GEMINI™

THE DARK FANTASY ROLEPLAYING GAME



GEMINI

WELCOME TO GEMINI

The sun has been veiled and the Dark Martyr released.

An ancient darkness emerges from beyond the Iron Gate, waking the slumbering demons that feed on human faltering, egotism and cruelty. It works to shatter the goodness by tearing the primeval truth apart, replacing it with its own.

Pious priests and valiant Knights Templar behold in terror as the Darkness infiltrates the Church's inner circles, seducing the sacrosanct. Behind the protective walls of mighty cathedrals and castles, followers of the One do what they can to defend their belief from the taint of darkness, but in their eager to resist, they fall.

The powerful sovereigns of mankind stand divided, foolish enough to decline the peace offered to them by their archenemy the Church, refusing to unite with them in the struggle against the growing Darkness. Forlorn, without divine protection, they are an easy prey for the scheming heretics.

In her remote realm beyond the mountains, the elfen Queen mourns her treacherous vassal Malachdrim's fall to the tempting Darkness.

The proud dwarfen people stand divided after an inane treason. They are weakened, but not wasted.

There is no unity, but that of the growing Darkness.

But there is hope.

In this accursed world the noble, the fearless and the brave fight the abhorred Darkness. A pair of twins, marked by an ancient prophecy, journey through the war-torn land guided by a guardian in an attempt to seal the Iron Gate. Servants of the Darkness follow in their wake, determined not to let them succeed.

Soon, it will be too late. Soon all will be lost.

The struggle against the Darkness needs heroes.

Do you have what it takes?

THE STORY THIS FAR

Over thousand years ago, the sovereigns of mankind fought a terrible war against an evil people that came through a narrow rift in the northern mountains. The armies of the Darkness, as it later would be called, were lead by demonic war-masters. Their brutal warriors crushed all human resistance with no remorse. It seemed futile to resist the overwhelming force and hope and morale seeped out of the human defenders.

Humanity prepared to surrender.

But in their most desperate hour, when all hope seemed to be lost, the One revealed himself to the most pious sovereigns of mankind. He told them that he was the first, the One, and most magnificent god, and that he had come to save mankind.

His was the power to liberate them from the Darkness, and on his command they founded the Church and became his Marquis. The Marquis managed to unite mankind under the Church with the gospel of the One, and with hope in their hearts, their armies now won battle after battle against the abominations from the north. But it wasn't over yet. The hordes of darkness were still strong and showed no sign of getting weaker as long as they could draw strength from where they had come. Then the Marquis found the rift in the northern mountains and understood what they had to do.

THE IRON GATE

Marquis Hymeneus raised an iron gate in the rift in a final, desperate effort to prevent Armageddon and shut out the Darkness. The gate was crafted from the thickest of iron, blessed by the One and his Marquis, and fitted with an ingenious lock unbreakable except on one occasion.

Humanity was saved.

For now.

LEGEND FROM THE BOOK OF DARKNESS

Every five hundred years, when the celestial bodies reach their original positions on the firmament and blocks the life-giving sun, darkness stretches across the world. It chokes the light and leaves the world to slumber in twilight for five days.

It is during these five days the Darkness' influence grows beyond the Iron Gate.

It is during these five days when the seal of the Iron Gate can be broken and the Gate opened.

From beyond the Iron Gate the Dark Inheritors appoint a Deliverer of Darkness. The chosen one is quested to find the secret of the Iron Gate's seal, which he is to break in order to open the gate and release the Darkness.

THE PROPHECY

"When manís faith is weak and reality threatens to tear, the One shall descend to save mankind from a fate worse than death. On the darkest day he shall forge his soul in a newborn boy-child."

From Nomen – the Holy Scriptures of the Church

In Divinatio – book of divinations, the visionary Marquis Attamens premonition the coming of a disaster. His prophecy describes the third eclipse and the coming of the darkest day – the day the Iron Gate shall be opened and the forces of the Darkness unleashed. But they also tell of the One incarnate as a champion of the people. He is to be young, vulnerable, and completely unaware of his divine gift, but have enough power to seal the Iron Gate and save mankind for all eternity.

THE DARK MARTYR

"I shall return!"

Cyrus' last words as Marquis Dantero killed him, and flung him into the unknown on the other side of the Iron Gate.

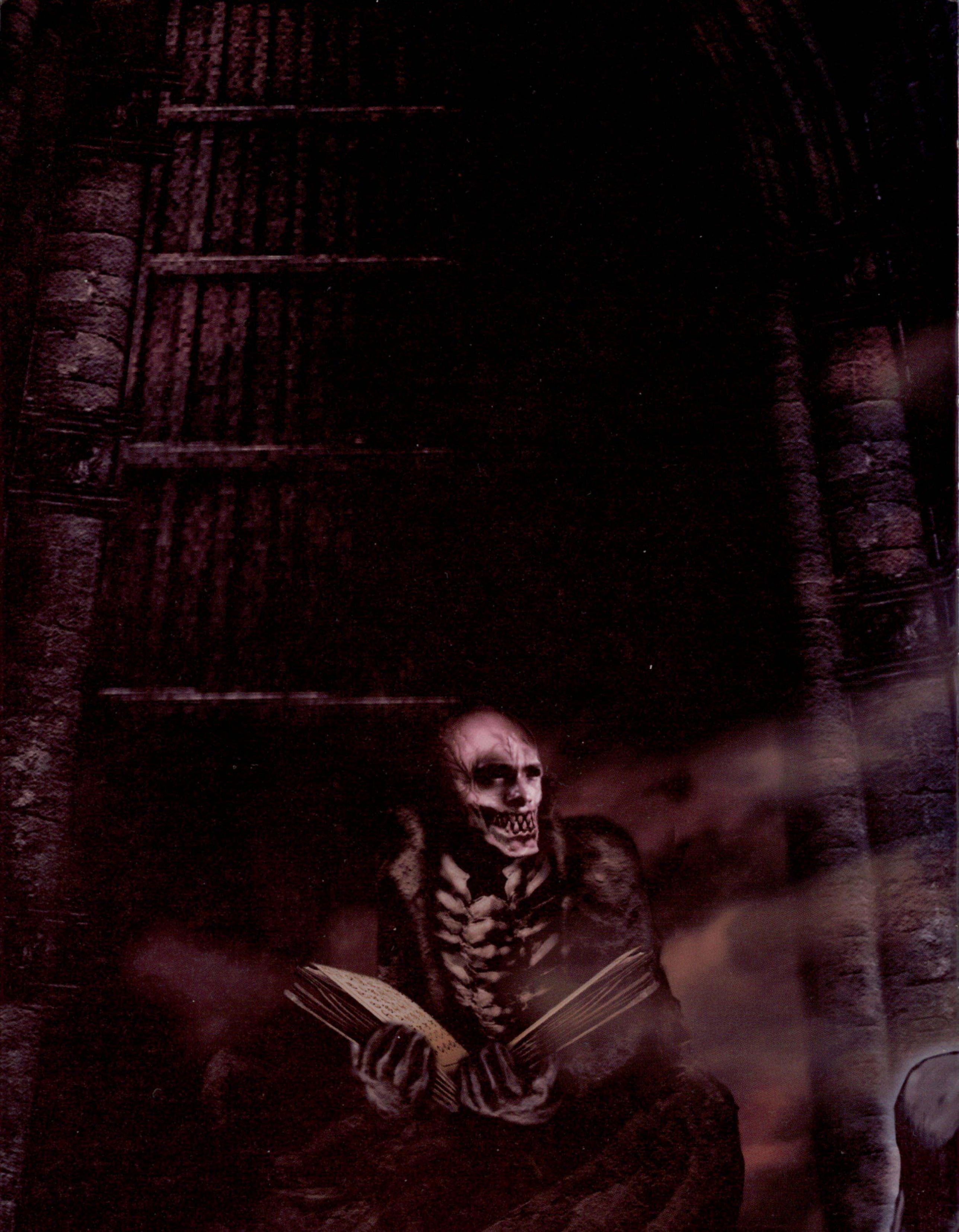
The first the Dark Inheritors chose to make an attempt at opening the Iron Gate was the Dark Martyr Cyrus, who failed his attempt to let the Darkness into reality. Just as the Iron Gate had begun to open, he fell at Marquis Dantero's blade and was flung into the unknown on the other side of the Iron Gate before the Marquis' Knights Templar shut it.

THE DARK SUCCESSOR

"Why stop at betraying your race when you have the chance to betray the world."

The dwarf Vaun Vuriche to the wise men of his clan while discussing the power promised to the clan by the Dark Inheritors.

The second the Dark Inheritors chose to make an attempt at opening the Iron Gate was the Dark Successor Vaun Vuriche. Vaun, head of the dwarfen clan of Vuriche, wasn't satisfied with being a part of the ruling triumvirate and accepted the dark covenant which would give him power enough to unite the dwarfen people under his rule, in return for releasing the Darkness. What he didn't know was that the other two ruling dwarfen kin was watching his every step, knowing his treacherous nature but to well. And when he fell upon the Church's guardians at the Iron Gate, the dwarfs of Naur and Kathoe fell upon him. Vaun and his party were slain in front of the gate without even breaking its seal.





GEMINI

THE DELIVERER OF DARKNESS

Twelve years ago, total eclipse was imminent. It was the third since the Church was founded, and the one prophesied to bring with it the darkest day, the release of the Darkness and the descending of the One.

The Dark Inheritors chose their Deliverer carefully this time, and found him as he searched for a force powerful enough to keep his people alive after the Queen had banished him from her court. It was Malachdrim, the elf. Malachdrim accepted the temptations of the Darkness, but he was not the only one to seek new alliances.

Sharing rule with the four other Marquis frustrated one of the Church's most powerful men, Marquis Lazarus of Merodak. He despised the other four for their weakness, and wanted more power for himself.

The Dark Inheritors offered Marquis Lazarus vast knowledge in the dark powers of magic, if he could lead Malachdrim through the mysteries of the Church towards the Iron Gate.

THE IRON GATE OPENED

On the darkest day of the eclipse Malachdrim and his unholy followers fell on the guardians of the gate. Despite their brave resistance, the Knights Templar stood without a chance. The elfs were strengthened by the powers of heretical magic and after a brief but ferocious battle they emerged as victors.

As the last Knight Templar fell to the ground, Malachdrim began his work on the Iron Gate. For hours he struggled to break its power. In the moment of total eclipse the ritual reached its peak. A powerful explosion shattered the seal and the Iron Gate swung open.

Dark forces, until then contained by the Iron Gate, flowed through as a roaring tidal wave. The event fixed the celestial bodies to their original places on the firmament and made the twilight that now embraced the lands eternal. And in the midst of the dark forces, Cyrus – the Dark Martyr, emerged through the Iron Gate.

The moment of truth had arrived.

The Darkness descended on mankind.

BIRTH OF THE TWINS

In the moment of total eclipse, when the Iron Gate's seal was broken, a woman in a village in eastern Avernus gave birth to a pair of twins, two boys marked by Marquis Attamens' ancient prophecy, with their bodies covered in mystical birthmarks.

At first the twins' parents were horrified by their children's visage and hid the boys' birthmarks from people. They were afraid that the sovereign of the province, Lord de Lancre, would take their children away if their true appearance were known. That was the last thing they ever wanted.

Thus the twins' secret was well kept.

THE EVE OF TWILIGHT

As the Iron Gate was shattered the world was shaken to its core. In cathedrals and monasteries across the continent, holy men and women felt a quake in the world's goodness. They understood something very bad had happened, but as they did not know what it was, they could only shiver in anticipation of things to come.

When word of the Iron Gate's fate reached the Church it was already too late to prevent the Darkness from emerging into the lands of man. The Marquis, supreme leaders of the Church, asked themselves how this could happen. And even more importantly, how they could fail to discover the heretical scheming? The answer came quickly, but from a direction none had expected.

Marquis Lazarus of Merodak announced his conversion to the Darkness by praising Cyrus – the Dark Martyr, as the One's liege. The Church realized that they had been betrayed by one of their peers. Slowly the uncomfortable comprehension dawned on them. If one of them could fall, no one was untouchable to the temptations of the Darkness. The freedom of mankind was threatened. To protect themselves against the scheming Darkness, they had to build an impenetrable defense of immaculate souls hardened by the faith in the One.

They were forced to act at once lest all be lost.

A PROTECTOR IS CHOSEN

To find answers to their questions, the Church's servants turned to Nomen – their Holy Scriptures. In the churchly provinces an enormous task was started in monasteries, churches and cathedrals. Devout priests, aging monks and young initiates worked themselves through the holy scriptures for an answer to the disaster. In hard times, they had always been able to turn to the books of Nomen for guidance and answers. So too, this time around.

In the prophecies of the visionary Marquis Attamens they found premonitions of a coming disaster. His prophecies described the third eclipse, the unleashed forces of the Darkness, and the difficult times ahead. They told of the horrid, the horrible and the horrifying. But they also spoke of a champion possessed by the One's strength, a protector to banish the Darkness by his own powers; like marquis Hymeneus had once done by raising the Iron Gate. The champion was to be the One incarnate, the essence of life and the virtues of goodness and purity in person. He was also to be young, vulnerable, and completely unaware of his divine gift.

To save mankind from the Darkness, this champion had to be found and saved from Marquis Lazarus and his heretic henchmen. It would not take long before they too discovered the prophecies and drew the same conclusions as the servants of the Church had. Soon, the heretics would be searching high and low for the champion too. The servants of the Church had to find him first. It was their only chance of survival.

For this task they elected a wise monk, a seeker with an enigmatic past. He had served within the Inquisition, the Mission, and even the Knights Templar, as well as acting as advisor to the Marquis in delicate matters. In addition, he shared one of the first Marquis' names, Marquis Dantero, the man who defeated the Dark Martyr Cyrus by the Iron Gate.

THE QUEST BEGINS

With the Marquis' blessing, the monk Dantero started his quest which would take him across the world in search of the One's incarnation. His mission was to find, protect and to lead the champion across the lands. First to the city of Ravarra, heart of the Church, then towards the Iron Gate to seal it once and for all. But Dantero's quest was not to be an easy one. The clues provided by the scriptures were as vague as they were rare and if the work to interpret them was hard, it was to be even harder to follow their guidance. Despite this Dantero was convinced he would prevail and succeed with his holy quest. He owed that to the One, to the Marquis, and to the chosen people – loyal followers of the Church.

Shortly after Dantero had left Ravarra, word of his mission reached Marquis Lazarus through illicit and secret channels. Immediately realizing that Dantero's quest should not proceed unhindered, he set fallen monks and priests to interpret the ancient prophecies.

To find the One's incarnation before the servants of the Church, Lazarus had to know where Dantero was heading before Dantero himself did. The Church's decision to send a lone wanderer amazed as much as pleased Lazarus. It would be so much easier to contain an old monk than a party of Knights Templar.

Leaving nothing to chance, Lazarus decided to let Malachdrim and his heretic elfs carry out the intensive search for the One's incarnation. The monk had to be prevented from completing his mission, no matter the cost. The elf was anxious enough to please the Dark Inheritors, not to dare fail with his task.

GEMINI

QUEST FOR THE ONE

For a decade Dantero and his pursuers journeyed across the known world's provinces, desperately searching for the One's incarnation. They knew well that the first to find him would hold a trump card in the battle for the human lands.

They both searched the realm thoroughly. They traveled to distant towns, they visited teeming cities and remote monasteries in their quest for at least a sign of the One's presence, a fulfillment of the ancient prophecy. But such signs were nowhere to be found.

Dantero was driven by an unyielding conviction of the prophecy's truth and an intense love for mankind. He did not want to betray the confidence granted to him by the Marquis. Nor did he want to stand idly by, while mankind faced a fate worse than death. Alone he fought his way across the world, seeking answers in the secret scriptures as they had been written over a millenium ago.

Malachdrim the elf, had doubts about the truth of the prophecy. He began to give up as the hunt did not prevail. But the Dark Inheritors were convinced, and he was forced to continue the hunt. Failure was not an option. Not until the monk had been captured, could he return.

Alas, the quest went on unrelentingly. There seemed to be no obvious end beneath the eclipsed sun. Until the day Dantero made his way through the catacombs of the Manes Mountains.

The elfs were bewildered, confused and worried. The old monk had always left traces of his wanderings. This time, his traces stopped in the Manes Mountains. Like a shadow, a slowly dissipating patch of fog, Dantero had just evaporated into thin air.

And what they feared the most was the wrath of the Dark Inheritors if they failed the quest.

THE QUEST ENDS

As Dantero emerged from the catacombs and walked into the small village Oestre in western Avernus, he immediately realized his quest of finding the One had come to an end. He could feel the One's presence – pure and unsullied – and he realized that he found himself on the very spot where the ancient prophecy had come true. On a farm on the outskirts of the village he found the One's incarnation, manifested in a child.

The One had a twin, too, in whom a completely different, treasonous power was embodied. The twin was the twilight image of the One's purity, a horrible proof of the duplicity mankind possesses and of the Darkness' temptations. In everything but appearance he was the complete opposite of his brother. The two twins were completely impossible to tell apart, except for the extremely pious or those completely devoted to the Darkness.

The day after Dantero arrived in Oestre, he, the twins and their mother left town. Everything was to change for the two young boys and their mother, and for Dantero, who had devised an alternative plan based on his newfound knowledge of the champion's dark twin.

