solid rock. That, combined with the other clues, should signal the Knights that something is not right, while the dwarves continue to urge them to attack. If the Knights refuse to attack the dragon, the beast will not attack them, final proof that it is not what it seems to be. At that point, the dwarves will attack both the Knights and the dragon.

Once that battle is over, the spell on the dragon will reach the limit of its duration and it will once again look like a Draconis Aysle. Now knowing they have been tricked, the Knights can mount an attack on the dwarves' city and try to capture Shiana, or they can attempt to lure her and her 15 remaining warriors out by inviting her to see the dead body of the dragon.

Draconis Aysle

See page 32 of the *Torg World Book*, or the *Aysle Sourcebook*.

Note: This dragon often appears as a Draconis Teutonica, due to a spell cast by the dwarf mage, but its attributes and skills remain that of an Aysle. Also, the dragon is unable to speak or breathe fire due to a severe injury to its throat.

Shiana

DEXTERITY 9

Maneuver 10, missile weapons 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 12

Alteration magic 14, evidence analysis 13, language 13, trick 13

MIND 11

Conjuration magic 14, test 12

CHARISMA 10

Charm 12, persuasion 11

SPIRIT 7

Intimidation 9

Spells: *Dvergamal*, *false image*, *charm person*.

Arcane Knowledges: *air* 3, *folk* 5, *earth* 1, *living forces* 4.

Possibilities: 8

Description: Shiana is a beautiful dwarf mage, whose mystical powers and magnetic personality have enabled her to rise to the leadership of the Bowland dwarves. When encountering a potential foe, she will usually rely on her own natural abilities to win him over, and if need be, augment them a bit with a *charm person* spell.

Quote: "The forest is lovely in the evening, is it not? The darkness hides so many things—the lover's embrace, the bitter blow, Death's gathering of souls for the journey to his realm. Aye, how often is the night filled with ... possibilities."

Dwarf Warrior

DEXTERITY 9

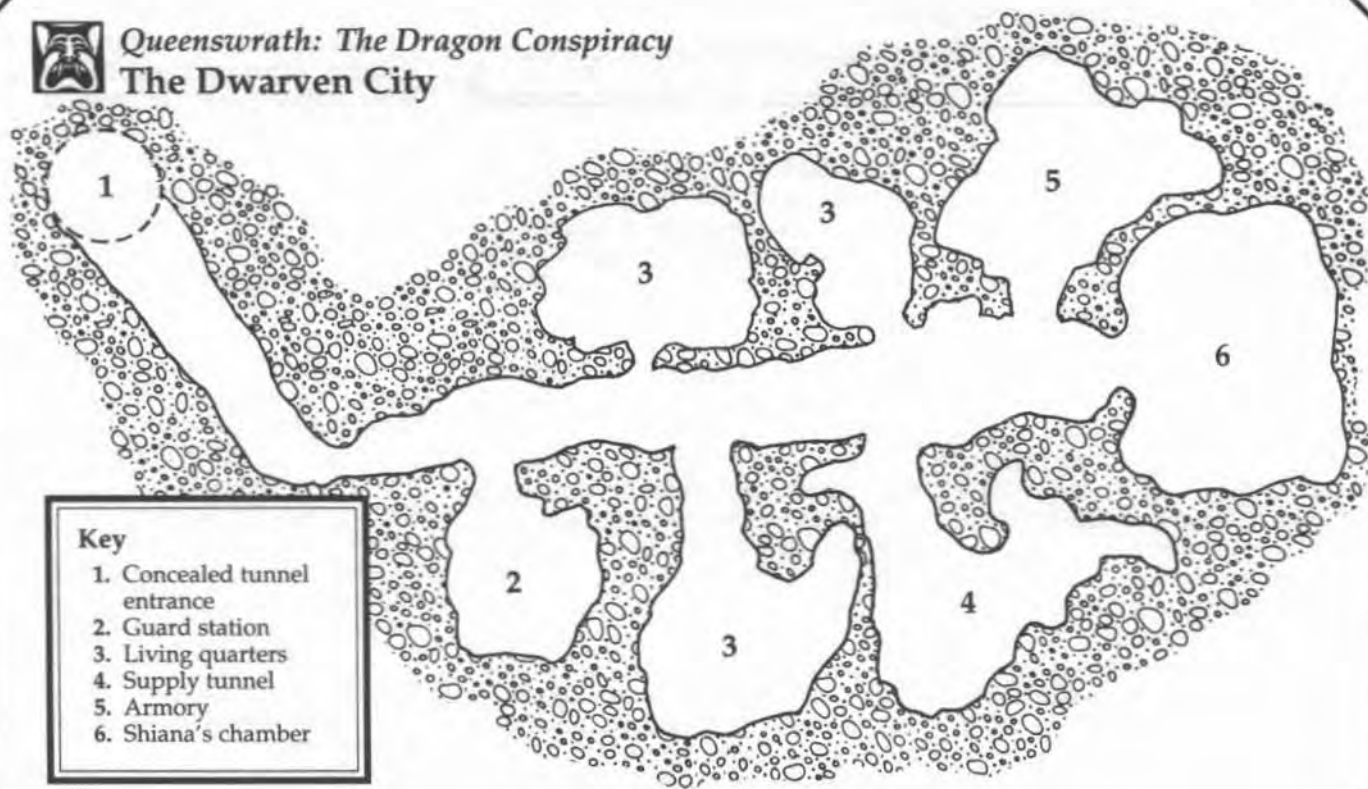
Dodge 10, melee weapons 12, unarmed combat 11

STRENGTH 9

TOUGHNESS 9



Queenswrath: The Dragon Conspiracy The Dwarven City



PERCEPTION 9

Tracking 10

MIND 7

Survival 8, test 9

CHARISMA 6

Charm 8, persuasion 8

SPIRIT 7

Intimidation 9

Equipment: dwarf spike, damage value STR+4/13; dwarfmail, armor value TOU+4/13

Additional Skills: one magical skill at +1, and one arcane knowledge at +1

False Image**Axiom Level:** 7**Skill:** *conjuration/light* 19**Backlash:** 15**Difficulty:** 11**Effect Value:** 0**Bonus Number to:** duration**Range:** 15 (one kilometer)**Duration:** 18 (one hour)**Cast Time:** 23 (10 hours)**Manipulation:** control, state, cast time

To cast this spell, the magician must have something of, or belonging to, his target and something from the being whose form he wishes his target to assume. Both are placed in a cauldron filled with boiling water and



Tim Wright

stirred until the liquid contains sufficient elements of both. Then a cup full of the water is drawn from the cauldron, and the mage calls forth the mixed aspects, sending them through the air until they find their target.

The power of the spell is such that, at any time during its duration when the target is within one kilometer of the caster, he will assume the form

designated in the rite. As with the somewhat similar *disguise self* spell, trying to make a member of one race look like a member of another (i.e., attempting to make a dwarf look like a troll) increases the difficulty number by +2.

A successful *Mind* total against a difficulty number of 12 is required to fully disbelieve the illusion.



The Beasts Beyond the Light

By order of Pella Ardinay, Lady of the Light:

Heed these words, citizens of Aysle,

Throughout the forests of the realm on moonlit nights, malicious creatures are hunting for human prey. All of those who value their lives and sanity are advised to listen well for the cry of the wolf, and bolt your doors and windows if that eerie howl should be heard.

Three days past, two strangely-garbed refugees wandered into the gardens of Christ Church College. One of our loyal Guardsmen stopped the pair and, after ascertaining that they posed no threat, conducted them to the audience chamber to speak with the court.

After a lengthy interview, we came to understand that the frightened woman and her son who stood before us sought sanctuary in Aysle. But they refused to name the cause of the terror that possessed them, and insisted they must speak with Ardinay, a request that was granted.