Today the twins are somewhere in the world of Gemini, travelling incognito towards the Iron Gate with Malachdrim and his henchmen in hot pursuit. But Malachdrim isn't the only threat. Even within the ranks of the Church there are traitors; people who willingly would undo what Dantero has achieved. In their struggle for survival they need all the help they can get. Through fighting the Darkness wherever it rears its ugly face, the pious fighters of the Church can save mankind.

GEMINI TODAY

Twilight has befallen the world of Gemini. And with the twilight the Darkness has descended, and with the Darkness an increasing suspicion, repent and anguish. The world is riddden by brutal differences, broken alliances and conflicts are seething beneath the surface.

To give you an overview of the machinations in the world of Gemini, we will describe the five powerful factions; the Holy Church, the worldly sovereigns, the ancient elfs, the divided dwarf kin, and the hated Darkness that threatens to enslave mankind, briefly in the coming pages.

THE CHURCH

THE ONE

"There is only one God, and that is I."
The One reveals himself to the first Marquis. From Memoria.

The One is the first and the most magnificent God. He is omnipotent, omniscient, and a hard, but just, judge. The One's presence permeates his followers' actions. He comes to them in their dreams, blesses them through his priests and strengthens their bodies and souls in the eternal battle against the terrible Darkness.

Followers of the Darkness accuse the One of being a lie, a figment of the believers' imagination, invented by five desperate men eager to secure their hold on their minions. But everyone who has beheld the primeval goodness of the Marquis and the One, realize it is the followers of the Darkness who are spreading lies.

THE MARQUIS

"The Marquis are the bringers of light. Only they can guide us through the eternal night."
From Divinatio.

The five Marquis are sacrosanct leaders of the One's Church and spreaders of His divine message. Ever since the first day of the new reckoning – the day when the One revealed himself to the Marquis Amarus, Attamens, Caedes, Hymeneus and Torques – other proud men have walked in their steps. Every time a Marquis steps down from his heavenly throne, he chooses another pious champion to relieve him. The current five Marquis are in direct line chosen by the first Marquis, a holy tradition that must never be broken.

The Marquis fight their most important battle among their own ranks, as the lure of the Darkness slowly strengthens its grip on the inner circles of the Church. The heretic Marquis Lazarus has already fallen to the seductive Darkness, and if yet another is to fall, the Church will be torn asunder. For ever.

THE MISSION

"Enlightenment is the only salvation."
From Illumino.

The Mission is one of the three pillars of the Church, the foundation of the realm. The devout followers of the Mission spread the word of the One from the magnificent splendor of their enormous cathedrals, through masses, enormous pilgrimages and salvation marches across the Church provinces.

In the Mission's numerous monasteries enormous treasures of knowledge are found, scholarly texts by wise monks hunting for knowledge of reality's mysteries. In the deepest chambers ancient mysteries and legends await, and in the secret chambers of their libraries rests forbidden texts from a time before the founding of the Church.

THE KNIGHTS TEMPLAR

"I devout my life to the One. To serve, honor and die for Him."
From the Knights Templar' holy oath.

The Knights Templar are the foremost armed forces of the Church, and its second pillar. Formed from the proud warriors serving by the first Marquis' courts, they are invaluable defenders of the One's gospel. The Knights Templar struggle unrelentingly against the profane sovereigns' armies, chasing away the scheming Darkness and take to arms against the treacherous elfs.

Through their holy crusades across the land, they protect the freedom of mankind, but throughout history their task has become even harder.

THE INQUISITION

"Absolution is an illusion"
From the Heretic Hammer.

The Inquisition was formed shortly after mankind had been hit by two disasters. First they had lost the First Elfen War and shortly thereafter a terrible plague had washed across the land. The Church assumed it all to be the Darkness' work, based on mankind's faltering faith. To avoid future misfortunes, Marquis Denuntius gathered his most pious priests, the wisest monks and the foremost Knights Templar and formed the third pillar of the Church. He bade them to root out heretics, practitioners of magic, and profane schemers across the realm. To thwart the Darkness wherever it showed its true face.

GEMINI

The Inquisition is to this day the most powerful of the Church's pillars, although its powers have diminished greatly since the Rebellion of Sovereigns.

THE CHURCH TODAY

Only a fraction of the Church's power is left. It is no longer in control of more than four of the twelve provinces that once made up the realm of mankind. On the other hand, the Church has complete control of every aspect of everyday life in these four provinces.

THE DARKNESS

"The Darkness is perpetual, releasing and redeeming. The Darkness is everything."
Immanuel 2:17, Cyrus speaks to his disciples.

The Darkness is an ancient force that permeates the underlying chaotic essence of reality. It has been known by many names throughout history. In the chronicles of the people it is mentioned as the Great Hunger, the Menace, the Mocker, the Seducer and the Distorter. But no matter what it is called, the Darkness always remains the same: tempting, dreadful and irresistible.

THE LURE OF THE DARKNESS

"Open your mind, forget your soul and relinquish in the Darkness."
The Twilight Chronicles

The Darkness has never come to its right in the world of Gemini. It has never had a chance to blossom in all its cruel evilness. Only once has the Darkness been truly present in the lands of mankind. That was over a millenium ago when the people from the north fell upon the heathen people of mankind. The northern tribe had the Darkness as their guiding star, and through conversion they tried to free mankind from their barbarous state.

THE TEMPTING MAGIC

"Magic is the most beautiful of all things. Behold! And you will not be lost."
Sepher 9:12, Cyrus in private conversation with Sepher.

Magic is among the most powerful forces in the world of Gemini, and it is diametrically different from the purity and goodness represented by the Church and its followers. It has the power to contort human minds, tempting them to perform forbidden acts and to drive them to the pits of darkness. Through magic the Darkness binds new followers to its ranks, partially seducing them to make use of the ancient knowledge, partially through entrapping them in the heretical web of the Darkness.

A magic-using person will have great problems resisting the Darkness' temptations. Inevitably he will fall for the temptations and become a henchman of the Darkness - devotedly spreading the new time's truth.

THE DARK MARTYR

"Truth is the ultimate sacrifice."
Sepher 4:5, Cyrus speaks to his disciples.

The tale of Cyrus – the Dark Martyr, begins over a thousand years ago when a dying woman gave birth to a boy during the ravages of the merciless plague. Saved from his desolate home and a certain death by the One's devout monks, he was brought up to orthodoxy by the priests of the cathedral school in the city of Ravarra, the heart of the Church. There, in the nether-most and innermost chambers of the library, he found forbidden scriptures from a time when the Darkness still reigned the world. Cyrus interpreted what he read as the truth, and realized that the false priests of the Church had been hiding it from the people. It was then that he decided to further explore the mysteries of the Darkness. His struggles did not go unnoticed by the Dark Inheritors, and he was the first they chose to make an attempt at opening the Iron Gate.

Cyrus failed to let the Darkness into lands of man. By the Iron Gate he fell to Marquis Dantero's blade, and was banished from the human lands for all eternity. But nothing lasts forever.

Cyrus has returned through the Iron Gates anew. This time as a Dark Inheritor, and maybe as the most powerful magician ever. He is now ready to spread his version of the truth among the people, whether they welcome it or not.

THE FALLEN MARQUIS

"Have patience. The question is not if, but when they will understand."
Marquis Lazarus

Marquis Lazarus was once one of the foremost leaders of the Church, but in these dark times old allegiances are worth naught and Lazarus has turned to new allies. He has fallen to the Darkness, presumably after Cyrus – the Dark Martyr, presented him with an offer he simply could not turn down. These days he devotes his time to exploring the forbidden magic and spreading the Darkness' truth. The gospel of truth and goodness he once believed in so strongly has turned sour lies and pathetic idealism. The Darkness has provided him with unbelievable powers and he does not wait with using them.

He beholds the land from the highest belfry of his dark cathedral, taking pleasure in seeing his henchmen infiltrate the Church, the sovereigns' courts and the masses. Now Marquis Lazarus and Malachdrim the elf are frenetically searching for a boy, who according to legend is said to be an incarnation of the One, destined to seal the Iron Gate for all eternity.

THE SOVEREIGNS

Before the founding of the Church the world was ruled by innumerable sovereigns, clan chieftains and kings ruling separate realms. None of these realms were as large and powerful as the provinces that today make up the world of Gemini, but each sovereign was proud of his realm. When the Darkness fell upon mankind they stood helpless and divided, rendered completely unable to defend themselves against the onslaught of the heretic hordes. But the Church, founded by the five chosen sovereigns who united the other sovereigns under the One's gospel, saved them.

The sovereigns became part of the first realm, united by the Church. At first they were extremely grateful for what the Church had given them. Without the One and his Marquis all would have been lost, and they would have been enslaved by the Darkness. But acts of goodness are quickly forgotten.

As history wants it, the sovereigns and their successors came to miss the powers they once had. Within their heart a hunger for power was born, a hunger that was to take them to war against their benefactors.

THE REBELLION OF SOVEREIGNS

"Death to the oppressors."
Slogan used during the Rebellion of Sovereigns.

The Rebellion of Sovereigns started simultaneously in three of the realms' provinces, Avernus, Bervoche and Orschild. The sovereigns took to arms against the Church, imprisoning inquisitors, executing bishops and torching the churches. Rumors of the uprising spread like wildfire through the realm, and were soon followed by further violence when the ungrateful people rose in folly against the Church.

The fighting continued almost two centuries, and when they ceased everything had changed. The Marquis no longer ruled the world by themselves. Several sovereigns had driven representatives of the Church from their lands, declaring themselves independent realms.

THE SOVEREIGNS TODAY

"Do not let yourself be misguided by the lies of the Church."
Lord Gideon of Orschild in a speech to his minions.

Descendants of the sovereigns that raised arms against the Church over seven hundred years ago rule seven of the old realm's provinces. The sovereigns are definitely a power to be reckoned with. But as darkness descends on the land they stand alone with no allies. Foolish enough to decline the peace offered to them by their archenemy the Church, they refuse to unite with them in the struggle against the growing Darkness. Forlorn, without divine protection, they are an easy prey for the scheming heretics. Rather than committing to lasting alliances, the sovereigns chose to fight for themselves, believing they are strongest that way. But suspicion betrays wisdom and divided they fall.

THE ELFS



The stately elfs are the world's oldest and most mythical people. In their fortified realm beyond the human lands, they lead their lives secluded from the violence of the world. Now, when twilight has descended upon the lands all alliances break apart. Splintered by treason and petty squabbling, the elfen people have witnessed several of their queen's vassals take a leave of their own or be expelled from the court by the Queen. The moment of truth is closing in, the moment when the destiny of all elfs will be decided.

THE ELDER

"We are the ancient ones."
Queen Ketura

The ancestors of the elfen people lived on the paradise island of Cendora, on the continent's southern shores. They were the first people to set foot on the world. Theirs was the gift of eternal life, and they lived in love and harmony when the inexplicably dreadful occurred. With no premonition death came to Cendora and the Elder fled to the mountains in the north. There, with their last ounce of life, they gave birth to Ketura, eternal Queen of the elfs. Then they disappeared from the surface of the world.

SAECULUM

"And the powers of the Elder will be passed on through the Queen."
Inscription on the walls of the Queen's chambers.

Elfen society is organized according to a strict hierarchy where every newborn elf has a predestined role. This role is decided by the energy cast into him by the Queen. The energy is called saeculum and determines how close the elf is to his ancestors, the Elder. Elfs with low saeculum become warriors and workers, while those with high saeculum become more independent, they scheme and work their way to prominent positions at the elfen court.

THE QUEEN

"Immortality lies in the womb of the first mother."
Inscription on the walls of the Queen's throne-room.

Queen Ketura is the mother of all elfs. She and her four chosen vassals secure the continued survival of the elfen race from her throne room deep within the mountains.

If the Queen should die, the elfen race would perish. Never again would a new elf come to life in the birthing chambers. That is why even the most treacherous and jealous elf would never think about jeopardizing the Queen's health.

THE FOUR VASSALS

"Four lovers for four people. Four people for one Queen."
Inscription in the elfen birthing chamber.

The four elfen vassals are the Queen's faithful servants and lovers, bound by solemn vows and the power of tradition. Bound to pass their blood on to new generations.

Salem is the oldest of the four vassals but lives in exile with his people ever since the day the Queen rejected him in favor of a human lover. He has built a new realm in the mountains on the continent's craggy northern coast. In the enormous subterranean halls and seas he abides his time.

Malachdrim, the second oldest vassal, was forced to leave his position at the court due to the Queen's rejection of Salem, and has turned to the Darkness in a vain hope to control it to further his own needs. The Dark Inheritors chose him for a mission that he completed successfully. By opening the Iron Gate he has let the Darkness into the world anew.

Jethrus is the Queen's loyal warmaster, and his people make up most of the elfen armies. Jethrus' people have been the ones to suffer the most both times the elfen people have marched from their mountainous homes to fight the other races of the world. But his people have also earned the greatest victories.

Gamiel is the young, hot-blooded vassal who has gained the favor of the Queen through reckless scheming. His people call themselves "the painted", as they cover their bodies with cryptic tattoo patterns. They are renown for their unreliability and scheming.

THE DELIVERER OF DARKNESS

"The wrath of the Darkness is my ally."
Malachdrim

Malachdrim the elf is the Deliverer of Darkness. Tempted by the power of darkness to secure his bloodline without the Queen, and guided by the fallen marquis Lazarus he has opened the Iron Gate and once more let the Darkness into reality. From his new realm, built on the shoulders of enslaved humans, he sends his agents and henchmen across the realm. They search for the boy-child who threatens to end everything before it has begun for real – the boy that according to the ancient prophecy is said to be the One's incarnation and possess enough power to once again seal the Iron Gate.

THE DWARFS



The Dwarfs are a proud, but disunited people, divided by the fatal megalomania of a foolish few and victims of a terrible curse. They are hard and industrious, an ancient warrior kin with indomitable spirit and blades of biting steel.

The dwarfs have lived side by side with man ever since the Great Dividing. They fight with man's armies, follow his leaders and worship his God. Despite this, there is a tension between the two people, based on the jealousy of man and the dwarfs' sickly suspicion.

THE GREAT DIVIDING

"Nothing forgotten. Nothing forgiven."
Dwarfen proverb.

Over a millennium ago, right after the terrible plague had ravaged the lands of mankind, three dwarfen rulers made a diabolic pact and committed a disastrous atrocity. The other dwarfen clan leaders were murdered by the three's loyal fighters at a dwarfen feast. The three formed a tyrannical triumvirate to rule the dwarfen people. The leader-less dwarfen kin fled to the human lands to escape the tyrants' reign of terror. The dwarfen people were divided, and that was how it came to be that no dwarf would ever again trust a dwarf that had blood of another line running in his veins. The three tyrants and their kin were left to their devices in the mountains, and since then no one has ever heard from or of them. The fate of the once glorious dwarfen mountain realm remains unknown.

THE CURSE

"The Cursed are our pride and our disgrace."
Dwarfen proverb.

An ancient curse lies over the dwarfen people. It has made its indelible mark on selected dwarfs by distorting their bodies and minds, forever setting them apart from their brothers. Those marked by the curse are condemned to a life in the shadows. They are only allowed to step forward from the twilight in times of great danger, when they are acclaimed as heroes and saviors. The origins of the curse are hidden in the lost history of the dwarfen people, but rumors tell of a crime committed by the dwarfs in the beginning of time. A crime they ever since have had to pay for.

DWARFEN KIN

"Consanguinity binds brother to brother harder than the strongest chain."
Dwarfen proverb.

In the beginning the dwarfen kin lived together side by side. No laws, no treaties or pacts are more powerful than the consanguinity that ties the members of a kin together. Since the Great Dividing, all dwarfen kin has distanced themselves from each other. No dwarf dares trust a dwarf of another kin, the memory of the three's treason running deep in their minds. But there are renegades even within the kin, and dwarfs have been known to renounce their kin and set out on a journey across the world. They are loners seeking a shimmer of light in a bleak existence.

SAU KIN

The Sau kin is the one who has attained the most freedom and power of the dwarfen kin, and their prominent position in human society has given them great riches. They have chosen to spend their money on financing a very risky expedition, with the goal to find the old dwarfen realm and to rediscover the dwarfen people's history, that was lost in the bitterness after the Great Dividing. The expedition is lead by Celak Sau, a dwarfen hero marked by the Curse.

JERMAL'S MAP OF THE KNOWN WORLD

This is a map of the Known World made by the renowned cartographer and scientist Jermal Nerman on commission from Lord de Lancre of Avernus. It bears strong evidence of Jermal's characteristic style, which is in turn influenced by the technique and style used by monks in the Church's monasteries in their illuminations, maps and illustrations. By command of his master, Jermal has only drawn the largest cities in every province on the overview map, a circle has marked lesser cities and sights have been marked by a black square on the detailed maps of the provinces. Jermal's map has been praised by the scientific elite, and has been spread across the world.

It is said to be the most accurate map ever made of the Known World.

The map on these pages is the overview map. More detailed maps of the different provinces are to be found in the chapter: The World.



Western Seas



Southern Seas


The White Sea
MERODAK
W
E
S
SCHILD
ARRA
GALATIEN
SEIN
ARETAS
GEMINI™

GEMINI™

BY

JOHAN SJÖBERG STEFAN LJUNGQVIST

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WHAT IS GEMINI?

Small bronze oil-lamps hung in the arches, which faced inwards, towards the monastery courtyard. They swayed, slowly, back and forth in the mild breeze, spreading their weak light and the pleasing smell of burning oil in the empty roof of the pillared passageway.

Nathan, Wilhelm and Raquel moved silently forward in the shadows. They had scaled the monastery wall without problem. It had been necessary since the great gate had been closed, and there had been no reaction to their repeated knockings. So far they had seen no sign of either the monks, or the missing villagers. The only hints of life were a rooster and some hens, which scratched away around the courtyard.

"Sschh! I thought I heard something." It was Nathan, the incurable thief, who jerked still. They had reached the end of the passageway and stood in front of an iron bound wooden door, complete with a fist shaped knocker. Raquel, the self-assured mercenary, pointed questioningly towards the door. Nathan gave an answering nod. That was the source of the sound. He took a last step towards the door, put his ear to the wood, and frowned with concentration for a couple of seconds.

"I hear a muffled chanting" he said, turning to face the others. "We are on the right track. Wait and let me see if we can continue following it." Nathan reached into his pocket, took out his lock-picks, and smiled at Wilhelm and Raquel. "These little beauties can work miracles." Behind the door the monastery's sacristy was revealed. On the walls hung a row of different robes of office, adorned with valuable insignia and heavy, gold, embroideries. In here the chanting was much louder.

"This is no mass in honor of the One" Wilhelm said. He knew what he was talking about since he was going through his second trial-period at the monastery when it was burnt to the ground by Marquis Lazarus' fanatical hordes. Ever since then he had been on the run.

"They won't prevent me from finding out what's going on", said Raquel, and kicked down the sacristy door before Nathan or Wilhelm could stop her. When the door flew open they stared straight at the assembly whose chanted words echoed through the half-full church.

"The truth lies beyond reality", chanted the abbot from the pulpit, and the assembly enthusiastically repeated his words. "The Darkness will release us from the lies of the Church! The Darkness shows us the truth!" When he noticed the intruders he screamed at the top of his lungs to the assembly. "Intruders! Seize them! convert them!"

Nathan, Raquel and Wilhelm turned immediately back into the passageway, flung the sacristy door closed, and fled for their lives.

This was certainly not what they had expected...



Gemini is a role-playing game.

A role-playing game (RPG) is not like any other game you have played. There is no board or pieces, no computer and no computer discs. Instead, the game's action takes place in the imagination of you and your friends at the gaming table, where all of you (except the one who is the Narrator) play a hero (player character) in a fight against the evil which threatens to destroy the world of Gemini.

Role-playing is not a passive experience, like reading a book or watching a film, where the ending has long since been decided, and you yourself can do nothing to change the course of events. Role-playing is a creative experience where you and your friends personally decide the development of the story you create together. In Gemini, nothing is certain before the last die has been thrown, and the Darkness' last servant has been defeated.

Welcome to a world where the possibilities are endless.

HIM OR HER?

In the text we have often used him where we could just as well have used her. This is simply because of the desire to save space.

PLAYING GEMINI

In a role-playing game there are, as we said, two types of participants: players (those who are the adventure's heroes) and the Narrator. So that you can better understand how an RPG works we will explain how the different participants' roles differ.

The Narrator is the participant in the game who controls the world of Gemini and its inhabitants. He gives life to the world by describing the mystical places the heroes investigate, and the discoveries they make. It is also the Narrator who, with the help of the rules, decides how well the players succeed with their actions, and what the consequences are.

The action in a role-playing game takes place in your imagination, and in the improvised play, which you act out at the gaming table.

It is, however, important to remember that a role-playing game differs from theatre in a very important way. When you play an RPG you have no audience other than yourselves, and only you can evaluate your performance. The game should be entertaining, exciting, and dramatic. The best praise you can give yourselves at the end of a role-playing session is that you had fun.

You and your friends could have experienced the story on the last page. You could have been Raquel, Nathan and Wilhelm and searched your way through the apparently uninhabited monastery, hunting the missing villagers. The heretic monks and the possessed abbot would have been played by the Narrator and you would have rolled dice to determine if you could have heard the chanting through the door, picked the lock to the sacristy, and understood the words of the mass. You would have said the things that Raquel, Nathan and Wilhelm said, and the Narrator would have described the passageway, the sacristy and the ongoing mass, and he would have determined the consequences of the player character's actions.

So that you can even better understand how a role-playing game works we will describe the three most important concepts in an RPG: the Narrator, the player and the player character.

THE NARRATOR'S ROLE

To play a role-playing game you need a person who leads the game, controls the world around the players, and plays the characters that inhabit it. In Gemini this person is called the Narrator, but his role differs strongly from the classical storyteller's.

A classical storyteller tells a story from beginning to end, without letting his listeners do anything except listen and possibly ask questions. Gemini's Narrator gets help from his listeners, the players, in creating his story. He lets them play the story's main characters, the player characters, and it is through their actions the story develops. The Narrator's most important task is therefore not to tell a story, but to create an exciting adventure together with the players.

The Narrator is the person who creates the story's framework, the basis of the fantastic adventures which the players' characters experience. He describes the world for the players, and, with help of common sense and the rules, he decides the consequences of the players' actions. One example of how this works can be found in the play example at the end of chapter 3: Actions. More information about the Narrator's role, tips on how to become a good Narrator, and a detailed description of how to prepare and create your own story can be found in chapter 7: The Narrator.

A large part of this book is devoted to helping the Narrator, and to give him access to stories and information about the world of Gemini.

THE PLAYER'S ROLE

As player you take on the role of a hero in the struggle against the unutterable evil which threatens to darken the once just world of Gemini. In your role you become both actor and player, in the word's more common meaning.

Your acting is the most important part of the game in trying to create the fateful atmosphere that is present in the world of Gemini. Good acting is the easiest way of creating the feeling that you and your friends actually are heroes in a dark medieval world. It is also as actor that you make the decisions that drive the plot onwards. It is you who decide what

THE MANES MOUNTAINS

The highest part of the Manes Mountains, the parts in the south which border on Bervoche's fertile hills, have been given the name Wolfback, because of the large herds of savage gray beasts which ravaged those parts during the years after the Black death. Wolfback is a row of high peaks and the mountains are well known for being difficult to cross. There are, however, a few passes that run through the mountains, but they are often well defended, both from the east and the west. Most well known is the notorious Mereld pass, in which the constantly manned twin towers lie.

The twin towers are two enormous forts, built not more than a few hundred meters away from each other, where the pass is at its thinnest. Lord Averton, one of Bervoche's earlier Lords, is, during the period shortly before the second elf war, said to have killed Lord de Lancres forefather, Beriton de Lancre, with a shot of his crossbow from one tower to the other.



your character should say to the customs guard to convince him that there are no refugees from the Darkness hiding in your cart, or which direction your hero should choose when he is fleeing through a city's boundaries, followed by elfs seeking revenge.

As player you should try to get to know your player character. Exactly like a real actor gets into a role, you must understand your character's ambitions and his personality traits, both mental and physical. You must be able to feel with your character in difficult moments, rejoice with him in his successes, worry when he meets up with the Darkness' fearsome agents, and marvel when he is met with a seemingly impossible problem. An easy trick which you can use to make the act seem more real is to, during the game, call each other by your characters' names and to avoid using phrases like: "I say to Martin's character Raquel that..." . Instead, call Martin by his character's name - Raquel, as if he actually is the character he is playing.

But not all situations can be solved by acting and that is why you must also be a more common type of player. When it is particularly important to determine exactly how well your character succeeds in his actions you use Gemini's rules. The roll of a dice usually decides if your character succeeds with his intended action. The basic cornerstones of the rules are described in chapter 3: Actions.

THE PLAYER CHARACTER (PC)

The player character (PC) is the player's alter ego in the game, his tool in the exploration of Gemini's exciting and fascinating world of fiction. The player character is his eyes and ears, all his senses and the outlet for his voice. How to create a player character is described in detail in the next chapter: How you create a hero. However before you skip ahead it can be beneficial to read a few commentaries on what role your PC has in Gemini.

The advantage with the fact that Gemini is a game, is that the plot is set in an imaginary world without limits, and that there are therefore no limits on how you can design your PC. It is possible to try to be someone who is totally different from who you really are in real life. Anyone can create a scarred, good-hearted, borderguard, or choose to take on the role of an old, bitter, Knight Templar. The possibilities for harmless escapism are a large part of the attraction of role-playing games, which also enables the players to learn about themselves, and about others.

In a role-playing game your player character can encounter situations that you yourself would never normally find yourself in. You can be forced to make decisions as your character, which you would never have to make as Joe Smith, and those decisions can have much more far reaching consequences than any decisions you might make in the real world. That the possibilities actually are infinite, and that anything can happen in a fantasy world is exactly what makes role-playing games so exciting.

Your player character is described partially using numbers, which represent his mental and physical attributes, and partially with a personality description which contains his most important ambitions, traits and events from his past.

THE CHARACTER SHEET

So that you do not have to hold all the information about your player character in your head you make use of a Character Sheet where you write down all the information you need about your character.

How the Character Sheet works is described in great detail in the chapter: How you create a hero.

ROUNDING OFF

In some circumstances during the course of the game you will need to round off figures. In Gemini all decimals are rounded off to the nearest unit. The decimal .5 is always rounded upwards.

DICE

In Gemini a twenty-sided die (D20) is used; its function is described in chapter 3.

TERMS

In Gemini we use a number of terms which we have described in order to ease the reading of the rules.

ATTRIBUTES

In Gemini your hero's physical and mental abilities are portrayed by numerical values in six different attributes. They are: strength, physical condition, agility, mental power, perception and charisma. The value of an attribute varies between 1 and 20. The average value for a normal human is 10.

ATTRIBUTE ROLLS

These are rolls of the dice, which are compared with the attributes to see if your character succeeds with an action. They are normally expressed in combination with the attribute the roll will be compared to; e.g. STR-roll.

STRENGTH (STR)

The attribute of strength is the measure of your character's raw strength, and also how well he uses it. A high strength attribute could just as well mean that your character is an incredibly strong blacksmith, as a well-trained Knight Templar. Among everything else, your strength value determines what weapons your character can use and if you cause any extra damage in close combat. The STR-roll is used, for example, when your character is trying to lift something extremely heavy, or break down a door.



PHYSICAL CONDITION (PHY)

The physical condition attribute shows your characters ability to withstand physical damage as well as illness, poison, cold, heat and infections. It is also a measure of his endurance in extreme circumstances. The PHY-roll is used, for example, when you are trying to resist a poison or run long distances without rest.

AGILITY (AGL)

A player character's agility is a measure of his quickness and nimbleness. It also greatly affects his reactions. It is agility which decides if he can jump over a gorge, hit with his sword in close combat, or climb up a cliff. The AGL-roll is used, for example, when you are fighting in close combat, climbing, or galloping through a dense forest on a proud charger.

PERCEPTION (PER)

To notice the heretic's almost invisible movement when he draws his knife, or to react like lightning when the crossbow is fired is often the difference between life and death. The perception attribute is a measure of your character's ability to notice things, and the sharpness of his senses. The PER-roll is used, for example, when you are trying to find a secret door, listen for your enemies approach, or tasting a wine to see if it's poisoned.

MENTAL POWER (MEN)

Mental power is the attribute that determines your mental toughness; your ability to master the mystical forces called magic, and your chances of withstanding the Darkness' influences. It is also a measure of your learning abilities, and, to some extent, your intellectual prowess. A character with a high mental power has probably been observed by the One's priests, or the agents of the Darkness. The MEN-roll is used, for example, when you are using magic (if you are one of the few chosen ones), or when your learning is tested.

CHARISMA (CHR)

A player character's charisma is a measure of his appearance and personal charm. It is also a measure of his eloquence, his diplomatic abilities and his skill at persuasion. A player character with high charisma will often get on well with people, seems dependable, and generally gives a good impression. He has an authoritative appearance and you feel safe in his presence. The CHR-roll is used when you are trying to persuade someone of something, bargain, and to play and instrument, among other things.

INTELLIGENCE IN GEMINI

In Gemini there is no value that shows how intelligent your character is. This is because your character is as intelligent as you choose to play him. He will never be more quick-witted, or less able to solve problems than you will. If you want, you can of course choose to play a stupid person, but we can guarantee that you will find it difficult to restrain yourself when you understand everything while the other players are helplessly scratching their heads, and you can not say anything because your character is stupid.

SECONDARY ATTRIBUTES

In addition to his primary attributes the player character has a number of secondary attributes which describe his capabilities in more detail. Here we describe the different secondary attributes so that it becomes easier to understand how things work.

AGE

In Gemini there are five different age categories: young, mature, middle-aged, old and ancient. What age category your character is in affects his attributes and the knowledge he possesses from the beginning, among other things. An older player character has more experience than a young one, but is usually not as good condition, at least not physically.

REACTION (REA)

Reaction (REA) is a secondary attribute based on the AGL and PER attributes. A character's reactions are a measure of how quickly he reacts in a dangerous situation e.g. if he can throw himself clear of a falling rock.

ENDURANCE

Endurance is a secondary attribute based on the character's PHY. It is endurance, which determines how much damage your character can take.

DAMAGE BONUS (DB)

If you have a very high STR you do extra damage when you fight in close combat. The secondary attribute Damage bonus (DB) shows exactly how much extra damage you do.

SWORD HAND

The secondary attribute of sword hand determines if you are right or left handed, or if you can use both hands equally well.

SOCIAL STATUS

In Gemini there are different social states or classes. A person's social status indicates his background, for example, if he is from a farm, is brought up in a church family, or as a son of a mighty nobleman.

AVERNUS' CATACOMBS

The Mane Mountains are riddled with tunnels, caves, catacombs and endless labyrinths. These have been used as hiding places for thieves in trouble with the law, or minorities fleeing from the tyrannical regimes, through all ages. The most famous of the catacombs many inhabitants are the followers of the One which fled from Lord de Lancres forefathers in connection with the Rebellion of Sovereigns, and found a haven in the mountain's caves.

Here they built an underworld kingdom, with catacombs for their dead, magnificent churches to praise their God, and homes to live in. It is said that at best, there were tens of thousands of people living in the catacombs. Now they have been all but forgotten, but sometimes they become the target for fortune seekers, or pilgrims, hoping to find riches or holy relics among what are left of the once divine state. Maybe even the forces of Darkness have found a hiding place among these caves.



MOVEMENT

Sometimes it is important to know exactly how quickly a character is moving. The secondary attribute of Movement is based on AGL and shows how quickly the character walks and runs.

WEIGHT ALLOWANCE

A player character can not carry with him an infinite amount of objects. The Weight allowance shows how much the character can carry without movement penalties. The secondary attribute Weight allowance is based on STR.

NATURE

A character's nature shows if he is a good and pure hearted hero, or if he has let himself be drawn in by the Darkness' temptation. A player character's nature can either be positive or negative. A positive nature shows that the character is good whereas a negative nature shows that he has fallen for the Darkness' temptations.

WELLBEING

The secondary attribute of Wellbeing shows in what general physical and mental condition the player character is. Wellbeing can be positive (+) or negative (-) and is displayed on a barometer, which can be found on the character sheet. Wellbeing affects your character's capabilities in the way that he finds it harder to perform actions when his wellbeing is negative and easier when it is positive. A priest's blessing, or wounds your character has can affect wellbeing, for example.

ACTIONS

ACTION

An action is something (anything) that a player character does in the game.

ACTION ROUND

The most detailed time unit which is used in Gemini. It lasts about five seconds during which a character normally has time to perform an action, thereby the name.

CHANCE OF SUCCESS (CS)

A measure of how large the chance is that you will succeed in performing a particular action (abbreviated CS). The higher the value, the higher the chance that you will succeed with an action.

EFFECT (E)

A measure of how well a player character succeeds with an action. Abbreviated E.

DIFFICULTY LEVEL (DL)

A measure of how difficult it is to perform an action. Abbreviated DL.

AREAS OF KNOWLEDGE

All player characters do not have the same knowledge. In Gemini a player character's knowledge is indicated by the areas of knowledge he has. The ten areas of knowledge that exist are Craftsmanship, Learning, Communication, Close combat, Missile weapons, Magic, Movements, Thief, Sense and Wilderness. Every area includes knowledge of how to perform a certain type of action.

KNOWLEDGE LEVELS (KL)

The knowledge levels (abbreviated KL) are measures of just how skillful a player character is within an area of knowledge. The higher the level a character has in an area of knowledge the better he is at performing actions, which the area includes. The levels vary between 0 and 8. 0 means that the character is completely ignorant in the area and 8 that he is probably one of the foremost experts in Gemini's world in the area.

SPECIALIZATIONS

To show that a player character is particularly skillful at performing a certain type of action within an area of knowledge we use specializations. A specialization can be, for example, fighting with a certain type of weapon, to bluff, jump or climb. A specialization adds one knowledge level (KL) to the KL in the knowledge area when you perform an action of that type. A double specialization adds two knowledge levels (KL).

CAREER

A player character's career shows what he does and in that way partially decides who he is. The thing that decides what career a player character can have is partly his attributes and knowledge areas. Examples of the careers, which exist in Gemini, are soldier, tradesman, thief, hunter, learned man, and magician.

CHARACTER DESCRIPTION

The character description is the part of the description which makes the player character into a living feeling character, not just a bunch of figures on a piece of paper.