The woman told Lady Ardinay she and her boy had fled from the realm of Orrorsh, but were being pursued by a pair of vicious werewolves. She estimated that the creatures were, at most, two days behind them. Being a Victorian, a type of folk native to the cosm of Orrorsh, she had encountered great difficulty finding her way to Oxford. She informed us of a great danger to Aysle from the realm of horror that bids fair to menace all who reside here.

As payment for their information, we have found a safe haven for the pair, but it is certain that the werewolves will not be far behind. This woman is a valuable ally, and we ask that any Storm Knights who wish to protect Aysle should report to the college and serve as guide to the woman and boy on their long journey to true safety.

Gamemaster Information: As the dawn lit the sky above Oxford three days ago, two exceptionally dirty and worn travelers wandered into the gardens of Christ Church College. Their clothing and hairstyles struck Ayslish eyes as quite unusual, and they acted as if they had lost their way. Although their manners were strange, the Guardsman who met them recognized all too well what was in their eyes — it was fear.

When the woman, Martha Baines, was brought before Ardinay, she explained that her flight had begun two weeks before, shortly after she overheard a meeting her husband was

holding in his study. Her husband, Leland, is an important Victorian lord, and though he was always reluctant to discuss his business affairs, she knew that he was in the service of someone extremely powerful, someone whom he seemed to fear. When the Victorians came to Earth's rescue, Leland instructed her to pack her important belongings, for they would be moving to this new cosm.

Life was pleasant in their new home, although her husband was gone for hours, even days, at a time. Recently, things grew worse — his manner changed drastically, and he began to spend his nights locked in his

study with an assortment of strange, sinister men.

Unbeknownst to Martha, Leland was a slave of the Gaunt Man. He had grown increasingly agitated of late when that obnoxious creature, Thratchen, would not allow him to see the Master. Finally, driven by curiosity, Leland broke into Illmound Keep to find the answer to the mystery. To his horror, he found the Gaunt Man, trapped within a raging maelstrom, his body being torn to bits and reassembled over and over again. Suddenly, he realized that Thratchen meant to take over the realm, and so was keeping the Gaunt Man's fate a secret. This, he decided, must not be — better that he, and his associates, should rule than that pathetic gargoyle.

The next evening, he and his friends began to plot. Martha was attempting to keep their son quiet and out of the way, but at one point he ran to the study door crying for his father. As she went to draw him away, she overheard part of the conversation within. The few words she heard were enough to convince her that Leland was not the wonderful man she had believed him to be, but an ambitious, brutal fiend. The last words she heard him speak were a reference to a woman named Ardinay, and the possibility for Orrorsh to expand if she could be eliminated.

Martha knew what she had to do. She took her son and escaped into the night, determined to reach Aysle and warn Ardinay of her husband's monstrous plans. Unfortunately for her, Thratchen's spies spotted her and reported it. That was even more unfortunate for Leland, for it prompted Thratchen to look into his activities and have both him and his friends arrested, tortured, and put to death as traitors.

That eliminated all the loose ends but one: Martha. Thratchen sent a pair of werewolves after her, but she managed to evade them and make it to Aysle. After hearing her story, Ardinay decided to send her, with a group of Storm Knights, to Tintern Abbey near



Monmouth on the Welsh border.

Tintern Abbey was founded in 1131 and lies in a wooded valley on the River Wye. It was closed in 1536, along with a number of other monasteries, by Henry VIII, and the grounds fell into ruin. But when the Aysle axiom wash came over, much of the abbey was restored to its original state.

When the Storm Knights arrive for an audience with the Lady Pella, she will instruct them to take Martha and her son to the Abbey, and she will also make sure that the group is sufficiently equipped with weapons that can be used against werewolves. These would include: religious items, wheellock pistols loaded with silver bullets, and silver daggers.

The Storm Knights face a harrowing journey from Oxford to Wales, with ghouls and goblins lurking all along the way. Feel free to have these crea-

tures mount a few raids on the party during the trip.

When the Storm Knights reach the Abbey, they can set up camp in the center cloister area. Here, they are surrounded by walls, but still have the advantage of a vast amount of space in which to maneuver in case of battle. On their second night there, Martha goes down to the river for fresh water. When she gets to the shore, she hears noise in the low brush. Just then, she sees the glint of yellow eyes and the flash of claws. She runs for the Abbey in terror, fortunate enough to get inside the walls before the creature catches her. It is then that one werewolf comes crashing through the huge stained glass window, while the other attempts to break down the door. The wolves are being driven as much by sheer blood-lust as by the orders they were given, and will stop at nothing to kill

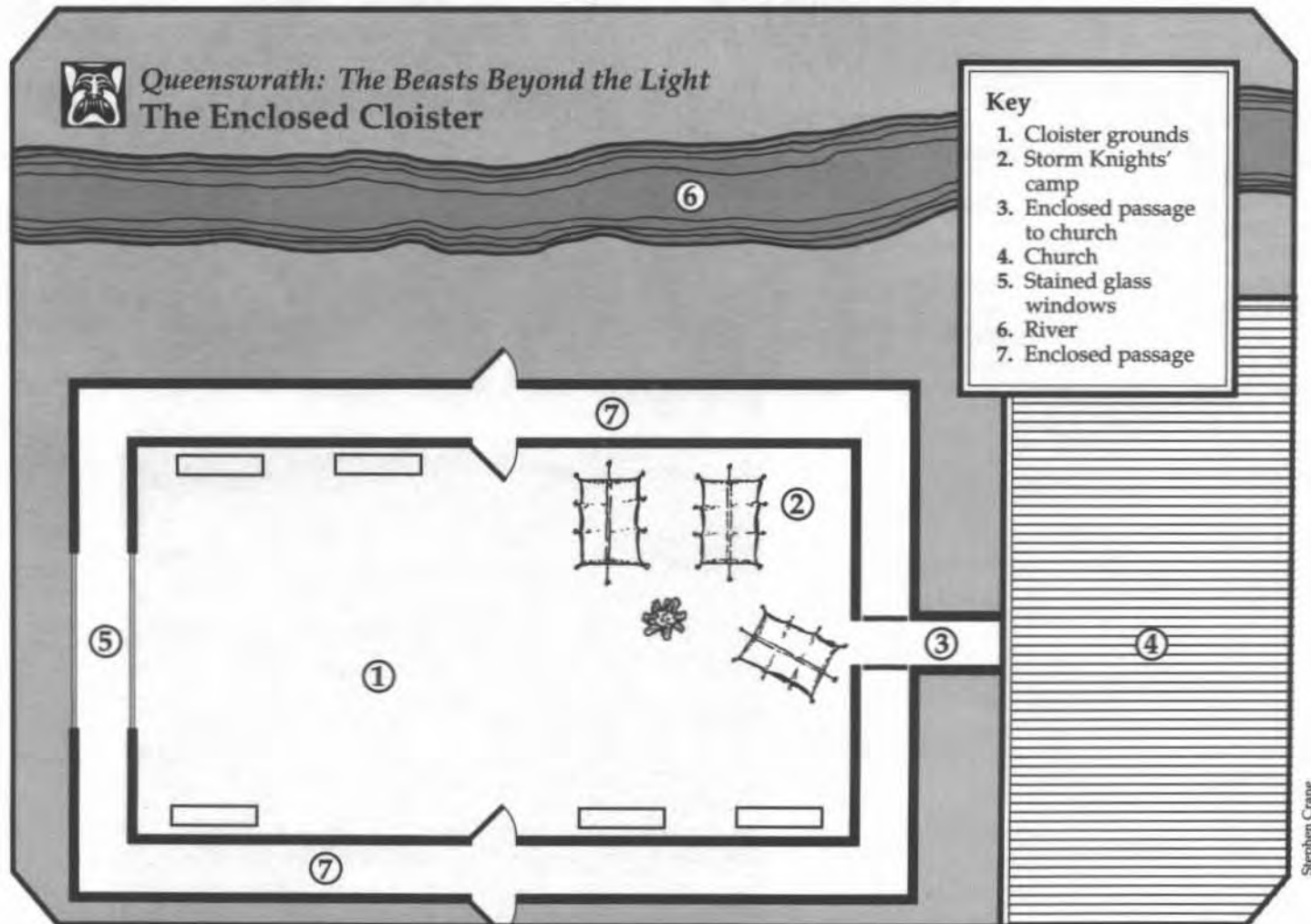
the Knights and the innocents in their care. If the battle is going against them, the werewolves may make a concerted effort to grab the boy and use him to hold off the Knights.

If the Storm Knights are able to defeat the werewolves, Martha and her son will be able to remain at the Abbey in peace, as only those creatures knew her hiding place. However, if one of the wolves escapes, they will have to track it down and kill it to ensure Martha's future safety. The Knights may then return to Ardinay to report and be rewarded for their bravery with custom-made suits of elfmail. Each Knight will also have earned an honor point.

Werewolves (wolf forms)

DEXTERITY 14

Dodge 15, maneuver 16, running 16, stealth 15, unarmed combat 18



STRENGTH 13

TOUGHNESS 15

PERCEPTION 12

Tracking 18

MIND 7

Test 9, willpower 13

CHARISMA 7

Taunt 10

SPIRIT 11

Intimidation 13, reality 14, shapeshifting 15

Possibilities: 5

Natural Tools: claws, damage value STR+2/15; teeth, damage value STR+3/15

Note: resistant to physical attacks: only takes shock damage from non-magical, non-silver weapons

(Human Form)

DEXTERITY 9

Dodge 10, maneuver 10, stealth 11, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 15

Evidence analysis 17, find 16, first aid 16, language 16, trick 16

MIND 13

Survival 14, test 14, willpower 14

CHARISMA 12

Charm 13, persuade 13, taunt 14

SPIRIT 11

Reality 14, shapeshifting 15

Description: The above stats are identical for both werewolves.

Werewolves are the ultimate hunters, combining a rudimentary intelligence with a finely-honed tracking

ability. Werewolves commonly move only by night, as it is the light of the moon which sparks their transformation. However, some werewolves, like the ones in this adventure, are capable of changing shape at will.

Werewolves are particularly dangerous opponents because victims of their bites inherit their shapeshifting abilities and their taste for human flesh. For that reason, werewolves are greatly

feared in realms other than Orrorsh, for the presence of one can result in a veritable plague of lycanthropy.

Ghouls

See page 32 of the *Torg World Book* or the *Aysle Sourcebook*

Goblins

See page 30 of the *Torg World Book* or the *Aysle Sourcebook*



Thomas Bava



The Sleep of Death

By order of Pella Ardinay, Lady of the Light:

To all subjects,

It has been reported that a number of acts of thievery have recently taken place in the city of London. Among the merchants robbed are many of those specializing in mystic wares, and the items stolen have included mandrake root, tormentil, black hellebore flowers, and a stone made of onyx.

Strangely, all of the merchants have been found in a trance-like sleep from which nothing can rouse them. Also found at the various sites were drippings of melted human flesh.

It is our belief that some dark ritual is being prepared, and the stolen herbs and minerals will play some part in it. We have no idea who the thieves might be, nor how to awaken the enchanted shopkeepers. We appeal to anyone with information, or anyone who thinks they know of a way to gain information regarding these foul crimes, to take what action they deem necessary.

Gamemaster Information: The thefts are being committed by a wizard and three Ayslish thieves. Their method of operation is a diabolical one: the wizard, Abramelin, has created a Hand of Glory, a candlestick made from the hand of a hanged man, with the power to cast anyone in range into a deep sleep. Once affected, victims cannot be roused by any means, physical or magical, and will only return to consciousness when the Hand's power is destroyed. This can be accomplished by extinguishing the Hand and returning it to the corpse from which it came.

The thieves have stolen the various mystical items as part of a plan to create a talisman which, when planted in the heart of London, will cause the residents of entire blocks to suffer horrible nightmares each evening. If it is successful, Abramelin will build more and place them throughout the city, eventually driving the population to the brink of insanity.

If the Storm Knights examine any of the robbery scenes, a *find* total of 8

will reveal a book which contains information on the Hand of Glory. With a second *find* total of 9, they will find a volume on mystic herbs and minerals, which will include information on the talisman Abramelin is trying to construct and the *nightmare* spell. (If any of the Knights has the *scholar* (*arcane lore*) skill, reduce the difficulty numbers by one).

The book will also reveal that the thieves still need one element to complete their creation, and it is the rarest of all: draconite, a mineral formed in the heads of dragons. The Storm Knights can split up and visit various occult shops around the city (shopkeepers will be *neutral* in general, although a few may be *hostile* due to the number of robberies) and will discover that only one, The Magic Shoppe in the Chelsea district, carries draconite. The owner, Reginald Nash, has priced the draconite at 1000 pounds (roughly 343 Ayslish trades), and if he senses the Knights want to buy it, will up the price and refuse to bargain. The Knights can attempt to convince him

that he will be robbed soon, but he will tell them that his burglar alarms will stop any thief. (Nash has 8s in all attributes, and since he really doesn't believe in "all this occult mumbo-jumbo," no relevant skills.)

The Knights can stake out the store and attempt to catch Abramelin and the thieves. Even if they are successful at defeating the villains, they must still return the Hand of Glory to its former owner, which will necessitate getting the name of the corpse and cemetery it was taken from. Abramelin will consider the Knights enemies and will be extremely reluctant to talk — the three thieves will be *neutral* to the Knights, and will be willing to trade the information for their freedom.

If the Knights make the deal, the thieves will tell them that the hand was taken from the grave of a man named McLafferty, recently hanged by an angry mob for looting. He is buried in nearby St. Luke's cemetery, but they will cryptically warn the Knights that it will not be an easy task to return the hand.

Indeed, it won't be. Foreseeing his possible defeat, Abramelin recruited six Vikings before he journeyed to London, and has them hiding in a crypt in the cemetery. When the Knights arrive bearing the hand, the Vikings will immediately attack and try to retrieve the ghostly object.

Abramelin

DEXTERITY 9

Dodge 10, missile weapons 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Alteration magic 14, trick 12

MIND 11

Conjuration magic 13, test 13

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 8

Intimidation 9, reality 9

Possibilities: 9

Spells: *gain language, fog, lightning, sleep of death, nightmare*



Arcane Knowledges: *living forces* 5, *inanimate forces* 3, *folk* 4, *water* 3

Equipment: light crossbow, damage value 21, range 3-10/100/200; Hand of Glory

Description: Abramelin is an Ayslish wizard of some renown in his home cosm. He was originally in the employ of Pella Ardinay during the time Uthorion possessed her, but sold his services to Uthorion (in his new guise as a Viking chieftain) after Ardinay's mysterious conversion in return for knowledge of the *sleep of death* spell and the means of creating a Hand of Glory.

Abramelin is short, with white hair and beard, and commonly wears a monk's robe. He is extremely sensitive to taunts about his betrayal of Pella.

Quote: "I did not betray Ardinay — she betrayed Aysle with her weakness!"

Ayslish Thieves

DEXTERITY 10

Dodge 11, melee weapons 12, lockpicking 12, prestidigitation 11, stealth 13, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 12, find 12, tracking 12

MIND 10

CHARISMA 9

SPIRIT 8

Corruption 10, reality 9

Possibilities: 5

Equipment: hatchet, damage value STR+6/15

Description: The three thieves that work with Abramelin are professionals, two men and a woman who were doing fairly well in this new cosm before allying with the mage. Their primary reason for doing so was that

his methods reduced the risk of violence marring their operations. If Abramelin is defeated, they will attempt to escape so they can go back to their own profitable, if more dangerous, careers.

Quote: "We are a part of this for as long as there is a profit to be made, and no longer."