GEMINI

HOW YOU CREATE A HERO

Raquel was an impressive figure where she stood outside the tent in her well cared for chainmail with the broadsword at her side and the heavy helm under her arm. The years as a mercenary had hardened her, as had the experiences as a prisoner of war in Bervoche. If her father had seen her now he would probably not have recognized her. She had become bigger, stronger and more confident since the day she had left the farm to enroll. Then she had nothing except her father's wholehearted blessing. Now she was a sought after and reliable warrior, quick with the sword, sure in the saddle and a superlative leader. Even though she was not yet knighted she was many champions' equal and many of them envied her freedom.

At Raquel's feet sat the incurable thief - Nathan. He was small, much shorter than Raquel, but therefore quicker and he had unequalled senses. There was nothing that his small, eager, eyes did not see and his well-trained hearing did not catch. Furthermore he was a skillful burglar. He had grown up as the son of a locksmith in the city of Geirnes in southern Galatien. When he left home it became apparent that the skills he had gained in his youth were incredibly useful even in the life outside his father's workshop.

Wilhelm, the party's third member, had begun life as a novice in a monastery in Merodak. During his second trial period Marquis Lazarus turned to the Darkness and many of the monks fled the monastery to avoid conversion. Instead of seeking out a new monastery to fulfill his trial period he chose to travel through the world. His eloquence and good diplomatic ability was an invaluable resource to the three and together they could usually perform miracles, as long as it was for a good cause and covered some of their travel expenses.

The wind gained strength and in the north you could see how black clouds loomed larger and began to fill the sky. The dead trees' naked branches rustled forebodingly and Raquel examined her friends. Soon the storm winds would tear the world as if it was a parchment thin scene. They were forced to move on to avoid being caught in the black storms, the ruthless messengers of death which had grown a common occurrence these days under the darkened sun.

"Pack up!" Raquel's voice was loud and clear and revealed none of the doubt she felt inside, a doubt she knew she had to repress in order to survive.

THE ASTROLOGERS

In the court of Lord de Lancre there is, since many years back, a circle of skilled astrologers, who decipher the cryptic language of the celestial bodies and the stars, with their movements across the canopy of the heavens. In many places in the province, high stargazing towers have been built, from which the learned men watch the heavens with their long telescopes. It is rumored that the reason for the astrologers' presence is the enormous superstition of the Lord's family, but his spokesmen emphatically deny this.

The explanation is that the Lord concerns himself with the true sciences, instead of the meaningless 'hocus pocus' of the church.



In this chapter we describe how you create your hero. But first a short description of the sheet you are going to use.

THE CHARACTER SHEET

You write down all the information about your character on the character sheet. You will find a character sheet at the back of this book. You can draw your own or photocopy it for private use. You can also buy Gemini character sheets where you got this game.

Every step in the process of making a character has its own number. On the character sheet you will find the corresponding number in the square where you will write down the information about that stage in the development process. In this way you will have no problem finding your way around the character sheet when you start to make your character.

The very first thing you write down on your sheet is your name (in the player square), and the Narrator's name (in the Narrator square). There is also a square where you can fill in your character's name, something you can wait with until you have thought of a really good name that suits your character.

Example: Martin fills in his own name by "Player" and Marcus (who will be Narrator) by Narrator. So far he has not decided what his character will be called, he wants to think about it first.

In short, the process is made up of seven steps. Of these five are governed by the rules. The last two steps of making a character description and buying equipment are totally free and not in any way bound by the rules.

To make your character you simply follow the steps, one by one. When you have completed one step you must move on to the next one, and when you have completed step seven you have created a hero who hopefully feels ready to meet the oncoming darkness.

1. DECIDE ATTRIBUTES
2. DECIDE RACE
3. DECIDE SECONDARY ATTRIBUTES
4. DECIDE AREAS OF KNOWLEDGE
5. DECIDE CAREER
6. MAKE A CHARACTER DESCRIPTION
7. BUY EQUIPMENT

Example: Martin has decided that he wants to make a character for Gemini. He does not really know how he wants his character to be, but he has decided that he wants a character that can defend both himself and others. A brave and proud warrior quite simply, who does not hesitate to fight the Darkness. He jumps quickly to stage 1 in the process.

1. DECIDE ATTRIBUTES

A player character has six primary attributes, which all measure the character's physical and mental prowess. These are: Strength, Physical condition, Agility, Perception, Mental power and Charisma and were described in greater detail in the last chapter under the heading: Attributes.

You decide for yourself what value you have in each of the attributes by dividing **78 points between them.** Each point of attribute costs one of the 78 points, but if you want to raise any attribute above 12 it costs two points per each step instead of one. No value may at this stage exceed 15.

The average value for a non-player character (NC) in Gemini's world is 10. No attribute can ever be 0.

Example: Martin has, from the beginning, decided to create a quick and agile warrior, with fast reflexes and keen eyes. Attributes like strength and physical condition are not as important to him. He does not want to create a mountain of muscle but a fighter that can hold his enemies at bay with a skillfully thought out battle strategy. Therefore he decides to spend his 78 points as follows:

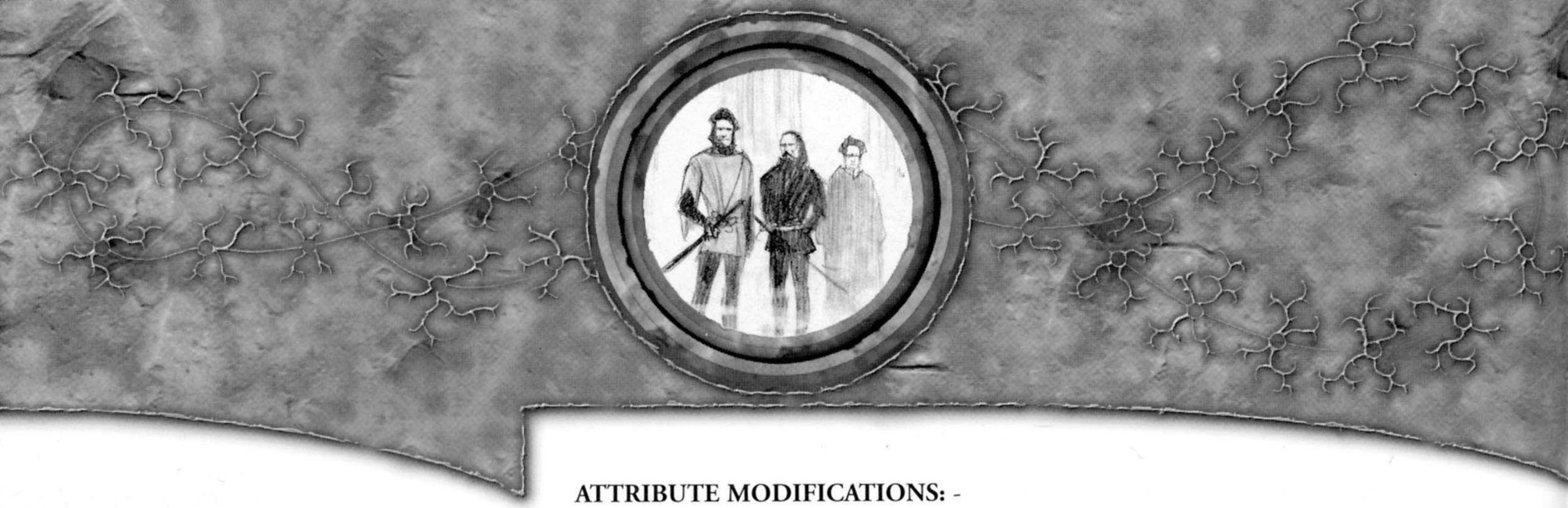
STR 11=11 POINTS
PHY 12 =12 POINTS
AGL 15=18 POINTS
PER 13=14 POINTS
MEN 11=11 POINTS
CHR 12=12 POINTS
TOTAL: 78 POINTS

(The AGL steps from 12 to 15 cost 2 points each, the PER step form 12 to 13 costs 2 points).

2. DECIDE RACE

In Gemini there are three races – human, elf, and dwarf. The race of your character affects both his primary and secondary attributes. Furthermore, the different races have different heights and weights. You decide how tall and heavy your character is, but you should remember that a character with a high PHY and STR will be heavier and more powerfully built than a character with low values.

At the same time that you decide what race your character will be, you decide what gender it is, male or female. If you choose to create an elf you have only one choice - male. The only living elf woman is Queen Ketura. The character's gender is written in the gender box.



DWARF

The dwarfs are a proud, but disunited people, divided by the fatal megalomania of a foolish few and victims of a terrible curse. They are hard and industrious, an ancient warrior kin with indomitable spirit and blades of biting steel. The dwarfs have lived side by side with man ever since the Great Dividing. They fight with man's armies, follow his leaders, and worship his god. Despite this, there is a tension between the two people, based on the jealousy of man, and the dwarfs' bitter suspicion.

ATTRIBUTE MODIFICATIONS: STR + 1
SECONDARY MODIFICATIONS:
Movement -25% and +1 PHY when working out endurance. Dwarfs cannot have the social status of priesthood or high noble, these results are re-rolled on the Social status table.
HEIGHT/WEIGHT: 100-150 cm/50-85 kg
OTHER: A dwarf can bear the mark of the curse, see the chapter on Dwarfs in the World Section for more information.

ELF

The stately elfs are the world's oldest and most mythical people. Most of them live in their secluded kingdom, away from the lands of men and dwarfs, but some of them seek out the lands of man, either because they must, or of their own curiosity. The elfs are split into four large people. Therefore, if you choose to be an elf you have to be part of either, Salem's, Malachdrim's, Jethrus' or Gamiel's kind. The salem elfs are the oldest, proudest and wisest of the families, and live in exile below the mountains in the south of the world. The Malachdrim elfs are the kin whose leader has fallen for the Darkness' temptations. The Jethrus elfs make up a large part of the elfen armies, and Gamiel's kin are unpredictable, independent and curious. You can read more about the different elfs in the elf chapter of the world section.

ATTRIBUTE MODIFICATIONS: -
SECONDARY MODIFICATIONS: Movement + 20%
HEIGHT/WEIGHT: 175-205 cm/55-100 kg

HUMAN

The humans make up a large part of the population of the world of Gemini. They inhabit all parts of the kingdom that was once united by the Church, from the Monesora Delta in the south, to Cergovia's mountains in the north. People in the different parts of the world are relatively dissimilar, not just in appearance and dialect, but also in customs and beliefs. A Knight Templar from Cavala is very different to a heretic from Merodak or a loyal border guard from Bervoche.
ATTRIBUTE MODIFICATIONS: -
SECONDARY MODIFICATIONS: -
HEIGHT/WEIGHT: 150-200 cm/50-85 kg

Example: Martin thinks a while about being a dwarf, they seem exciting with their background, the curse, and kin, but he still decides to be a human because they are the race in Gemini's world which he finds it easiest to relate to. Furthermore, Martin decides that his character is going to be a woman. He thinks it will be exciting and different to play a female warrior. He thinks a while about a suitable female name, and decides to look through his calendar to find the perfect one: Raquel is right. It is both original, sounds old-fashioned, and feels exciting.

3. DECIDE SECONDARY ATTRIBUTES

In Gemini there are, as well as primary attributes, a number of secondary attributes which more precisely decide your heroes capabilities in different situations. These include such things as reaction, endurance, weight allowance and social status. You remember them from the last chapter.

3.1 AGE

The first secondary attribute you need to decide is your character's age. Do you want your character to be old or young? You decide yourself. Your character's age affects his attributes and what knowledge he has from the beginning of the game. An older character is often physically weaker than a younger one, but on the other hand he is more experienced. The modifications in the table are not cumulative, you only use the modifications indicated by the column which is relevant to your character's age.

Write down the age group and exact age in square 3.1 on the character sheet. The age group is important later when you are deciding your areas of knowledge and background.

	YOUNG	MATURE	MIDDLE	OLD	ANCIENT
HUMAN	16-20	21-35	36-55	56-70	71+
ELF*	15-50	51-100	101-175	176-375	376+
DWARF	13-18	19-48	49-70	71-105	106+
STR	-	+1	-	-1	-2
PHY	+1	-	-	-2	-3
AGL	+1	-	-	-1	-2
PER	-	-	-	-	-
MEN	-1	-	+1	+2	+3
CHR	-	-	-	-	-

DUKE LEARNES' RAVENS

Duke Learnes, who rules a little county just by the feet of the Manes Mountains, is the owner of four ravens whose feathers vary in color from dirt gray to coal black.

The ravens are treated as the messengers of fate by the local populace, and are often seen just before something terrible happens, for example that the Duke or one of his cruel bailiffs arrive in a village, or that someone is afflicted with a terrible illness, or after something awful, like the execution of a malefactor, or a hedonistic burial.



* The ages are true for the elfs with saeculum 7-10 (see the chapter on elfs in the world section). Malachdrim and Salem elfs must be at least middle aged since no young elfs of these families have been born since they were exiled from the kingdom.

Example : Martin does not want Raquel to be too young, or too old, only old enough so that she has gained some experience, and seen the world. He decides that she should be 28, making her mature, and giving her +1 strength for a total of 12.

3.2 REACTION (REA)

A character's reaction is equal to his (AGL+PER)/2. It is used in several different situations, to avoid attacks, throw yourself out of the path of rolling boulders, or to avoid traps, but also to decide who goes first in a combat situation.

Example: Raquel's AGL is 15 and her PER is 13, so her reaction is (15+13)/2 =14

3.3 ENDURANCE

In Gemini a character's endurance is measured in damage levels. A character with high damage levels is not as easily hurt as a character with low damage levels. In the game this works when you are injured, by comparing the damage with the character's PHY-value on the table below, and then recording this type of wound on your character sheet. More about this in the combat chapter.

Write your character's damage levels according to the table below in square 3.1 on the character sheet. Remember that dwarfs work out their endurance using their PHY+1.

PHY	FLESH WOUND	LIGHT WOUND	SERIOUS WOUND	MORTAL WOUND
2	-	-	1	2+
3	-	1	2	3+
4	-	1	2-3	4+
5	1	2	3-4	5+
6	1	2	3-5	6+
7	1	2-3	4-6	7+
8	1	2-3	4-7	8+
9	1	2-4	5-8	9+
10	1-2	3-4	5-9	10+
11	1-2	3-5	6-10	11+
12	1-2	3-5	6-11	12+
13	1-2	3-6	7-12	13+
14	1-3	4-6	7-13	14+
15	1-3	4-7	8-14	15+
16	1-3	4-7	8-15	16+
17	1-3	4-8	9-16	17+
18	1-4	5-8	9-17	18+
19	1-4	5-9	10-18	19+
20	1-4	5-9	10-19	20+

If a character or enemy of some type should, against all probability, have a PHY-value which is higher than 20 the different wound intervals lower boundary is worked out as follows: Flesh wound=1; Light wound PHY x 0.25; Serious wound = PHY x 0.5; and Mortal wound = PHY x 1.

Example : Martin can see that Raquel's PHY is 12, in other words, her endurance becomes: Flesh wound: 1-2, Light wound: 3-5, Serious wound: 6-11, Mortal wound: 12+. This means that if she takes 1-2 points of damage she gets a flesh wound, if she takes 3-5 points of damage she gets a light wound, etc... Martin writes down the figures on the character sheet and moves on to the next step.

3.4 DAMAGE BONUS

Extremely strong people often do more damage when they fight in close combat, as they get greater power behind their blows. In Gemini this is represented by the fact that characters with a high STR add a bonus to their damage roll (see combat). How large this bonus is can be found on the table below.

STR	BONUS
13-14	+1
15-16	+2
17-18	+3
19-20	+4
21-25	+5
26-30	+6
etc.	

Example: Martin's character's strength is not high enough for her to get a Damage bonus so he does not need to write anything in square 3.4

3.5 SWORD HAND

To decide if a character is right or left handed you roll on the table below. A double handed person can use either hand just as well, but not both at the same time.

1D20	RESULT
1-15	RIGHT HANDED
16-19	LEFT HANDED
20	DOUBLE HANDED

Example: Martin rolls '16', Raquel is therefore left handed, which Martin writes down on the character sheet in square 3.5 'Sword hand'.



3.6 SOCIAL STATUS

Some people are born as the sons and daughters of poor farmers, beggars, of free day workers; while others are born the heirs of lords, or of bishops, or the rich son of a wealthy merchant. To decide the social status of your character roll on the table below.

The table shows starting funds and possible background (in other words, parents' social background). Remember that the table does not represent an average in the world of Gemini (otherwise there would be too many noblemen and bishops).

Dwarfs re-roll the results 17-20, elfs re-roll 1-6.

Your character's social status also determines his starting equipment, see stage 7 'Buy Equipment'.

1D20	STATUS	FUNDS*
1-2	PAUPER	2D20 SP
3-6	FARMER	1D20 X 10 SP
7-10	BOURGEOIS	2D20 X 10 SP
11-12	FREEHOLDER	3D20 X 10 SP
13-14	WELL-TO-DO BOURGEOIS	1D20 X 10 GP
15-16	LOW NOBILITY	2D20/2 GP
17-18	PRIESTHOOD	2D20/2 X 10 GP
19-20	HIGH NOBILITY	3D20/2 X 10 GP

* In the world of Gemini there are three different types of coins. Copper pieces (CP), Silver pieces (SP), and Gold pieces (GP), which have the following exchange rates 1 GP = 10 SP = 100 CP. More about this in the Equipment chapter.