Vikings

See page 30 of the *Torg World Book*, or the *Aysle Sourcebook*

Possibilities: 3

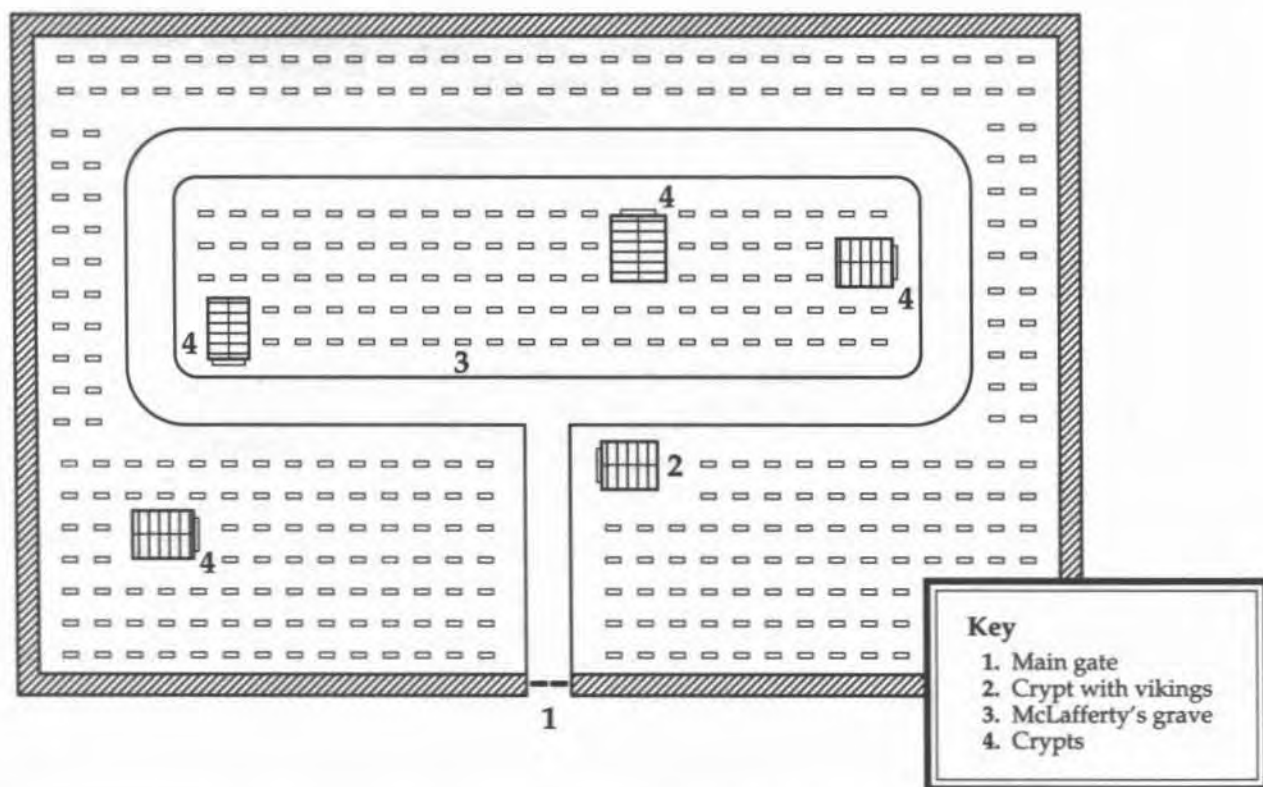
Equipment: broadsword, damage value STR+6/16; long bow, damage value STR+6/16, range 3-10/100/250

The Hand of Glory

This is a candlestick made from the hand of a hanged man which has been placed in saltpeter and then dried in the sun. The candle-holder is made



Queenswrath: The Sleep of Death St. Luke's Cemetery



from the hanged man's fat, beeswax and sesame. Lighting it triggers the focused spell within, the dreaded *sleep of death* incantation.

The Sleep of Death

Axiom Level: 10

Skill: alteration/living forces 18

Backlash: 15

Difficulty: 10

Effect Value: 10

Bonus Number to: effect

Range: 8 (30 meters)

Duration: dependent upon existence of Hand of Glory.

Cast Time: 9 (one minute)

Manipulation: control state

To be effective, this spell must be focused into a Hand of Glory. When the macabre candle is lit, everyone within range falls into a deep sleep. The target must generate a successful *Mind* or *willpower* total against a difficulty number of the spell's effect value to awaken. The spell lasts until the Hand's power is destroyed, at which point anyone who has suffered its effects will return to consciousness.

Only the caster and those who helped in the preparation of the Hand of Glory being used are immune to the effects of the spell.

Nightmare

Axiom Level: 10

Skill: conjuration/living forces 19

Backlash: 14

Difficulty: 10

Effect Value: 11

Bonus Number to: effect

Range: 15 (one kilometer)

Duration: 33 (three months)

Cast Time: 29 (one week)

Manipulation: control, range

Much like *sleep of death*, the *nightmare* spell will function only if it is focused into the proper talisman, in this case, one constructed of hellebore, onyx, tormentil, mandrake root, and draconite. Another condition of the spell is that all the items must be gathered from the general area targeted for the spell, and for Abramelin's purposes, this means London.

Once the spell is successfully cast, its power takes hold in every mind

within a one kilometer radius. Its effects will not be felt until the target goes to sleep, at which point the spell will provoke night terrors and horrific visions. The images will vanish when the target awakens, but will return when he sleeps again.

Again, those who had a part in constructing the talisman are immune to the spell's effects. Others must generate a *Mind* or *willpower* total against the effect value of the spell to resist it.



Tim Wright



Assault on Urquhart

By order of Pella Ardinay, Lady of the Light:

Be it known throughout the realm,

Nestled deep in the Scottish Highlands, surrounded by rugged mountains, forests and fields, there is a great body of water that the natives call Loch Ness. Local legends have long hinted that the waters there are haunted by a strange monster, resembling a dragon from the cosm of Aysle. Apparently this beast, long believed to be a myth, has now come to life and is terrorizing innocents.

Many residents of the area around the loch fled in terror to Oxford, and begged the court to send warriors who could challenge and defeat this monster. We therefore dispatched three of our most loyal Guardsmen to consult with the lord of Urquhart Castle, who had offered his services in this noble cause. We have received no word from our men or the castle since that time.

There is, perhaps, a greater mystery here than was apparent at first glance. We ask that any brave Knights make for Loch Ness, there to determine if this monster truly exists and discover the fate of our Guardsmen.

Gamemaster Information: There are, indeed, dark doings afoot at the legendary loch. Seeking a firm foothold in the British Isles, Uthorion, in his guise as a Viking leader, ordered a lieutenant named Gunnbjorn to Scotland. His mission: assemble an army from the various dark creatures that stalk that region and harass the forces of Light until such time as Uthorion can return from Scandinavia.

After extensive scouting, Gunnbjorn chose Urquhart Castle as his base due to its strategic placement. This ancient keep is located on the northern end of the Loch, on the west shore. It rests on an outcropping of land flanked by water on two sides and steep hills on the others. Here Gunnbjorn could go about his business in relative isolation and hide his forces in the hills until ready to strike.

The fraction of the army that has been assembled up to this point consists mainly of some Vikings that followed their chieftain and an assortment of lesser and half-folk. The

troops are not allowed within the walls of the castle, and so have set up camp on the hillside behind the castle.

Recruiting and controlling this new army has been a challenge. Many of the Vikings are angry at having to depart the ongoing war in Norway to idle away the days on the Scottish heather. In addition, they dislike working by the sides of trolls and minotaurs, and the feeling is mutual, making for a number of brawls.

The weapon Gunnbjorn has used to greatest effect up to now is a Draconis Aquatica, which has taken up residence in the loch, bringing the legend of a sea monster to life. Aquatic dragons are vile by nature and tormenting the locals was an exciting pastime. By scaring the people away, the army could be organized in secret and the local towns would be abandoned and open to looting. The dragon also serves as guardian of Gunnbjorn's war chest, which is hidden in a secret chamber reached through a passage from the chieftain's room in the castle.

Unfortunately, the dragon attracted a great deal of attention from local authorities and, eventually, from Oxford as well. Gunnbjorn sent a false message to Ardinay offering the castle as a base against the monster, and then slew the Guardsmen when they arrived, hoping it would discourage further attempts to investigate the loch.

If the Storm Knights arrive by night, they will notice a large number of campfires in the hills around the castle. Attempting to travel overland to the castle would prompt an attack by the army, which could well prove fatal for the Knights.

The only other route to the castle is across the loch. The Knights can get a boat from one of the abandoned cottages nearby, and it will take two rounds to reach the far bank (generate *Perception* or *water vehicles* totals against a difficulty number of 7). After the first round of travel, the dragon will rise out of the water and attack.

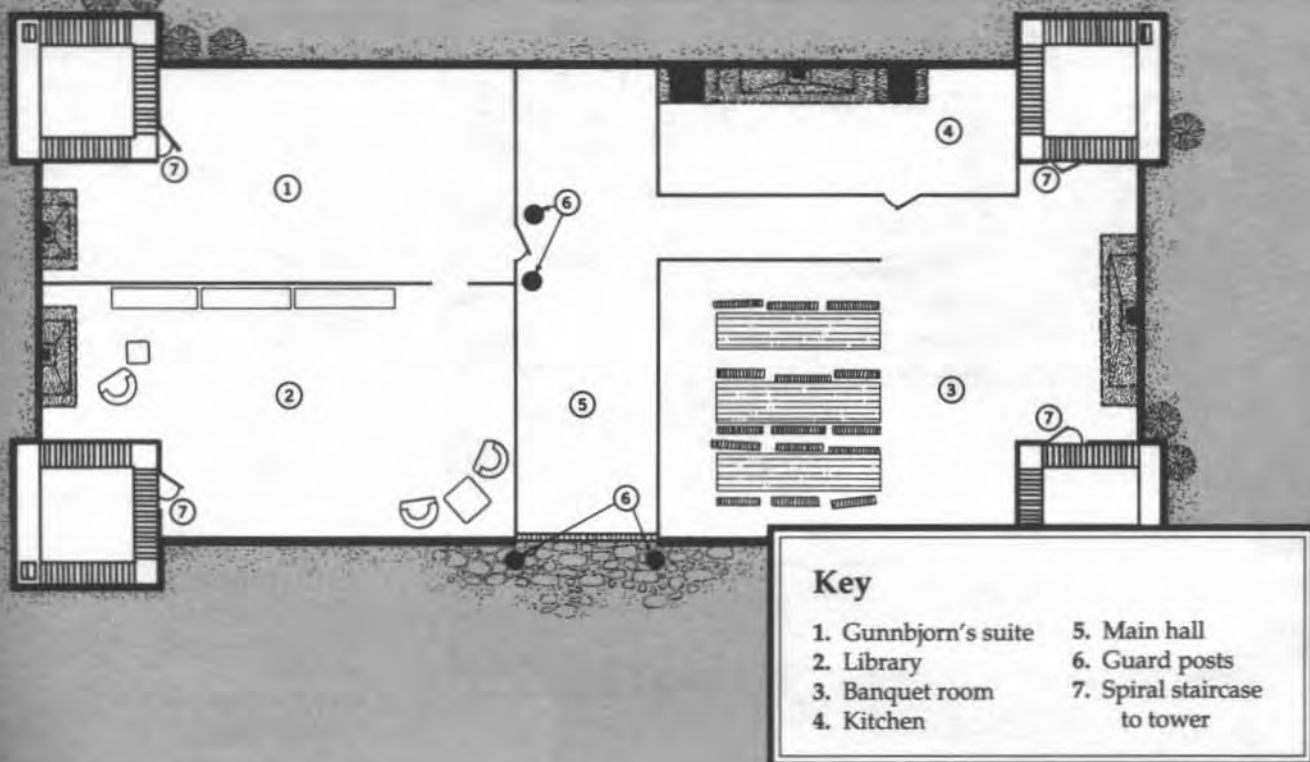
After defeating the monster and reaching the shore, the Knights will have to break into the castle (there is a Viking guard stationed at the main gate and two more posted on the walls, a broad hint that danger lurks about). All the windows and doors are barred, so the Knights will have to dispose of the guards and enter through the main courtyard.

Inside, the Knights will see the shields of the Guardsmen mounted on the wall like trophies. A short search will lead them to Gunnbjorn's suite, which is guarded by two more Vikings. The chieftain can be found inside his library, mapping out war plans. If attacked, he will attempt to flee down the secret passage behind the bookcase. Due to the narrow dimensions of this tunnel, the Knights will have to attack him individually, rather than in a group. After he is defeated, the Knights can explore the rest of the passage, eventually finding the chest filled with trades that were to finance the formation of the army. If the Knights take this with them or destroy





Queenswrath: Assault on Urquhart Urquhart Castle — Main Floor



Key

- | | |
|----------------------|------------------------------|
| 1. Gunnbjorn's suite | 5. Main hall |
| 2. Library | 6. Guard posts |
| 3. Banquet room | 7. Spiral staircase to tower |
| 4. Kitchen | |

it, the army will eventually dissolve of its own accord, even if another leader tries to take Gunnbjorn's place (goblins and half-folk are notoriously mercenary, and the Vikings have had enough of peace).

Gunnbjorn

DEXTERITY 10

Maneuver 11, melee weapons 13, missile weapons 11, swimming 11, unarmed combat 11

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Divination magic 10, scholar (navigation) 10, trick 10,

MIND 9

Test 10

CHARISMA 9

Charm 10, persuade 10

SPIRIT 8

Intimidate 10, reality 9

Possibilities: 8

Equipment: battle-ax, damage value STR+5/15; throwing dagger, damage value STR+3/13, range 3-5/10/15

Arcane Knowledges: *fire 1*

Description: Gunnbjorn is a tough, blood-thirsty Viking warrior who constantly longs for war. He, too, is restless in Scotland, but knows that his army will see more than enough battle in the months to come.

Quote: "If I die, I die as a Viking. If I surrender, I am no better than half-folk — or Storm Knights."

Draconis Aquatica

DEXTERITY 12

Swimming 14, unarmed combat 14

STRENGTH 24

TOUGHNESS 21/31

PERCEPTION 14

Find 15, trick 16

MIND 19

Conjuration 22, test 20, willpower 21

CHARISMA 8

Charm 9, persuasion 11, taunt (10)

SPIRIT 8

Intimidation (13), reality 9

Possibilities: Two per Storm Knight.

Natural Tools: armor, TOU+10/31; tail, damage value STR+3/27; steam breath, damage value 26, range 50/100/250

Arcane Knowledges: *water 5, living forces 2*

Description: The Draconis Aquatica looks a great deal like a long snake, with a huge tail which it uses as a rudder when swimming and as a weapon in battle. This particular specimen is 18 meters in length.

The dragon has an affinity for elemental water magic. It uses steam as a breath weapon, and stores it in a





single internal sac. After it fires a blast, it takes two combat rounds for the sac to refill. It is possible to defend against the attack using elemental water magic.

The best offense against the dragon is to attempt to trick it into exposing its "soft" underbelly (*Toughness* 21). Other effective tactics are vital blows aimed at the mouth or eyes (*Toughness* 11).

Vikings

See page 30 of the *Torg World Book*

Note: One of the additional skills must be a magical skill. Characters also get an arcane knowledge at one add.