Example: Martin rolls '6' for Raquel's social status. This means that she comes from a farming family. He considers how this could fit in with the fact that she is a warrior and finds a good way to weave that into her background later.

PAUPER

The paupers are socially on the lowest rung in Gemini's world. They can be beggars, hermits, or wandering vagabonds.

FARMER

Farmers are those who feed the world of Gemini. They sow, cultivate and harvest the crops. They lay out the fishing nets and raise cattle. A farmer does not own his land, instead he rents it from a governor or bishop. He pays the rent partly through giving his lord a part of the harvest, and partly through working on his lord's land a few days of the year.

BOURGEOIS

Bourgeois is the collective name for the people who have gathered in the cities of Gemini's world. They can be craftsmen, shopkeepers, barkeepers, or tradesmen and they usually do not have particularly easy lives, but at least they have a roof over their heads and a steady income.

FREEHOLDER

A freeholder owns his own land. He has either bought himself free from his lord, had the land presented to him (something, which is very rare, but has happened in the northern province of Mordinan), or claimed the land before anyone else. The freeholder often rents land out to other people, and is usually quite comfortable.

WELL-TO-DO BOURGEOIS

The well-to-do bourgeois make up the world's upper middle classes, and lower upper class. They are largely made up of rich government officials and merchants who have made large profits from their goods. They live in big houses in the better parts of the cities and many of them avoid mixing with ordinary people.

LOW NOBLE

The low nobleman is from a noble family without much influence or riches. They can be families, which have lost their holdings during the Rebellion of Sovereigns, knights without land, or advisors and other officials who have been knighted by their lords.

PRIESTHOOD

The priesthood is actually made up of all men of the Church which are priests or higher. However, there is an enormous difference between being a son of a poor priest, compared to the son of an abbot or a bishop. If your social status is priesthood you and the Narrator should jointly decide exactly what background your family has.

HIGH NOBLE

The high nobility is made up of the landowning noblemen. Together with the highest ranked members of the priesthood they are some of the most influential people in the whole world. If your character is from a high noble background he could, for example, be the governor of a minor county. If you have grown up in one of the Church's provinces the servants of the One have unfortunately already laid claim to the land so you do not have any people to rule or taxes to collect.

THE MONASTERY IN NANTES

It was at the monastery in Nantes that the young Cyrus, who would later become the Dark Martyr, received his first religious schooling, and it was at the monastery in Nantes that the awakening that created history's worst heretic began. The monastery has changed owners and been rebuilt many times during the course of the years, but today it is empty. It was pillaged both in the days of the Rebellion of the Sovereigns, during the worst days of the Inquisition, and during the second Elf War.

The last time it was used it served as residence for the Duke of Nantes, but after a series of mystic events (the monastery had already been rumored to be haunted, which the Duke dismissed as superstitious nonsense) he left it to decay, though without saying why.



3.7 MOVEMENT

Your character has three different movement values: walking, running and sprinting. Movement in Gemini is measured in m/AR, in other words, the number of meters a character can move in an action round. The table below shows how you work out the different values. Record these values in square 3.7 on the character sheet.

When you sprint you can keep going at the same pace for a maximum of PHY action rounds, after that you have to start running. You can run without problem for PHY minutes after that you have to make a PHY roll every minute you keep running. Elfs are slightly quicker than other races and their movement is modified by +20%. The short legs of the Dwarfs mean that they are slower than other races and their movement is decreased by 25%.

	WALKING	RUNNING	SPRINTING
M/AR	AGL/2	AGL X 1.5	AGL X 3

Example: Using Raquel's AGL 15 Martin works out that her movement values become Walking: 7.5, Running: 22.5, and Sprinting 45.

3.8 NATURE

A character does not begin as a blank page; he has a background, which has not only affected his attributes, but also his alignment. Your character's nature determines if he is good and close to the One (positive nature), or if he is evil and has fallen for the temptations of the Darkness (negative nature). When you create a character you decide for yourself what nature your character will have. You can choose between -10 to 10 (alignment is described in greater detail in the chapter - To change). The value you choose is recorded in box 3.8 on your character sheet.

Remember that your nature has to be -10 if you want to create a magician, which represents the temptations that magic has presented to you.

Example: Martin does not want Raquel to be either good or evil for the moment, but more loyal to the Church than to the Darkness. Therefore he decides that her nature will be 2. He writes two in box 3.8 on the character sheet.

3.9 WEIGHT ALLOWANCE

A character's weight allowance is a measure of how much he can carry. The character's STR determines the weight allowance. A character with a high STR can carry more than a character with a low STR without having his movement rate affected. In the game this is represented by the fact that a person who is heavily loaded has a higher difficulty level for his AGL, REA and Initiative rolls, and his movement rate is lessened. The table below shows how much the difficulty level (DL) for AGL-rolls increases by at the different load levels, and how much the movement rate is reduced.

	WEIGHT IN KG				
	STR	**STR X 2**	**STR X 3**	**STR X 5**	**STR X 10**
DL	0	-2	-5	-10	-20
MOVEMENT	1	X O.9	X.0.75*	X O.5**	X 0.1**

*A character with this load can not sprint.

** A character with this load can neither sprint nor run.

Example: Martin's character has STR 12. Therefore Martin works out that her weight allowance for the different levels become: 12, 24, 36, 60, and 120 kg. He fills in the values on the character sheet by the heading - 'weight allowance'.

3.10 WELLBEING

A character's wellbeing is a measure of how he feels both mentally and physically. When the game begins a character's wellbeing is 0 but this will change as the game goes on because of wounds and blessings. For the time being, however, it is only necessary to put an 'x' by the 0 on the wellbeing barometer on the character sheet.

Example: Finally Martin does not have to make any calculations, he simply puts a cross in the square marked 0 by wellbeing (3.10 on the character sheet).

4. DECIDE AREAS OF KNOWLEDGE

A new character is given a number of knowledge levels, depending on his age, to spend on the different areas of knowledge, according to the table below. Starting KL is the number of knowledge levels you have at the start.

Specializations (Spec.) are the number of specializations you have at the beginning. These can only be used for specializations and can not be transferred.

Max. KL is the highest Knowledge level you can have in any area of knowledge from the beginning, including specializations.

	START KL	SPEC.	MAX KL
YOUNG	5	7	3
MATURE	6	8	4
MIDDLE-AGED	7	9	4
OLD	8	10	5
ANCIENT	9	11	5



When you buy knowledge areas for a new character, you buy them in knowledge levels, not with the help of experience points, which is what you use when the game begins (see the chapter - To change). Remember that you have a base chance in some areas of knowledge, and that your maximum knowledge level (including specializations) is limited by your age. All characters also have, without cost, KL 1 in the knowledge areas of Movement, Communication and Sense. These are already recorded on the character sheet.

When you then by knowledge levels for yourself you fill in one circle (from left to right) below the area of knowledge on the character sheet, for each knowledge level you spend. Under the last filled circle you will see what modification you get on your attribute roll.

AREAS OF KNOWLEDGE

To make the game easier for both players and Narrator the different knowledge areas and an explanation of what type of actions they cover are described here. What knowledge areas cover which actions, and the attribute rolls you have to make to succeed is described in the Action chapter.

The fact that attributes are shown together with each knowledge area is not an indication that all actions covered by that area of knowledge are based on that attribute, it only shows which attribute is most important for using that knowledge area to the fullest. If an area of knowledge has a base chance this means that all characters always start with this level in the knowledge area without extra cost.

In some cases all the actions within an area of knowledge are controlled by the same attribute. In these cases you can, for the sake of convenience, write down what CS the character has for performing actions of that type on the character sheet, under the heading AR (Attribute rolls). The areas of knowledge where this is true are Learning (MEN), Communication (CHR), Magic (MEN), Missile weapons (AGL/PER), and Sense (PER).

CRAFTSMANSHIP

ATTRIBUTE: AGL/PER/STR
BASE CHANCE: 0

Craftsmanship is a necessary base for Gemini's world. Without knowledgeable and skillful smiths, shipwrights, butchers, stonecutters, carpenters and master architects nothing would work. No cathedrals would be raised in honor of the One and no bridges would be built over the ferocious rivers.

When you buy the knowledge area of craftsmanship you do not know all the existing crafts to perfectly, it is important to specialize to become a really good craftsman. This is represented by the fact that the difficulty levels are doubled and the effect is halved, when you attempt a craft you have not specialized in (see Actions for more details).

Examples of specializations: Bookbinding (AGL/PER), Gold and silver smithery (AGL/PER), Casting (cannons, cauldrons and pots) (AGL/PER), Instrument building (AGL/PER), Jewelcutting (AGL/PER), Calligraphy (AGL/MEN), Leatherwork (AGL/PER), Cooking (PER), Metalwork (STR/AGL), Smithery (STR/PER), Carpentry (AGL/PER).

COMMUNICATION

ATTRIBUTE: CHR
BASE CHANCE: 1

The ability to converse with noble ladies, as well as farmwives and brusque city guards, is essential if you want to live a tolerable life in Gemini's world. You often find yourself in a situation where you need to persuade someone, act a role, lie someone right in the face, or trick someone into revealing something. All this is about communication and uses the Communication area of knowledge.

Examples of specializations: Bluff (the ability to invent believable lies), Etiquette (how to behave yourself in noble company), Interrogate (the ability to force the truth out of someone who does not want to tell it), Bargaining (how to get the best possible price), Bribe (the ability to make people do dangerous, stupid, or illegal things in exchange for money or other favors), Sing, Act (both in real life and as a job), Play an instrument (one per specialization), and Persuade (to win people over to your cause, to make a speech, and to argue logically and convincingly for your cause).

LEARNING

ATTRIBUTE: MEN
BASE CHANCE: 0

The knowledge area of Learning includes all knowledge, which is of the nature that you must have access to a learned teacher or considerable masses of literature to gain. Even though the knowledge area does not include a base chance, it is obvious that everybody has some knowledge of the area where they were born, its history and lord's, its governor and the Church dignitaries' heraldic emblems. On the other hand, they probably have no knowledge of details, or of how to gather information and they probably can not read or right.

Example of specializations: Geography (knowledge of the land, mountains, cities, rivers, and how the forces of nature work), Heraldry (knowledge of the different noble families, and the holy Church's dignitaries' heraldic designs), History (Knowledge of the land's history, marquis, dukes, barons and their vassals, of plagues, wars and glory days), Law and order (know-

THE HOLY TRADE WAR

Bervoche has always had very far reaching trade connections with Aretas, and innumerable trade ships have, during the years, sailed from coast to coast over the waters of the Neveres Bay, something that has improved the two nations economically, and guaranteed large treasure chambers for both Lords. This has obviously not passed Marquis Herodias by unnoticed, instead he has, frustrated by the two provinces' unwillingness to trade with the Church after the second Elf War, begun to have the inquisition board every other ship with Bervochian or Aretean flag to make investigations into alleged heresy.

The searches have often taken so much time that the goods upon the ship have become bad, and whole shiploads have gone to waste. Sometimes the inquisitors have even gone so far as to confiscate whole loads for the reason that they were ëtainted by the Darkness'. Both Bervoche and Aretas have reacted, and now, in the shadow of the Darkness, war is looming in Neveres Bay.



ledge of crime, punishment, regulations and prohibition in the parts of the realm that the Church doesn't rule), Medicine (the knowledge of the body and how it is cured from diseases and wounds), Theology (knowledge of the One, his laws and commandments, his scriptures and their history), Herb lore (knowledge of how to find and prepare poisons, herbs and drugs – se the Equipment chapter for more detailed information).

MOVEMENT

ATTRIBUTES: AGL/PER/PHY
BASE CHANCE: 1

The knowledge area of Movement includes all types of maneuvers which involve movement, like jumping from one burning roof top to the next, driving a cart at insane speed across a rocky field, or climbing a church wall, with or without the proper tools.

Example of specializations: Acrobatics (to perform acrobatic tricks like aerial somersaults, walking on your hands, and advanced balancing tricks), Hiding (finding a good hiding place and staying hidden there), Jumping (both long and high jumps), Climbing (getting up and down rope ladders, cathedral walls, trees, or rock faces), Cart-driving (to drive a cart/wagon at high speeds, during chases, in difficult terrain, and performing other difficult and dangerous maneuvers), Swimming (to swim quickly, for a long time, or in strong currents), Sneak (to move silently), Jester tricks (performing tricks like fire-eating, juggling, tightrope walking, etc.).

MAGIC

ATTRIBUTES: MEN
BASE CHANCE: 0

The Magic knowledge area includes all knowledge about the forbidden magic, how to use it, how to focus it, and how to sense its presence. When you are going to weave a spell (see the Magic chapter), you use your knowledge level in the Magic area of knowledge.

To choose the Magic knowledge area for your character you must have a MEN of at least 14 and a Nature of at the most –10. If you did not chose such a low nature earlier you just have to go back a couple of steps and lower it.

Example of specializations: The different aspects of Magic, that are described in the Magic chapter.

CLOSE COMBAT

ATTRIBUTES: AGL
BASE CHANCE: 0

The knowledge area of Close combat includes all types of weapons that are used in close combat: swords, clubs, daggers, axes, flails and pole arms. When you specialize in the knowledge area of Close combat you chose a group of weapons, e.g. one-handed swords. All the possible specializations can be found in the Combat chapter and under "Combat with two weapons", in the Advanced combat section.

Example of specializations: One handed axes, One handed swords, Unarmed combat, One handed clubs, Pole arms, Two handed swords, Two handed axes, Two handed clubs, Flails, Two weapons, Shield.

MISSILE WEAPONS

ATTRIBUTES: AGL/PER
BASE CHANCE: 0

A person who has the Missile weapons area of knowledge can use all types of missile weapons, both projectile weapons and throwing weapons. Specializations include all types of missile weapons that are described in the weapon list. In other words not a particular weapon like the longbow, but a type of weapon, like Bows, or Crossbows. Which specialization a weapon belongs to is indicated in the table for missile weapons in the Combat chapter.

Example of specializations: Crossbows, Throwing knives, Throwing axes, Bows, Slings.

THIEF

ATTRIBUTES: AGL/PER/CHR
BASE CHANCE: 0

You do not have to be on the wrong side of the law to have the Thief knowledge area. You could just as well be someone who is after the many criminals, which inhabit the world of Gemini. The Thief knowledge area includes things like picking locks, handling traps, pick pocketing, and shadowing intended victims, or quarries.

Example of specializations: Conceal (hiding things in your clothes, or in a certain place), Disguise (to disguise yourself appearance wise and to change your voice), Handle traps (setting and disarming traps of different kinds), Gambling (to master dice and card games, cheating and spotting someone else cheating), Lock picking (to, with or without tools, break open different types of lock mechanisms), Shadowing (to follow someone without being seen and without losing track of them), Steal item (to pick pockets, or, to unnoticeably let the Baron's silver candelabra disappear under your robes) The Underworld (to have contacts in the underworld , knowing how to make contacts with criminal elements in new places etc).



AWARENESS

ATTRIBUTES: PER
BASE CHANCE : 1

The Awareness knowledge area includes all actions that have something to do with the character's senses. A person with a high knowledge level in the Awareness knowledge area has learned how to use their senses of sight, smell, hearing, taste, and touch, to the full.

Example of specializations: Search (to methodically search a room or a place for something specific), Listen (to hear and identify sounds), Taste (to taste and identify different substances, such as poisons, drugs, and herbs for example), Scrutinize (to determine whether or not a person is telling the truth, if he is angry, nervous, or sad etc. by looking at them), Detect danger (an ability to sense when something is wrong, that everything is not quite right - the attribute roll should always be made in secret by the Narrator).

WILDERNESS

ATTRIBUTES: AGL/PER/MEN
BASE CHANCE: 0

Certainly, men, elfs, or dwarfs populate not the whole world. There are vast forests, plains, and badlands, where animals rule in solitary majesty. A character that has the Wilderness knowledge area knows how to find the nearest stream, snare a rabbit, and forage for edible plants. He can track animals, find suitable campsites, and camouflage himself.

Example of specializations: Fishing (to find suitable fishing waters, lay nets, knowing what bait to use), Gather edible plants (finding edible plants, roots, and herbs), Hunting (to fell animals, set snares, know how to find good hunting grounds), Camouflage (to hide in the wilderness, camouflage your campsite, or your hiding place), Navigate (to navigate on open seas using the stars), Orientation (to know where north and south are, and to find your way in the wilderness), Sea knowledge (to be a good seaman, withstand seasickness, tie knots, raise sails, and care for a ship), Tracking (to follow a trail, an animal, or a fleeing enemy, and interpreting a trail).

SPECIALIZATIONS

A specialization increases a character's chance of success when he performs a certain type of action. In game terms this is represented by the fact that his KL counts as 1 higher if he has a specialization. Or 2 higher if he has a double specialization (i.e. he has chosen to spend two of his specializations on the specialization when he was created, or he has raised his specialization using experience points).

Specializations are filled in under the relevant area of knowledge on the character sheet.