Equipment: short bow, damage value STR+5/15, range 3-10/40/100

Trolls

DEXTERITY 8

Dodge 10, melee weapons 11, unarmed combat 10

STRENGTH 11

TOUGHNESS 11

PERCEPTION 7

Divination magic 8, trick 8

MIND 7

Test 8, willpower 8

CHARISMA 7

Taunt 8

SPIRIT 5

Intimidation 7

Arcane Knowledges: earth 1

Natural Tools: claws, damage value STR+3/14

Equipment: club, damage value STR+3/14

Minotaurs

See page 30 of the *Torg World Book*, or the *Aysle Sourcebook*.

Thomas Baxa



Henbane the Witch

By order of Pella Ardinay, Lady of the Light:

Be it known to all residents of Oxford,

Evil lurks within the halls of Christ Church College, and innocent people have been hurt by its machinations. All available evidence indicates that there is a traitor within our court.

Yesterday, during the banquet that was held in honor of the Home Guardsmen who slew the Canterbury dragon, 13 loyal subjects were overtaken by an unusual malady. The symptoms were raving madness and then sudden collapse. At this writing, all remain unconscious and no means to rouse them has been found. The only clue that has been discovered is the fact that all of those in question dined at the same table and were served from the same platters and jugs.

This unfortunate incident must be investigated and the party responsible brought to justice. Tolwyn of House Tancred has voiced the opinion that this was an assassination attempt, but the intended target is unknown. We therefore request the aid of anyone who can contribute to the swift resolution of this matter. Those who wish to help root out the darkness that has taken hold here are asked to apply at Christ Church College for an audience with Lady Pella Ardinay.

Gamemaster Information: As Tolwyn suspects, the events of the day just past *were* an assassination attempt on Lady Ardinay. Approximately two weeks ago, a black ferret was sighted by two of the children of the court, seemingly drowning in the pond at the center of the college gardens. The children saved the ferret, and presented it to Ardinay as a gift. Ardinay fell in love with her new pet and even gave it its own bed in her personal chambers.

This ferret, however, is really a witch by the name of Henbane. She used the disguise of an animal as a means of gaining access to the court, and after taking the time to plan, made her attempt against Ardinay's life. The eve before the banquet, at the stroke of midnight, she poisoned the wine jugs that were intended to be used at the head table with thorn apple, a powerful herb.

But fate intervened to save the Lady of the Light. A new serving girl erred and brought the jugs to the wrong table. Shortly after the meal began, all of those who had consumed the wine began to shriek, tear at their hair, and attack those around them before falling unconscious.

Ardinay had enough foresight to personally take the food and wine from that table, store it in special containers and lock it in a room to which only she has the key. When the Storm Knights arrive, they can take samples and, on a *Mind or science (chemistry)* total of good success or below, they will know that the wine was poisoned. (Generate the totals against a difficulty number of 9). On a *superior or spectacular* success, they will be able to identify the poison as thorn apple, which causes madness, coma and death.

The Storm Knights also have access to the Bodleian Library on High Street,

if they should choose to use its resources. On a *find* total of 10, they discover a book that reveals that thorn apple is a poison most often favored by witches. The book will also reveal that witches are capable of changing their shape, and among the animals whose forms they have been known to assume are ferrets.

Upon arriving back at Christ Church College, the Storm Knights must convince Pella Ardinay that her ferret is the culprit and must be confronted. Eliminating the witch will be extremely tricky: Henbane has a great deal of mystical experience, and has no intention of allowing herself to be taken. However, the *polymorphism* spell which enables her to take on the aspect of a ferret has a duration of only one hour, at which point she reverts back to her human form. This will force her to abandon any narrow hiding places, and a number of her attributes will decrease in strength (see below).

Over the span of the last two weeks, Henbane investigated the college and memorized the layout of its halls in case she should need to escape in an emergency. If the Storm Knights decide to attack her, she would most likely attempt to hide in any of the numerous holes that can be found in the walls. There is also a secret passage that leads from behind the fireplace in Ardinay's quarters to a hidden exit near the back gate.

However, even if she is able to elude the Storm Knights for a brief time, she will be certain to overhear that the whole city is roused and hunting for a ferret. She may attempt to change into another animal (most likely a wild dog), or she may allow herself to return to human form and make another attempt on Ardinay.

Henbane the Witch

DEXTERITY 8

Dodge 9, maneuver 9, melee weapons 9, stealth 9

STRENGTH 7

TOUGHNESS 8



PERCEPTION 14

Alteration magic 17, divination magic 16, trick 15

MIND 13

Appotation magic 14, conjuration magic 14

CHARISMA 8

Charm 9, persuade 9

SPIRIT 8

Intimidation 9, reality 9

Possibilities: 10

Spells: *polymorphism, away sight, conjured fireball, disguise self, fly, fog, mage dark, stealth walk*

Arcane Knowledges: *entity 5, folk 4, avian 3, light 1, dark 1, fire 1, water 1, earth 1*

Equipment: dagger, damage value STR +3/10

Polymorphism

Axiom Level: 10

Skill: alteration/entity 17

Backlash: 12

Difficulty: 11

Effect Value: 0

Bonus Number to: effect

Range: self

Duration: 18 (one hour)

Cast Time: 2 (2.5 seconds)

Manipulation: control

This is an *alteration magic* spell, which enables the caster to assume other shapes. While in the form of a dog, raven or bat, the witch retains her

normal stats, with the following exceptions: as a dog, ferret or bat, the witch obtains a bite for use as a natural tool (damage value 12 as a dog, 9 as a bat or ferret); as a raven or bat, she has *flight* skill at 15; in any of these forms, she gains +2 to all *Dexterity*-based skills.

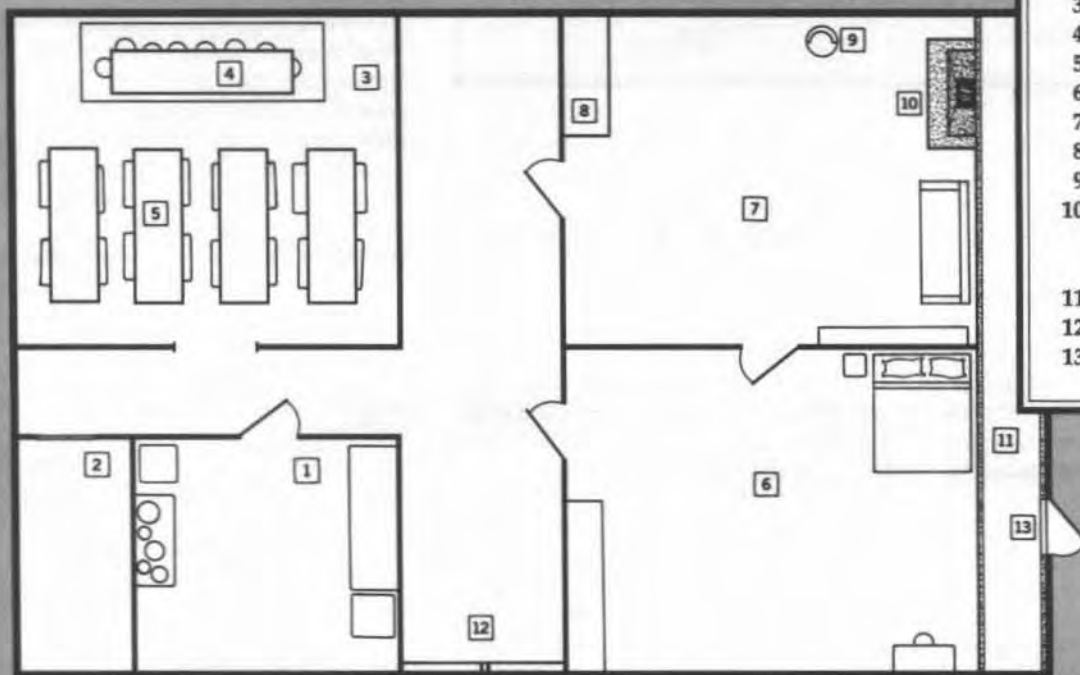
Description: Henbane has nursed a burning hatred for Ardinay for centuries, and has spent much of that time planning her revenge. The tale begins 500 years ago in the Aysle cosm, when Uthorion mounted his invasion from Orrorsh and challenged Ardinay. The Dark High Lord approached Henbane's coven with a proposal that they join forces against Ardinay, a plan to which the witches agreed (for a



Queenswrath: Henbane the Witch
Pollack Hall, Christ Church College

Key

- 1. Kitchen
- 2. Storage room where food and wine is kept
- 3. Banquet room
- 4. Head table
- 5. Poisoned table
- 6. Ardinay's suite
- 7. Sitting room
- 8. Closet
- 9. Ferret's bed
- 10. Fireplace (entrance to secret passage)
- 11. Secret passage
- 12. Main Entrance
- 13. Exit to back gate





Tim Wright

reasonable fee). But before the witches could act on his behalf, Ardinay learned of their treason and banished them to a remote island in the Frozen Sea.