Example: Martin has 6 knowledge levels and 8 specializations to spend on Raquel's knowledge areas. However, because of her age, she can at most have KL4 in any one area (including specializations). Since Raquel has grown up in the countryside she should know some sort of craft, therefore he begins by spending one knowledge level on Craftsmanship. He also wants her to be a skilled warrior so he spends two knowledge levels on Close combat and one on Missile weapons. Furthermore he realizes that Raquel, as a person who is the daughter of a farmer, should be somewhat at home in the countryside, and maybe also in the wilderness, and therefore chooses to place one KL on Wilderness. It also feels important to raise Awareness, Communication and Movement, but he only has one KL left, (and these are also the areas of knowledge where he begins with a base chance). Therefore Martin decides to use some of his specializations to raise Raquel's Awareness and Communication, and spends his last KL on Movement so that he has two. The specializations are used to improve her knowledge of Craftsmanship, where he focuses on Leatherwork, in Close combat where he double specializes in One handed swords, in Missile weapons, where he chooses Crossbows, in Awareness where he chooses Listen and Search, and in Communication where he improves Interrogate and Bluff.

At the end Raquel's Areas of knowledge look like this:

AREA OF KNOWLEDGE	KL	SPECIALIZATIONS
CRAFTSMANSHIP	1	LEATHERWORK
CLOSE COMBAT	2	ONE-HANDED SWORDS (2), WHICH MEANS A TOTAL OF 4, RAQUEL'S MAX. KL
MISSILE WEAPONS	1	CROSSBOW
MOVEMENT	2	
AWARENESS	1	LISTEN AND SEARCH
COMMUNICATION	1	INTERROGATE AND BLUFF
WILDERNESS	1	

THE LOST LAKE

According to legend there exists, somewhere in Bervoche, a lake with an island, upon which the grave of Marquis Lechos is supposed to rest. The knowledge of which lake it is was lost with the Rebellion of the Sovereigns when the militia burned all the writings, which were collected in the churches and monasteries around the province.

It is said that the believers who pray at the Marquis' grave shall be filled with the light and never more have to fear the Darkness.



5. DECIDE CAREER

What a character does when they are not adventuring, how they get their daily bread and make enough money to survive, is an important part of his character, and something which affects his background, his contacts, and his day to day movements. In Gemini this is called career. A character's career is decided to a large part by his knowledge areas, and, to some extent, his primary attributes.

When you are going to decide your character's career you will pass through different alternatives depending on your knowledge areas, till you finally have a couple of different possible careers to choose between.

If you want inspiration you can study the different career descriptions you will find later in this section. These also show the most important knowledge areas for each of the different careers, as well as any demands on attributes or social status. Remember that these are only guides, not rules you have to obey slavishly. If you can't find a suitable career you are of course free to create your own together with your Narrator.

The choosing process to decide a character's career begins when you go to the heading which is the same as you character's primary knowledge area (i.e. the knowledge area in which he has his highest knowledge level). This will lead you to a number of different alternatives, depending on which is your second, or sometimes even third best knowledge area. If you have the same knowledge level in any two areas you can choose which one should be your primary one (this is also true when you are deciding your second and third best areas). You can also choose to include specializations when you are determining your primary (or second or third) knowledge area.

STRANGE COMBINATIONS

Sometimes you find that what decides your character's career is his second best knowledge area (if your character could have had the same career without his best knowledge area). In these cases the character is assumed to have worked with what his best knowledge area would have indicated before he started working at what his second best knowledge area indicated.

Example: If you have Craftsmanship as your primary knowledge area you can become a craftsman. If you also have Close combat as your second knowledge area you can become a soldier. If you choose to be a soldier you are assumed to have worked as a craftsman earlier, before becoming a soldier because you could have become a soldier by having Close combat as your primary knowledge area. You and the Narrator then work this into your character's background.

CRAFTSMANSHIP

A person with craftsmanship as their foremost knowledge area is probably a professional craftsman, but he can also have chosen other walks of life. A person with craftsmanship as their primary area of knowledge can always be a Craftsman.

If your second area of knowledge is:

COMMUNICATION: SEE TRADESMAN OR FENCE (IF THIEF AS THIRD).
LEARNING: SEE MONK OR PRIEST (IF COMMUNICATION AS THIRD).
MOVEMENT: SEE CRAFTSMAN.
CLOSE COMBAT: SEE SOLDIER.
MISSILE WEAPONS: SEE MISSILE WEAPONS AS THE PRIMARY AREA OF KNOWLEDGE.
THIEF: SEE FORGER, THIEF OR FENCE (IF COMMUNICATION AS THIRD).
AWARENESS: SEE CRAFTSMAN.
WILDERNESS: SEE WILDERNESS AS THE PRIMARY AREA OF KNOWLEDGE.
MAGIC: SEE MAGICIAN.

COMMUNICATION

A person whose primary area of knowledge is Communication probably does something which involves a lot of social contact (meeting people, understanding them, getting to know them, and maybe even manipulating them). A person who has communication as their primary knowledge area can always be a Bard.

If your second area of knowledge is:

CRAFTSMANSHIP: SEE CRAFTSMAN, TRADESMAN, MERCHANT, OR FENCE (IF THIEF AS THIRD).
LEARNING: SEE PRIEST, ADVISOR, OR LEARNED MAN.
MOVEMENT: SEE BARD OR JESTER.
CLOSE COMBAT: SEE CITY GUARD, KNIGHT, BAILIFF, OR NOBLE.
MISSILE WEAPONS: SEE CITY GUARD, BAILIFF, OR NOBLE.
THIEF: SEE CHARLATAN OR THIEF.
AWARENESS: SEE LANDLORD.
WILDERNESS: SEE WILDERNESS AS PRIMARY AREA OF KNOWLEDGE.
MAGIC: SEE MAGICIAN OR PRIEST IF KNOWLEDGE IS THIRD.

LEARNING

A person with learning as their primary area of knowledge is probably incredibly well read. He possesses enormous amounts of knowledge that he can use to impress ordinary people whose knowledge of things which don't concern everyday life are very limited. In Gemini's world most people with learning as their primary knowledge area have some connection with the Church or the Lords' courts. A person with learning as their primary area of knowledge can always be a Learned man or a Monk.



If your secondary area of knowledge is:
CRAFTSMANSHIP: SEE WARRIOR MONK (IF CLOSE COMBAT OR MISSILE WEAPONS AS THIRD).
COMMUNICATION: SEE PRIEST OR ADVISOR.
MOVEMENT: GO BACK AND CHANGE YOUR SECOND AND THIRD KNOWLEDGE AREAS AROUND.
CLOSE COMBAT: SEE WITCH HUNTER, WARRIOR MONK, OR KNIGHT TEMPLAR.
MISSILE WEAPONS: SEE WITCH HUNTER OR WARRIOR MONK.
THIEF: SEE THIEF.
AWARENESS: SEE LEARNED MAN.
WILDERNESS: SEE EXPLORER.
MAGIC: SEE MAGICIAN.

MOVEMENT

The Movement area of knowledge is a very general knowledge area, which almost everyone in the whole world possesses to some extent. This makes it quite difficult to decide a person's career using his knowledge of Movement. Therefore you can - if Movement is your primary area of knowledge – change places between Movement and your second best knowledge area when you are deciding your career, or follow the guidelines below.

If your secondary area of knowledge is:
CRAFTSMANSHIP: SEE CRAFTSMAN OR THIEF.
COMMUNICATION: SEE BARD OR JESTER.
LEARNING: SEE LEARNED MAN.
CLOSE COMBAT: SEE SOLDIER OR KNIGHT.
MISSILE WEAPONS: SEE SOLDIER.
THIEF: SEE THIEF OR JESTER.
AWARENESS: SEE SCOUT.
WILDERNESS: SEE MESSENGER, HUNTER, OR SCOUT.
MAGIC: SEE MAGICIAN.

MAGIC

Magic is one of the most powerful forces in the world of Gemini, so powerful that it can temporarily bend the web of reality. If you have Magic as your primary area of knowledge you are a heretic who for some reason have allowed yourself to be led astray by the temptations of the forbidden, either to fight the Darkness, or for personal gain. Remember that magic in Gemini is a terrible power, which you preferably should try to conceal your knowledge of. Only the agents of Darkness are the friends of magic. If you have Magic as your primary area of knowledge you can always be a Magician.

If your second area of knowledge is:
CRAFTSMANSHIP: SEE CRAFTSMAN.
LEARNING: SEE MONK OR PRIEST.
COMMUNICATION: SEE MONK OR PRIEST.
MOVEMENT: SEE MAGICIAN.
CLOSE COMBAT: SEE WITCH HUNTER OR KNIGHT TEMPLAR (IF LEARNING AS THIRD)
MISSILE WEAPONS: SEE WITCH HUNTER OR KNIGHT TEMPLAR (IF LEARNING AS THIRD)
THIEF: SEE MAGICIAN.
AWARENESS: SEE WITCH HUNTER.
WILDERNESS: SEE MAGICIAN.

CLOSE COMBAT

Not everyone in the world has any skill in close combat, for example brawling or fencing. If you have Close combat as your primary area of knowledge you almost certainly have a history in some sort of armed force. That could mean an order of Knights Templar, a Lord's army, or some resistance group. A person who has Close Combat as his primary area of knowledge can always be a Soldier or a Knight (if they meet the social status requirements for knights).

If your second area of knowledge is:
CRAFTSMANSHIP: SEE CRAFTSMAN.
COMMUNICATION: SEE BAILIFF, CITY GUARD, OR BOUNTY HUNTER.
LEARNING: SEE INQUISITOR, WITCH HUNTER, WARRIOR MONK, OR KNIGHT TEMPLAR.
MISSILE WEAPONS: SEE SOLDIER, KNIGHT, OR BOUNTY HUNTER.
MOVEMENT: SEE BOUNTY HUNTER, SCOUT (IF WILDERNESS AS THIRD), OR ASSASSIN (IF THIEF AS THIRD).
THIEF: SEE HENCHMAN, FOOTPAD, OR ASSASSIN (IF MOVEMENT AS THIRD).
AWARENESS: SEE BODYGUARD OR SCOUT (IF WILDERNESS AS THIRD).
WILDERNESS: SEE BRIGAND OR SCOUT (IF MOVEMENT AS THIRD).
MAGIC: SEE MAGICIAN, WITCH HUNTER, OR KNIGHT TEMPLAR (IF LEARNING AS THIRD).

MISSILE WEAPONS

To have missile weapons as your primary area of knowledge is very rare, even if there are those who are extremely skillful with the bow. A character who has missile weapons as their primary area of knowledge can always be a soldier.

THE ACADEMY IN BERVOCHE

The Province of Bervoche is known for its prominent men of science, skilled cartographers, healers, and architects. The science loving sovereign family has, ever since they drove the Church out of the province, invested enormous sums of money into building up a respectable university, where all sciences worthy of the name are taught by old masters.

With promises of generous allowances, scientists from the whole world are drawn to the academy like flies, to teach and research their specialties. The fact that a large number of the worlds foremost scientists teach at the academy means that even students from other provinces are attracted to the academy to be educated. Many sovereigns (among others Lord Cavallius of Galatien, and Lord Gideon of Orschild) have paid the Lord of Bervoche scandalous amounts of money so that their sons and daughters can have a place at the academy.



If your secondary area of knowledge is:
CRAFTSMANSHIP: SEE CRAFTSMAN.
COMMUNICATION: SEE SOLDIER.
LEARNING: SEE INQUISITOR, WARRIOR MONK, OR HUNTER (IF WILDERNESS AS THIRD).
CLOSE COMBAT: SEE KNIGHT OR SOLDIER.
MOVEMENT: SEE SCOUT OR HUNTER (IF WILDERNESS AS THIRD).
THIEF: SEE ASSASSIN.
AWARENESS: SEE SCOUT.
WILDERNESS: SEE HUNTER.
MAGIC: SEE MAGICIAN.

THIEF

Characters with the Thief area of knowledge as their primary area stand on one of the extreme sides of the law, either on the wrong side as criminals or spies, or on the right side as guardians of law and order. A person with Thief as their primary area of knowledge can always chose to be a Thief.

If your secondary area of knowledge is:
CRAFTSMANSHIP: SEE FORGER OR FENCE (IF COMMUNICATION AS THIRD).
COMMUNICATION: SEE CHARLATAN OR SPY.
LEARNING: SEE INQUISITOR OR SPY.
MOVEMENT: SEE JESTER.
CLOSE COMBAT: SEE FOOTPAD, HENCHMAN, ASSASSIN, OR BODYGUARD (IF AWARENESS AS THIRD).
MISSILE WEAPONS: SEE ASSASSIN.
AWARENESS: SEE THIEF.
WILDERNESS: SEE SMUGGLER.
MAGIC: SEE MAGICIAN.

AWARENESS

Awareness is not directly a deciding factor of what career you can choose. So if Awareness is your primary area of knowledge you always have to change places between your first and second areas of knowledge.

WILDERNESS

If your character has the Wilderness area of knowledge as his primary area, he has an intimate connection with nature and the freedom it offers. Anyone who has Wilderness as their primary area of knowledge can be a Hunter or a Seaman.

If your secondary area of knowledge is:
CRAFTSMANSHIP: SEE CRAFTSMAN.
COMMUNICATION: SEE MESSENGER.
LEARNING: SEE EXPLORER.
MOVEMENT: SEE MESSENGER OR SCOUT.
CLOSE COMBAT: SEE SCOUT.
MISSILE WEAPONS: SEE SCOUT.
THIEF: SEE FOREST GAMEKEEPER OR SMUGGLER.
AWARENESS: SEE SCOUT.
MAGIC: SEE MAGICIAN.

Example: Martin decides to see what careers Raquel has to choose from. Since Raquel's primary area of knowledge is Close combat she can be a Soldier or a Knight. She can also be a Bounty hunter since her secondary area of knowledge is Movement, or a Scout since her third area could be Wilderness if she so chooses (if Martin had decided to count specializations when working out the secondary area of knowledge this would be either Awareness or Communication, which would allow her to be a City guard, Bailiff or Bodyguard based purely upon her areas of knowledge). Martin thinks a while and reads the descriptions for the different careers. He then sees that Raquel cannot be a Knight because she would need a social status of noble, and he does not think that being a Scout suits her character. Therefore he decides that she is a soldier, a travelling mercenary who lends her sword to the highest bidder.

CAREER DESCRIPTIONS

You can decide your character's career in two ways. Either beginning from the start and working out the career from what you've got (i.e. the process described above), or by deciding on a career and then creating a character to fit it. Some of the careers also have additional requirements, such as social status, and attributes.

The careers are not described in any great detail, only in a couple of lines and a few words about what role a character with that career has in Gemini's world. Remember that a career also can be a past career, in other words the character has abandoned their career for a life of adventure instead.

It is not a sure fact that any of the careers described below will suit what you had in mind for your character. In that case you are free to make him without one, or, more appropriately, invent a new one for him. New careers should always be worked out together with the Narrator.



The careers are described below in alphabetical order, using this format:

NAME: The career's name.

(CAREER TYPE): Which type or types of career it belongs to. This is important when you write the character description and create a background for your character. The possible types are: Hunter, Warrior, Learned man, Religious, and Thief .

DESCRIPTION: A description of the career's role in the world and possible variations of the career.

ATTRIBUTE REQUIREMENTS: Requirements on the primary attributes that a character needs to fulfill in order to be eligible for the career.

AREAS OF KNOWLEDGE: The areas of knowledge that are most important for a person with this career to possess. If these do not fit with your character you should choose another career for him.

SPECIAL REQUIREMENTS: This heading includes any requirements other than attributes and areas of knowledge, e.g. social status (children of paupers, for example, will not begin as knights).

ADVISOR

(LEARNED MAN)

An advisor is a person who has, because of his great knowledge within an area, gained his lord's trust and favor. He is usually a learned man, priest, or monk who has been given a place in the castle's conference hall, where he assists the lord in his decision making. An advisor's job is to help his lord do the right thing and prevent him from making mistakes, but at the same time never to go against him – an advisor's fate is never safer than the advice he gives.

ATTRIBUTE REQUIREMENTS: None.

AREAS OF KNOWLEDGE: Learning, Communication.

SPECIAL REQUIREMENTS: None, but specializations within Learning are an advantage. Normally, economical, political, religious and military advisors are considered separate (even if one person naturally can be all four). If someone chooses to play an advisor his role must be carefully woven into the background plot, especially the motivation for his lord's trust in him.

ASSASSIN

(WARRIOR/THIEF)

The Assassin has specialized in performing murders for patrons who are prepared to pay the right price. He is often a former thief, soldier, or, in some cases, bounty hunter, who has lost all respect for life.

ATTRIBUTE REQUIREMENTS: AGL 14, PER 14.

AREAS OF KNOWLEDGE: Thief, Close combat or Missile weapons.

SPECIAL REQUIREMENTS: None.

BAILIFF

(LEARNED MAN/WARRIOR)

The Bailiff is responsible for law and order, and for the collection of taxes in, either a village, or a small town in one of the provinces controlled by the sovereigns (in the Church's provinces the same duty is performed by Church dignitaries). The Bailiff has a large responsibility and often keeps several soldiers under his command, to enforce decisions, and impose sentences.

ATTRIBUTE REQUIREMENTS: MEN 10

AREAS OF KNOWLEDGE: Close combat, Communication, Learning.

SPECIAL REQUIREMENTS: A Bailiff must have a social status of at least Well-to-do Bourgeois.

BARD

(LEARNED MAN/THIEF)

The Bard makes a living by giving small performances in country villages, in inns, and at courts around the world. He sings, plays, entertains, and tells traditional tales and legends. He is often also a skilled actor. Many bards, who are not talented enough to get by on their songs and stories, turn to thieving in order to generate a little extra income.

ATTRIBUTE REQUIREMENTS: None.

AREAS OF KNOWLEDGE: Communication, Learning, and Thief.

SPECIAL REQUIREMENTS: None.

BRIGAND

(HUNTER/WARRIOR)

In the expansive wildernesses which separate the land's provinces there are several fugitives of justice, banished malefactors, and lawless bands of robbers who live by ambushing innocent travelers. Brigands are often deserters who could not stand the army, and therefore turned to highway robbery. Some brigands are part of the resistance movements that exist in all provinces, fighting either against the sovereigns, or the Darkness.

ATTRIBUTE REQUIREMENTS: STR 8, PHY 10.

AREAS OF KNOWLEDGE: Close combat, Wilderness, Movement.

SPECIAL REQUIREMENTS: None.

. THE HOMING PIGEONS

The current sovereign family of Bervoche, and the governors and bailiffs who heed them, make wide use of homing pigeons rather than the more common messengers to communicate.

Under the roof of every castle and fort there is a pigeon coop. The pigeons can spread news over the province with the speed of the wind and are extremely discreet, completely silent, and almost impossible to discover unless you know exactly where they are coming from or where they are going. Since the homing pigeons came into use, pigeon hunting, falconry, and similar activities, has been strictly banned.



BODYGUARD

(WARRIOR)

The Bodyguard is the protection that the rich and powerful sovereigns, bishops and governors of Gemini need from discontented peasants, malignant criminals, and even assassins dispatched by rivals. A bodyguard is often a veteran from some armed force, who has been in so many battles that he has gained a kind of sixth sense for danger. Some of them are highly skilled professionals who demand enormous amounts of money for their services, but the majority are just burly and violent thugs. A bodyguard does not have to be free lance, in fact, a lot of bodyguards are chosen personally by Lord's from their armies, or by Bishops from the knightly orders, since a body guard has to be loyal enough to take blows that are aimed at someone else. This, of course, is a great honor.

ATTRIBUTE REQUIREMENTS: PER 12, STR 10, PHY 10

AREAS OF KNOWLEDGE: Close combat, Awareness, Movement.

SPECIAL REQUIREMENTS: None.

BOUNTY HUNTER

(WARRIOR)

The Bounty hunter is a travelling fortune seeker who has specialized in hunting down and capturing wanted criminals, believers as well as heretics. They mostly work in the Lord's provinces, since in the lands of the Church witch hunters mostly fulfill the same role.

ATTRIBUTE REQUIREMENTS: MEN 13.

AREAS OF KNOWLEDGE: Close combat, Thief, Communication.

SPECIAL REQUIREMENTS: None.

CITY GUARD

(WARRIOR)

The city guards are those who are responsible for upholding the law in the cities. They are placed directly under the local rulers command, either the Lord's, Duke's, bailiff's, or the Church's. These members are often old soldiers who have retired to the cities to live more peaceful lives. The city guard help people find their way, calm the upset and worried, and spring into action immediately when the law is being broken. The difference between the laws of the different provinces are not that great, other than that in the provinces of the Church, Nomen – the holy script - is the foremost law. What does vary is how zealous the guard is in its work, in Avernus, for example, they are especially hard, whereas in Mordinan they are quite sloppy.

ATTRIBUTE REQUIREMENTS: STR 10, AGL 10, PER 8, MEN 10.

AREAS OF KNOWLEDGE: Communication, Awareness, Close combat.

SPECIAL REQUIREMENTS: None.

CHARLATAN

(LEARNED MAN/THIEF)

The Charlatan is a dishonest swindler who does his best to con people out of their hard-earned money. He often travels under different aliases. One day he is a dignitary from the Church, only to become a known and well loved poet, or an unrightfully dishonored noble man, the next. The Charlatan is often a skilled actor, but nevertheless, it usually does not take long before he is forced to move on because he has angered the local populace, or because his reputation has caught up with him.

ATTRIBUTE REQUIREMENTS: CHR 12.

AREAS OF KNOWLEDGE:
Communication, Thief, Learning.

SPECIAL REQUIREMENTS: None.

CRAFTSMAN

(LEARNED MAN)

The Craftsman is a skilled worker, devoted to his craft, hard work, and the daily wear and tear. In Gemini's world the craftsmen make up a large part of the populace, and their uncommonly tight specializations give the villages and cities of Gemini a vast variety of them. A craftsman can be a blacksmith, a cauldron maker, a carpenter, architect, gold smith, stone cutter, painter, parchment maker, or shipwright etc.

ATTRIBUTE REQUIREMENTS: None.

AREAS OF KNOWLEDGE:
Craftsmanship.

SPECIAL REQUIREMENTS: To survive as a craftsman you need at least a knowledge level of three in the craft you have specialized in.

EXPLORER

(HUNTER/LEARNED MAN)

The whole world is not yet discovered! On the islands outside the coasts, in the dense, extensive, woods of Bervoche and Merodak, and beyond the jagged, stately mountains, there are secrets waiting to be found. The Explorer is often a learned man, driven by an immense thirst for knowledge (normally within their special area, e.g. botany, zoology, or geology) whom has their search financed by a rich nobleman or the Church. He is hardy, and has been forced to get to know the wilderness, but he still hasn't found what he's looking for.

ATTRIBUTE REQUIREMENTS: MEN 13.

AREAS OF KNOWLEDGE: Learning, Wilderness.

SPECIAL REQUIREMENTS: None.



FENCE
(LEARNED MAN/THIEF)
The Fence is a dishonest merchant who specializes in buying and selling stolen goods. He has a wide web of contacts in the underworld, and is an expert at buying things for a fraction of their true value, only to sell them for twice their worth. Some fences lack any scruples and deal in anything, while others are more particular and avoid dealing in church silver and relics, as this, with a bit of bad luck, can lead to a visit from the Inquisition and a rather unpleasant punishment.
ATTRIBUTE REQUIREMENTS: None.
AREAS OF KNOWLEDGE:
Communication, Craftsmanship, Learning, Thief.
SPECIAL REQUIREMENTS: None.

GAMEKEEPER/POACHER
(HUNTER/THIEF)
Owning is power for many of those who inhabit Gemini's world, and forest and land are things that are highly sought after. To look after their lands and to keep them free from the lawless, brigands, and poachers, the lords and rich farmers hire gamekeepers. A gamekeeper must know how the poacher thinks, where they set their snares, and where they hide. If you choose the gamekeeper career you could just as well be a poacher, depending on which side of the law you prefer to be on.
ATTRIBUTE REQUIREMENTS: PHY 12, PER 13.
AREAS OF KNOWLEDGE: Wilderness, Thief, Missile weapons.
SPECIAL REQUIREMENTS: None.

FOOTPAD
(WARRIOR/THIEF)
The Footpad is often a simple thief, or a soldier without work, who tries to earn his bread by stealing other peoples' money with threats of violence. There are footpads who have managed to give their career an air of honorability by being inventive and performing their thefts with style and finesse, but they are few and far between. Footpads often work closely with charlatans.
ATTRIBUTE REQUIREMENTS: None.
AREAS OF KNOWLEDGE: Close combat, Thief, Movement.
SPECIAL REQUIREMENTS: None.

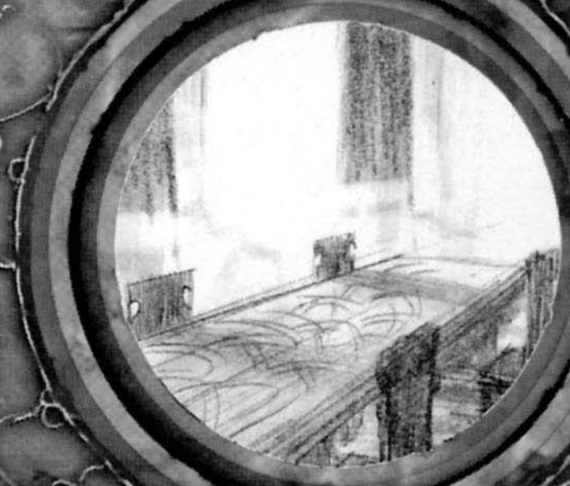
FORGER
(LEARNED MAN/THIEF)
A forger is a craftsman, a disillusioned monk, a or learned man, who has decided to make use of his unrecognized talent. He forges documents of different kinds (the Church's letters of attorney, bailiffs' pardons, ancient scripts), casts his own coins, makes relics after a visit to the grave yard or the butcher's, and recreates (copies) known works of art. Either he uses his creations to ease his work, or he sells them for a profit.
ATTRIBUTE REQUIREMENTS: None.
AREAS OF KNOWLEDGE: Craftsmanship, Learning, Thief.
SPECIAL REQUIREMENTS: None.

HENCHMAN
(WARRIOR/THIEF)
The Henchman is a part of the underworld, where he works as a bodyguard, collector and/or blackmailer. He frightens people to silence with brutal threats, and runs protection rackets in the big cities where the shadowy elements of the world are far more numerous than in the countryside.
ATTRIBUTE REQUIREMENTS: STR 10, PHY 10.
AREAS OF KNOWLEDGE: Close combat, Communication, Thief.
SPECIAL REQUIREMENTS: None

HUNTER
(HUNTER)
Hunting is probably the worlds oldest career. The Hunter is a confirmed wilderness man who survives by hunting, as a guide, or as a tracker for the bailiffs or the men of the Church. Hunters often avoid larger cities as they prefer the countryside, and its smaller, more personal, homely villages, where people understand and share their passion for nature.
ATTRIBUTE REQUIREMENTS: PHY 12, PER 12.
AREAS OF KNOWLEDGE: Wilderness, Awareness, Close combat or Missile weapons.
SPECIAL REQUIREMENTS: None.

THE TEMPLAR CASTLE IN MERLOCH

In the heart of Marquis Tarsus' cathedral in Cavala's capital of Merloch, lies the templar castle, the heart of the Knightly Templar orders. In the grand masters' hall there is an enormous, long, table, with space for the grand master from every templar order there has ever been, even the heretic or completely obliterated ones (even if these chairs are never allowed to stand by the table, but are instead placed by the wall to leave a symbolic space). Every time immediate danger threatens the realm and the Church, the grand masters gather here under Marquis Tarsus' lead, and discuss what to do about the coming threat. The last time they gathered was when it was obvious that the Iron gate had been opened. That meeting lasted for two weeks, and they proposed increasing the numbers in the orders, and a more intimate alliance with the Inquisition.



INQUISITOR

(WARRIOR/LEARNED MAN/RELIGIOUS)

The Inquisitor is an important part of the feared Inquisition, which fights an uneven battle against the slowly growing Darkness. All people with this career are not full-blown inquisitors. Many of them are just part of the organization, either lower servicemen, informants, or spies, but their showing of the Inquisition's insignia or uniform commmands no less respect than that of the full inquisitor's. A member of the Inquisition is always on the look-out for misled heretics, people who have fallen to the Darkness and must be delivered from their doom.

ATTRIBUTE REQUIREMENTS: STR 13, PER 14, MEN 14 (for full inquisitor)
AREAS OF KNOWLEDGE: Learning, Communication, Close combat.
SPECIAL REQUIREMENTS: A full-blown inquisitor must have at least level 4 in learning, and have the social status of Priesthood.

JESTER

(THIEF)

The Jester, just like the bard, is an entertainer, but more of the "fool" type. He juggles, eats fire, performs acrobatic tricks, and acts out hilarious scenes, filled with freaks jokes. Groups of jesters often travel from town to town and perform in the streets and market places, and occasionally in the court of some Lord. Many jesters turn to stealing to fill their otherwise often empty purses.

ATTRIBUTE REQUIREMENTS: AGL 11.
AREAS OF KNOWLEDGE: Movement, Thief, Communication.
SPECIAL REQUIREMENTS: None.

KNIGHT

(WARRIOR)

A knight belongs to the warrior upper class in Gemini's world. Before the Rebellion of the Sovereigns they were bound, by traditional vows, to the Church and certain ideals, which, during the last centuries, have fallen into disuse in the provinces ruled by the sovereigns. Nowhere near all young noblemen become knights. Many of them can't, or do not want to, live up to the high demands, and choose other walks of life, especially since the title of knight carries with it enormous responsibilities, certainly towards their lord, but also towards their loyal subjects.

ATTRIBUTE REQUIREMENTS: STR 13, PHY 13.
AREAS OF KNOWLEDGE: Close combat, Movement, Communication.
SPECIAL REQUIREMENTS: A knight must have a social status of low or high noble.

KNIGHT TEMPLAR

(WARRIOR/RELIGIOUS)

The Knights Templar are the Church's finest armed force, and the whole world's greatest weapon in the fight against the Darkness. They are warriors who have shown extraordinary bravery, and honorable knights, often from noble backgrounds. A Knight Templar belongs to a religious order of knights (see the Church chapter) and have made vows of chastity, fidelity and eternal battle against heretics wherever they appear.

ATTRIBUTE REQUIREMENTS: STR 14, PHY 14, AGL 11, MEN 14.
AREAS OF KNOWLEDGE: Close combat and Missile weapons, Learning.
SPECIAL REQUIREMENTS: A Knight Templar must have the Theology specialization within the Learning area of knowledge.

LANDLORD

(LEARNED MAN)

Gemini's world is full of establishments where you can relax, enjoy a nice meal, or just rest in a clean bed. There are steaming bathhouses, warm inns, and smoky taverns. Landlord is the collective name we have chosen for those people who work in inns, bathhouses etc, even if they could just as well be cooks, masseurs, or waitresses, as the actual owner.

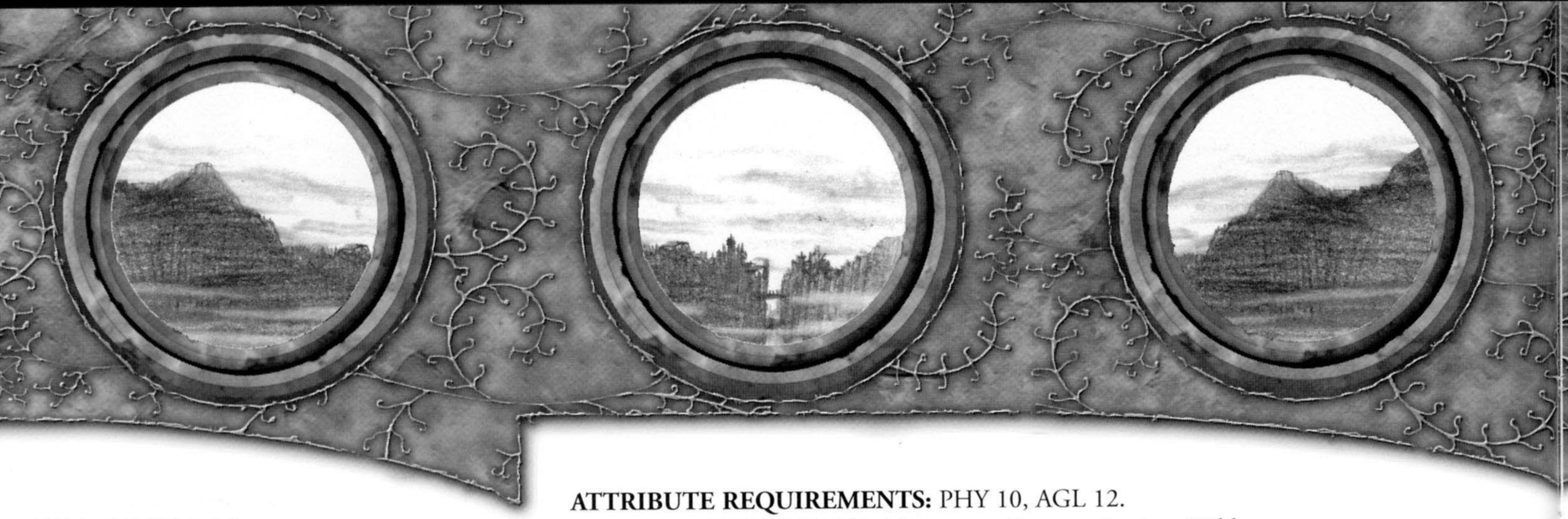
ATTRIBUTE REQUIREMENTS: None.
AREAS OF KNOWLEDGE: Communication, Craftsmanship, Awareness.
SPECIAL REQUIREMENTS: None, even if a high CHR and PER are appropriate if you want to be appreciated for what you do.

LEARNED MAN

(LEARNED MAN)

The literate men and women of Gemini, who are not connected with the Church, are called learned men. A learned man can be anything from a knowledgeable historian, cartographer, or scribe for a rich merchant, to a teacher, or a doctor at one of the Lords', or their governors', courts. The knowledge the learned men possess mostly originates from the convents of the Church, whose windows gape empty in many places around the world, abandoned after the Rebellion of the Sovereigns and the conversion in Merodak.

ATTRIBUTE REQUIREMENTS: MEN 12
AREAS OF KNOWLEDGE: Learning.
SPECIAL REQUIREMENTS: Learning with a specialization of at least KL 3.



MAGICIAN
(LEARNED MAN/RELIGIOUS)
The Magician is a person who has gained knowledge of the ancient forces through forbidden scriptures, and understood that the best way to fight the Darkness is with its own most powerful weapon - magic. He is torn between his loyalty to mankind and the temptation, which the Darkness holds. He continually struggles to stay on the right side and not to finally fall to the evil. The Magician is often sought after by the Inquisition and witch hunters, eternally hunted by those he is trying to save.
ATTRIBUTE REQUIREMENTS: MEN 14.
AREAS OF KNOWLEDGE: Magic, Learning.
SPECIAL REQUIREMENTS: Nature -10.