There the witches lived out the centuries, deprived of access to the herbs and talismans they needed to work much of their magic. Finally, a mere 50 years ago, a Freetrader ship wandered too close to the isle, and Henbane (the only surviving witch) was able to ensorcel the crew and escape her prison. She went to the Valley of the

Sword, determined to kill her enemy, and found an Ardinay who was not Ardinay. Unsure of why she sensed such strange things about Lady Pella, she went into hiding in the lands of House Daleron and bided her time.

When Henbane heard that a miraculous change had come over Ardinay during the invasion of Earth, she decided to investigate for herself. This Pella, she found, was the same woman who had condemned her sisters to death, and at last she would take her revenge.

Henbane was, at one time, quite beautiful. But she is now close to 650 years old, and even sorcery can only hold off the ravages of time for so long. She can still appear lovely in dark areas of Aysle, but in areas dominated by the Light, she is revealed as a horrid hag with a jutting chin, hooked nose, and relatively little hair on her head.

Quote: "My hatred for Ardinay is a thing eternal, alive with a dark and terrible beauty."



The Crown of Arthur

By order of Pella Ardinay, Lady of the Light:

Hearken to these words, all Aysle subjects,

A good shepherd leading his flock homeward claims to have seen a gathering of ghouls at the abbey on Glastonbury Tor. They were working with spades and shovels in the ancient cemetery there, where many great and holy men are said to be buried.

The shepherd, who goes by the name Adric, allowed his curiosity to rule him and crossed the marshes to see what the creatures were about. They had torn the headstones from the earth, tossed them aside and unearthed a number of ancient coffins. Bones were scattered everywhere, but the ghouls seemed to take no notice of them. They seemed intent on their search, and Adric took advantage of this to draw closer.

The ghouls, it seems, were unhappy with their task, a few muttering that they had been promised meat and had found only bones and dust. When one spoke of this too loudly, a woman clad in black stepped from the shadows and, without a word, tore the creature's throat out. Then, with a hiss, she lifted the unholy thing and threw it into one of the now-empty graves. The other ghouls cowered at the sight of this, and went back to their labors.

Having witnessed this gruesome attack, Adric was afraid and made to leave. But as he took a step, he saw the dark woman turn in his direction, her eyes blazing red. When the villain made no move toward him, Adric began to run. Suddenly, there rose a great howl, and his flock was set upon by a pack of ravenous wolves.

Adric fled to his cottage and remained there throughout the eve, expecting the ghouls to set upon him at any moment. They did not come, and when dawn rose over the marshes, he returned to Glastonbury Abbey. There he found his sheep, slaughtered to the last, but no sign of the dark woman or her creatures.

The shepherd's story bears the ring of truth, but he can offer no explanation for the actions of the ghouls. His terror is such that he is leaving Glastonbury, and he has refused to serve as guide to any parties traveling there.

We believe that something of great importance is taking place on the tor, but do not have the forces on hand, at present, to investigate it. The presence of ghouls and an unidentified being of great power mark this as a dangerous quest, but one that must be undertaken for the safety of the realm.

Gamemaster Information:

Glastonbury Abbey in the west of England is the rumored burial site of Arthur Pendragon, legendary hero of the island nation. The abbey features an ancient cemetery, and it is there that the "once and future king" is said to be interred.

In truth, Arthur is not buried there, but his royal crown is. It was placed there to deceive any mystics who sought the king's tomb (and indeed, the aura of the crown was sufficiently powerful to fool the Glastonbury monks into thinking they were near the actual burial site). This symbol of

Arthur's power is an eternity shard, with the group power of *life-thread* (see below).

The ghouls have been visiting the cemetery every evening in search of Arthur's grave. They are led by a vampyre named Marta Sebban, who is well aware of the fact that there is no actual body in the ground, but desires the crown. A mortal injury to the heart is one of the few things a vampyre must fear, but with an eternity shard that could heal such injuries, she could gather an army of the undead to follow her. With the Gaunt Man absent, and the relatively weak Thratchen in charge, Marta believes the time has come to try and conquer both the realm on Earth and the Orrorsh cosm. (Marta is unaware that the shard cannot be used outside of the British Isles.)

The ghouls have been told that Arthur's corpse will be in the grave and intact, and that feasting upon it will make them enormously powerful. This, of course, is a lie, but Marta is confident she can deal with them if the need arises. Marta has so far resisted bringing other vampyres in on her quest, for fear one of them might wrest the shard from her once it is found. Thus she has had to be content with the aid of four ghouls, who are by nature prone to disloyalty. She has already had to make an example of one to keep the others in line. If the search takes too long, she may have great difficulty keeping the ghouls at work (and if one should inform Thratchen about her operation in Aysle, she would most likely have to abandon it).

The Storm Knights can discover the significance of Glastonbury Abbey in Arthurian legend either through research at a library (a *find* total of 10) or by traveling there and asking the residents of the village of Glastonbury about the area. Books will not contain any information on what is supposed to have been buried with Arthur, but villagers may have heard tales of his legendary crown. They will be glad to share that information, providing the Storm Knights promise not to take



Arthur's body, his crown, or anything else they might find away from Glastonbury.

The Storm Knights can attempt to visit the abbey in the daytime, and if one has mystic abilities (such as the *detect magic* spell), he may be able to sense the general location of the crown (on a *minimal, average* or *good* result, the Knight can narrow the search area to a 100 meter area, on a *superior* result, to within 50 meters, and on a *spectacular* result, to within 25). If none of the Knights have such abilities, they will simply be forced to dig for the crown (a *find* total of 16). If the Knights find the crown and take it from the abbey, Marta and her ghouls will pursue them once darkness falls.

If the Knights simply wait for the ghouls to find the crown, they will have to battle Marta for its possession. The ghouls will turn on Marta once they see there is no body to be had, but if the Knights attack before Marta has disposed of them, they will side with her against the intruders.

If the Knights defeat Marta and keep the crown, they can take it with them or re-enter it in the abbey cemetery (if they had promised the villagers not to remove it, but take it anyway, subtract an honor point from each Knight and a Possibility from their award at the end of the adventure.) If Marta gets the crown, she will quickly discover it cannot be used outside of this section of Aysle, and will begin organizing a group of Ayslish vampyres and other creatures to use as a power base in future operations against Orrorsh.

Marta Sebann

DEXTERITY 12

Acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20

STRENGTH 16

Climbing 19

TOUGHNESS 18

PERCEPTION 11

Alteration magic 15, find 14, language 15, scholar (Arthurian lore) 16, trick 16

MIND 14

Test 23, willpower 23

CHARISMA 14

Charm 26, persuasion 21

SPIRIT 9

Faith 12, intimidation 17, reality 18

Possibilities: 10

Natural Tools: fangs, damage value STR+2/18; nails, damage value STR+3/19.

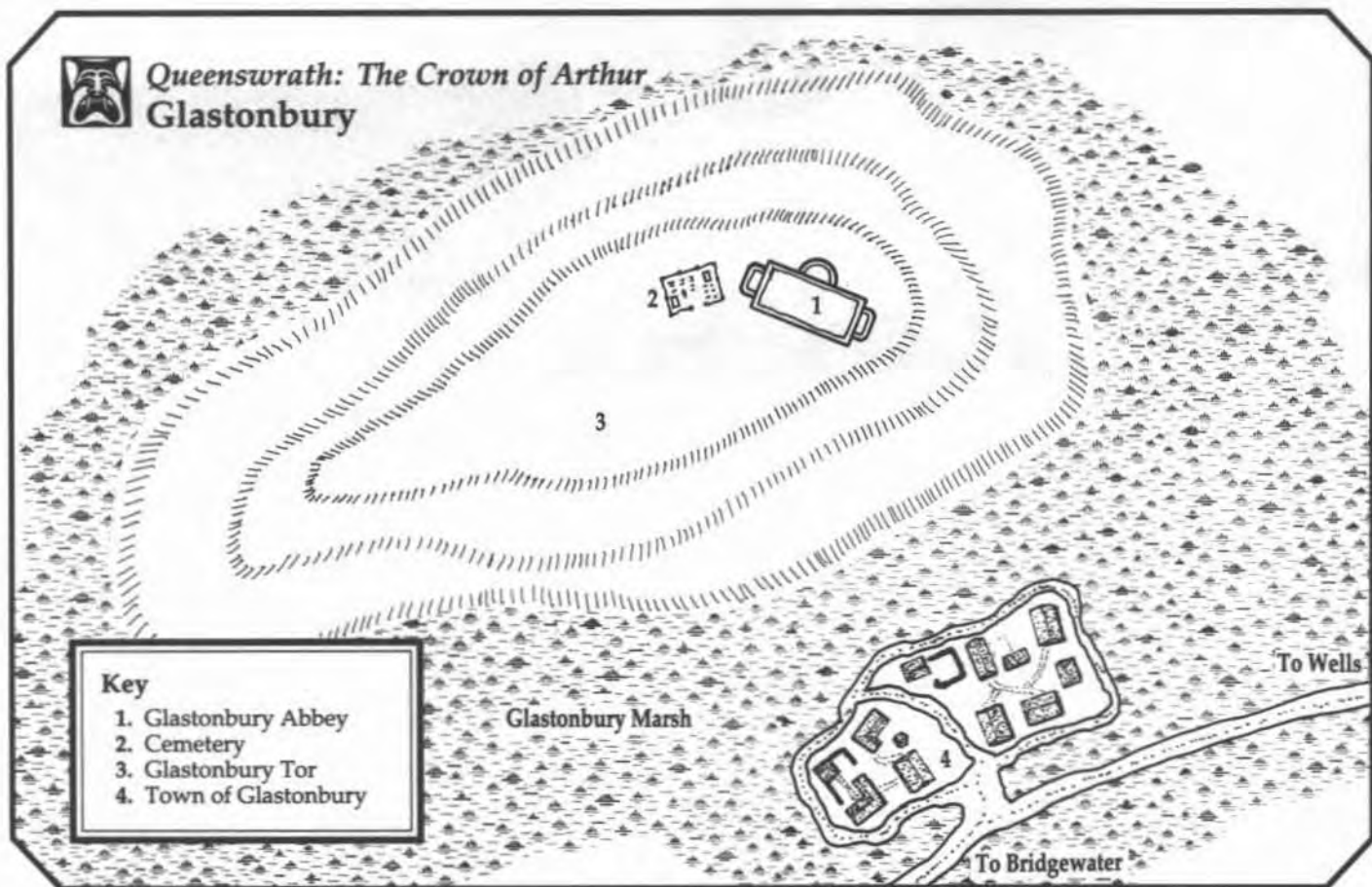
Spells: *polymorphism, ritual of perception preparation*

Arcane Knowledges: *folk 6*

Description: Marta Sebann was a 17th-century French courtesan in the cosm of Orrorsh. She was visiting the Americas with one of her "patrons" when the Gaunt Man's invasion began. Her companion was slain by a werewolf, and she was about to become his next victim when the High Lord himself intervened. He brought her to a mansion and offered her food and drink, which she refused. Finally, weak from hunger and emotional exhaustion, she collapsed.



Queenswrath: The Crown of Arthur Glastonbury



That night, and for the two nights following, Marta had a bizarre dream: a man clad in black came to her room, bent over her, and kissed her throat in such a way that she felt warmth flood through her limbs. In the morning, she would feel weak and listless. On the third day, she fell into a deep sleep — when she awakened again, she discovered to her terror that she was in a coffin!

Something deep inside of her told her to concentrate on slipping free of the coffin. In the next moment, she felt her body dissolve into mist and she drifted through the crack in the coffin lid and past six feet of soil, finding herself in the graveyard behind the Gaunt Man's residence.

She knew what she had become, and her experience in the coffin had left her with a mortal terror of death. She sought out the vampyre who had transformed her and staked him, taking great satisfaction in the act. Since that time, she has operated semi-independently, serving the Gaunt Man when it suited her purposes, going her own way at other times. For his part, the High Lord admired her spirit, and was content to let her believe she was a free being until he saw fit to exercise his dominance.

Marta is a stunningly beautiful woman, with ebony tresses that hang about her shoulders, enticing lips, and a slim figure. The only jarring things about her appearance are her gleam-

ing fangs and long, razor-sharp nails. By the time she is close enough for one to notice these, it is usually too late.

Quote: "Death is the destroyer, not I. I bring eternal life, at the petty price of a soul. Is that so much to pay for my kiss?"

Ghouls

See page 32 of the *Torg World Book* or the *Aysle Sourcebook*.

Crown of Arthur

Cosm: Core Earth

Possibilities: 35

Tapping Difficulty: 15

Purpose: To protect its bearer from mortal injury.

Powers: The shard can connect a mortally wounded person to a group via a thin invisible conduit through which possibility energy can flow. The wounded person can thus be sustained until healed to a wound level less than *mortal*. A character cannot be killed while connected to such a "life thread."

Group Power: Life Thread

Restrictions: Cannot be used outside of the British Isles.



Bob Dvorak



QUEENSWRATH

by Greg Farshtey and Jennifer Williams



"By Order of Pella Ardinay, Lady of the Light ..."

So begins each of the documents called Queenswraths, proclamations calling all knights of honor to do battle with the forces of corruption and darkness on behalf of the Speaker of the People of Aysle. Only the most evil and powerful enemies of the magical realm find their names on these decrees. Do you have what it takes to undergo a quest for the Lady of the Light?

Throughout the realm of Aysle, from the shores of England to the fjords of Scandinavia, the servants of darkness continue their war of conquest and corruption. Lady Pella Ardinay stands as a bright light within the gathering darkness, calling the servants of good and honor to battle for the defense of the realm.

From agents of the Cyberpapacy operating in Oslo to monsters under Lord Uthorion's command rampaging in Ireland, from deadly skeleton cultists to warring faerie nations, Aysle has more than its share of the Possibility War's evil. And now Lady Ardinay is calling for help.

Queenswrath is full of adventure hooks set in the fantasy realm of Aysle. It comes complete with villains and their statistics, dreadful plans and plots against honor, and maps of important new locations. Pella Ardinay provides the quests — you provide the Storm Knights and the courage to see them through!

A Supplement for



Roleplaying the Possibility Wars™



Fantasy/Games

Queenswrath is a supplement for use with *Torg: Roleplaying the Possibility Wars*. You need the boxed game to play. While the material in this supplement is set in *Torg's* Earth of the Near Now and the magical reality of Aysle, many of the situations and adventure ideas can be incorporated into other game systems.

For ages 12 and up.



RD 3 Box 2345
Honesdale, PA 18431

20555