MERCHANT
(LEARNED MAN)
The big wheels in Gemini, are turned by money, the sound of silver pieces, and expensive goods changing hands. Everything costs. In the midst of all this money and valuable items you will find the merchants, buying and selling, haggling, closing deals, and tearing up contracts.
ATTRIBUTE REQUIREMENTS: CHR 11.
AREAS OF KNOWLEDGE: Communication, Learning, Craftsmanship.
SPECIAL REQUIREMENTS: Social status of at least Bourgeois.

MESSENGER
(HUNTER/WARRIOR)
In Gemini's world news travels much more slowly than in the reality we are used to. Messengers are the brave men and women who risk their lives and ride day and night for weeks, even through hostile territory, to ensure that news and messages are delivered as quickly as possible.
ATTRIBUTE REQUIREMENTS: PHY 10, AGL 12.
AREAS OF KNOWLEDGE: Movement. Communication, Wilderness.
SPECIAL REQUIREMENTS: A Messenger must always have the specialization of Ride.

MONK
(LEARNED MAN/RELIGIOUS)
The Monk is one of the loyal servants of the Church, who, with their every day activities, ensure that the One's teachings are a living part of Gemini's world. It is the monks who maintain the cathedrals, care for the sick, and, together with the priests, spread the teachings of the One, and the wisdom of his Marquis, further on to the next generation in the church schools. In the Church's provinces the monks are well loved by all, known for their wisdom, kindness, and eloquence. Many monks also go on the salvation marches through the old realm to keep the One's teachings alive.
ATTRIBUTE REQUIREMENTS: MEN 12.
AREAS OF KNOWLEDGE: Learning, Craftsmanship.
SPECIAL REQUIREMENTS: None.

NOBLE
(WARRIOR/LEARNED MAN)
The part of the nobility in Gemini which do not become knights, or give themselves to church life, often choose to move away from their home towns to enjoy their good name, and their part of the family fortune. The noble can be a true gentleman, a hopeless fop, or an incurable fortune seeker, who has spent all the money he once had.
ATTRIBUTE REQUIREMENTS: None.
AREAS OF KNOWLEDGE: None.
SPECIAL REQUIREMENTS: Social status of at least Noble.

PRIEST
(RELIGIOUS)
The priests are the Church's foremost tools for the spreading of the holy word. They spend their time in hard study in the cathedral libraries, pray eight times a day to God to show their devotion, conduct sermons of his teachings for the people, and do everything in their power to spread the enlightenment. Now, when dusk has forever fallen on the land, the priests have realized that their work is more important than ever.
ATTRIBUTE REQUIREMENTS: MEN 14.
AREAS OF KNOWLEDGE: Learning, Communication.
SPECIAL REQUIREMENTS: A priest must have Learning of at least 2 and be specialized in Theology.

SCOUT
(HUNTER/WARRIOR)
In times of war, when armies march across the lands, cross rivers, and force their way through dense woods, brave people are needed who constantly move ahead of the main force and scout the terrain for enemy activity. They risk their lives behind enemy lines, hunting for knowledge of the enemies numbers and positions. These people are called scouts, and often have a past as hunters or forest rangers. They are skilled trackers, can survive in the wilderness without provisions, and move through forests and across land without leaving a trace.

THE KORENTIAN TOWER

During the Dark Years, Marquis Johannitus built a formidable fort in one of the Korentian bay's largest cliffs, which could only be reached through a well-concealed underwater entrance. Most of the dangerous work was performed by dwarfish craftsmen, who were hired by the Marquis' closest advisors. The Korentian tower is said to be filled with mechanical gadgets and traps, to exterminate any enemies.

Today nobody uses the tower because of the difficulties involved in having to enter and leave underwater. It is rumored, however, that the tower harbors a number of secrets, among others, that Marquis Johannitus is buried in the fort, and not in the Merloch Cathedral, as the epitaph there claims.



ATTRIBUTE REQUIREMENTS: PHY 13, PER 13, MEN 10.
AREAS OF KNOWLEDGE: Wilderness, Awareness, Movement.
SPECIAL REQUIREMENTS: None.

SEAMAN

(HUNTER/WARRIOR)

There are plenty of harbor cities and fishing villages in the archipelagos around the continent's coast. The landscape is also divided by uncounted rivers and waterways, which break roads and make natural boundaries between counties and provinces. Therefore the water is a natural part of the environment for many of the world's inhabitants.

The Seaman is a person trained in the art of mastering the seas, and seeing a ship safely between ports, even in hard storms and whipping rains. A seaman can be a fisher, a lawless pirate, or a soldier trained for sea battles.

ATTRIBUTE REQUIREMENTS: AGL 10, PHY 10.
AREAS OF KNOWLEDGE: Wilderness, Movement.
SPECIAL REQUIREMENTS: None

SMUGGLER

(HUNTER/THIEF)

The borders between the provinces, and the harsh conflict between the sovereigns and the Church, has, in many places, made trade impossible, especially with certain items labeled as unholy and heretic by the Church. Where trade is allowed taxes is insanely high. Smugglers try to overcome these little problems by illegally transporting goods across the borders. They can, for example, buy items stolen from the churches of Ravarra, and transport them over to Orschild, and sell to less scrupulous gold smiths.

ATTRIBUTE REQUIREMENTS: None.
AREAS OF KNOWLEDGE: Wilderness, Thief, Communication.
SPECIAL REQUIREMENTS: None.

SOLDIER

(WARRIOR)

Soldier is the common denotation for all men and women in Gemini's world who live by the sword. A soldier can be in a Lord's, a governor's, a bailiffs, or the Church's service, or he can be a freelance mercenary. The higher the attributes and knowledge levels a soldier has, the greater the chance that he will have a prominent position as an officer. If a character wants to be an officer this must be discussed with the Narrator.

ATTRIBUTE REQUIREMENTS: STR 9, PHY 10.
AREAS OF KNOWLEDGE: Close combat, Movement, Awareness.
SPECIAL REQUIREMENTS: None.

SPY

(WARRIOR/LEARNED MAN/THIEF)

In these dark times of spiraling conflicts, constant intrigues, and forming of unholy alliances, it is more important than ever for the world's mighty men to know what is happening behind the scenes of other courts, and what is being said in the conference halls all over the world. Spies are people whose job it is to find out information about these intrigues, alliances, weaknesses and lies, and to pass this on to their rulers. They nestle themselves in at courts, try to sow discord between allies, and set the wheels of intrigue rolling.

ATTRIBUTE REQUIREMENTS: MEN 13, CHR 13.
AREAS OF KNOWLEDGE: Communication, Thief, Learning.
SPECIAL REQUIREMENTS: None.
OTHER: A spy can spice up the atmosphere in a playing group, especially if the other players do not know that he is a spy, but believes that he is something else. Maybe his job is to spy on the group? Remember that a spy should always have another career as a believable cover.

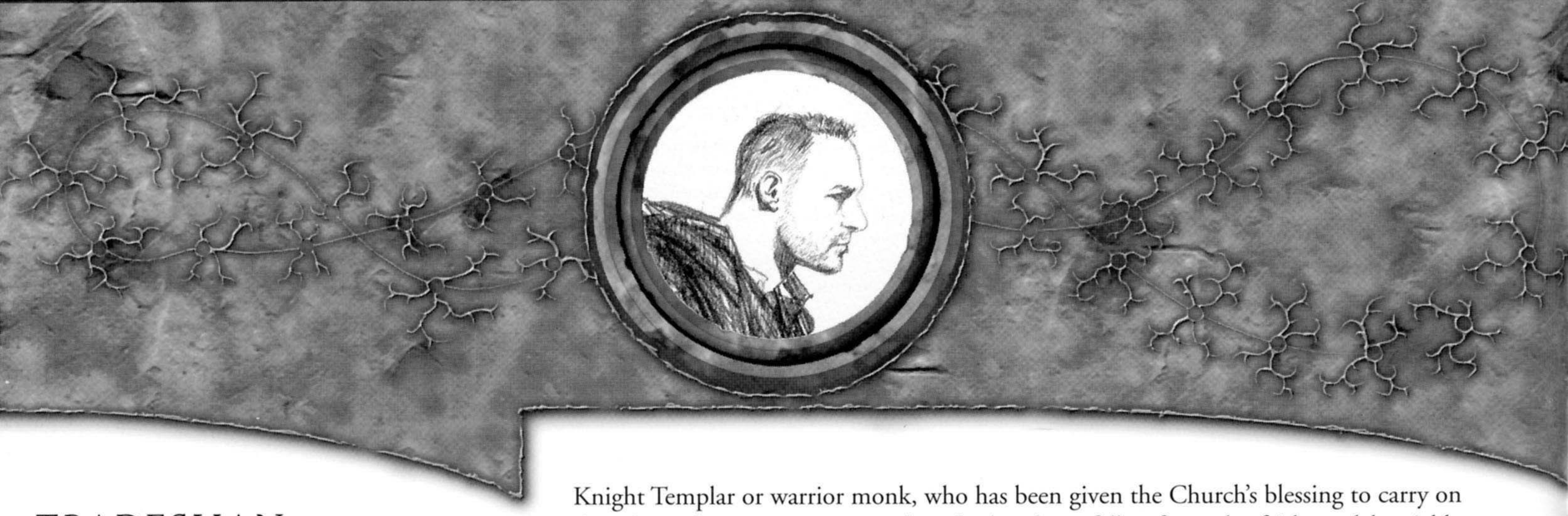
THIEF

(THIEF)

Those who can not, or will not, earn their bread by normal, honest work, must find other ways. The Thief does it by stealing everything he can lay his hands on and selling it on to a fence, or gullible temporary acquaintances. Naturally there are a whole load of different thieves, some of which have become completely different careers (e.g. jesters and footpads).

Some other examples are grave robbers (who steal from churches, mausoleums, and graveyards), burglars (who break into peoples homes), and pickpockets (who steal from peoples bags, purses, pockets, fingers and arms). If you want to further specify what type of thief your character is you are welcome to.

ATTRIBUTE REQUIREMENTS: AGL 12.
AREAS OF KNOWLEDGE: Thief, Craftsmanship (burglar), Learning (grave robber), Movement (pickpocket).
SPECIAL REQUIREMENTS: None.



TRADESMAN
(LEARNED MAN)

The Tradesman is a skilled salesman who can always be found in market places, eagerly agitating to try and convince people to buy only what he is offering. He does not have to make his own merchandise, he could very easily just be an extremely clever salesman, a skilled bargainer, and have a good feel for people.

ATTRIBUTE REQUIREMENTS: CHR 11.
AREAS OF KNOWLEDGE:
Communication, Learning, Craftsmanship.
SPECIAL REQUIREMENTS: None.

WARRIOR MONK
(WARRIOR/RELIGIOUS)

Nowhere near all of the monks in the world of Gemini are gentle and peaceful. Many train in the use of weapons to protect their God and his teachings, especially since the Iron Gate was opened and the Darkness gained access to the world. The warrior monks spend much of their time in religious contemplation and maintenance of their monastery. But sometimes it happens that they leave the cathedral's safe walls, and function as escorts for pilgrims, or fight against the sovereigns and their faithless soldiers.

ATTRIBUTE REQUIREMENTS: PHY 10, AGL 12, MEN 14.
AREAS OF KNOWLEDGE: Learning, Close combat and Missile weapons.
SPECIAL REQUIREMENTS: A warrior monk must have the Theology specialization.

WITCH HUNTER
(WARRIOR/LEARNED MAN)

In the world of Gemini, those who know the secrets of magic are often egoistic, and easily affected by the Darkness, which wants to call all magicians to its side for the final crusade, when the whole world shall be made to bow down before Cyrus. The goal of the witch hunters is to prevent this at all cost. A witch hunter is often a former Knight Templar or warrior monk, who has been given the Church's blessing to carry on their hunt for magicians even though they have fallen from the faith, and be richly rewarded for it. They can also be magicians who have been spared the flame by taking a solemn vow to always oppose other magicians.

ATTRIBUTE REQUIREMENTS: STR 14, PHY 14, AGL 11, MEN 14.
AREAS OF KNOWLEDGE: Learning, Close combat or Missile weapons, Awareness.
SPECIAL REQUIREMENTS: None.

6. MAKE A CHARACTER DESCRIPTION

All the values for attributes, secondary attributes, and knowledge levels in different areas of knowledge that your character has been given are important because they are the foundation upon which, at least in game technical terms, he rests. However, role-playing games are not just rules and rolls of the dice. To make you character into a living, feeling, person, it is important to create a comprehensive character description.

The character description should include a number of things, among others a many faceted personality and a well-documented background - a history and memories of what once was. You should also describe the driving forces behind his decision to leave home and begin adventuring.

When you make the character description you are not bound by the rules. It is you who decide what kind of personality your character should have. The very best thing is if you make your character description together with the Narrator so that he can fit him in to the story he intends for you to play.

6.1 APPEARANCE

Your character's appearance is totally up to you. There are, however, a few things that might be worth considering: eye color, hair color, length of hair, facial hair, tone of voice, and certain distinctive features, like scars or tattoos.

Dwarfs usually have fairly extensive beard growth, and elfs usually do not.

Example: Martin decides that Raquel should have green eyes, shoulder length black hair, and a decisive voice.

6.2 BACKGROUND

The description of the character's background should, among other things, include: where he is from, what he has done before, who his parents are, and any friends and enemies he might have. Maybe there is the heretical rival from church school, the friend from your youth on the farm who has become a mercenary, or the half-forgotten childhood sweetheart who has now married a powerful Duke.

If you want direction when you are creating your background you can make use of the Background Events below.

There are five different tables for Background Events, and which one you use depends on what category, or categories, your career belongs to. The five different categories are: Warrior, Thief, Learned Man, Religious, and Hunter. If you have more than one roll to make these should be split as evenly as possible between your career's different categories.

The Background Events are described according to a very general format, so that they can be fitted as neatly as possible into your background history. It is not something, which you have to follow slavishly, but provides simple anchors, around which you can

THE RINGS OF YVERS

In Yvers, in north Cavala, there are three, gigantic, stone circles, ancient monuments from a lost time. Together, the circles form a perfect triangle, a symbol with a long since forgotten origin. The stone circles are so old that they are mentioned in the scripts of the first Marquis, and in the Book of Darkness, sometimes as heretic relics, sometimes as places of religious importance.

The Church has tried to destroy the circles on a number of occasions, but without success. Nothing seems able to move or damage them. Who it was that built the stone circles remains a mystery, but they are assumed to be a construction from the same era as the stone ships on Luceria, from a time long before man had set his foot on the Earth.



build a more living and detailed history. If you find a background event, which you want to use, but can't get because your career is not part of that category you can of course choose it anyway, as long as the Narrator allows it.

On the table below you can see how many rolls on the Background events table your character gets to make, depending on his age group.

YOUNG	MATURE	MIDDLE AGED	OLD	ANCIENT
1	1	2	2	3

HUNTER

1D20 RESULT

1-2 HISTORICAL RELIC: You have, during your travels through forests, mountains, and isolated wilds, come across a forgotten historical monument (an abandoned monastery, a forgotten mausoleum, an overgrown stone circle). From it you have taken one or more items (exactly what the Narrator determines).

3-5 TRAVELER: Your hunts have taken you far and wide, all over the known world, and you have stories to tell from all its four corners.

6-8 TROPHY: You have brought down an especially sought after beast, and bear parts of its anatomy as a trophy, maybe in the form of its teeth as a necklace, or as a coat made from its fur.

9 RESPONSIBLE FOR ANOTHER'S DEATH: You have, by mistake, caused the death of one of your friends during a hunt, something which weighs heavily on you especially since you know that some claim it was no accident.

10-11 BORDER TRANSGRESSION: During a hunt you accidentally happened to find yourself on the Church's, or a Lord's, land, and were discovered. Either you were caught and punished for poaching, or you got away and are still wanted.

12-13 ANIMAL FRIEND: Your upbringing, close to nature, has meant that you have developed an understanding of the language of animals, their way of thinking, and their emotional life. You know how to behave around animals, and wild animals will not attack you if unprovoked.

14 LOST: You have, on some occasion, probably as young, wandered deep into the forest, and had to take care of yourself for a considerable amount of time before being returned to civilization.

15-17 SERVICE FOR A LORD: You have, during a period of time at least, been in the service of a Lord, Duke, or bailiff, as a forest ranger. Why you had to leave his service is up to you and the Narrator (maybe you helped a poor poacher, or fell in love with the Lord's daughter but were considered unworthy of her hand).

18-20 BEATEN BY WILD ANIMAL: You have been confronted by a large, dangerous, wild animal, and lost. You probably have large scars on both body and soul after the experience.

WARRIOR

1D20 RESULT

1-2 SURVIVAL: You are one of the few, perhaps the only, survivors of a famous battle, ambush, or treachery. You saw your friends and comrades in arms, fall around you. Now you burn with the desire for revenge on those who made your defeat possible.

3-5 CAMPAIGN: You have participated in a great campaign (or crusade if you are a Knight Templar) where you experienced the heat of battle. You have razed enemy provinces and fought for your lord, whether he is divine or profane does not matter.

6-9 SERVICE FOR A LORD: You have served in the court of a Lord (or Bishop if you are a warrior monk) where you have made many contacts.

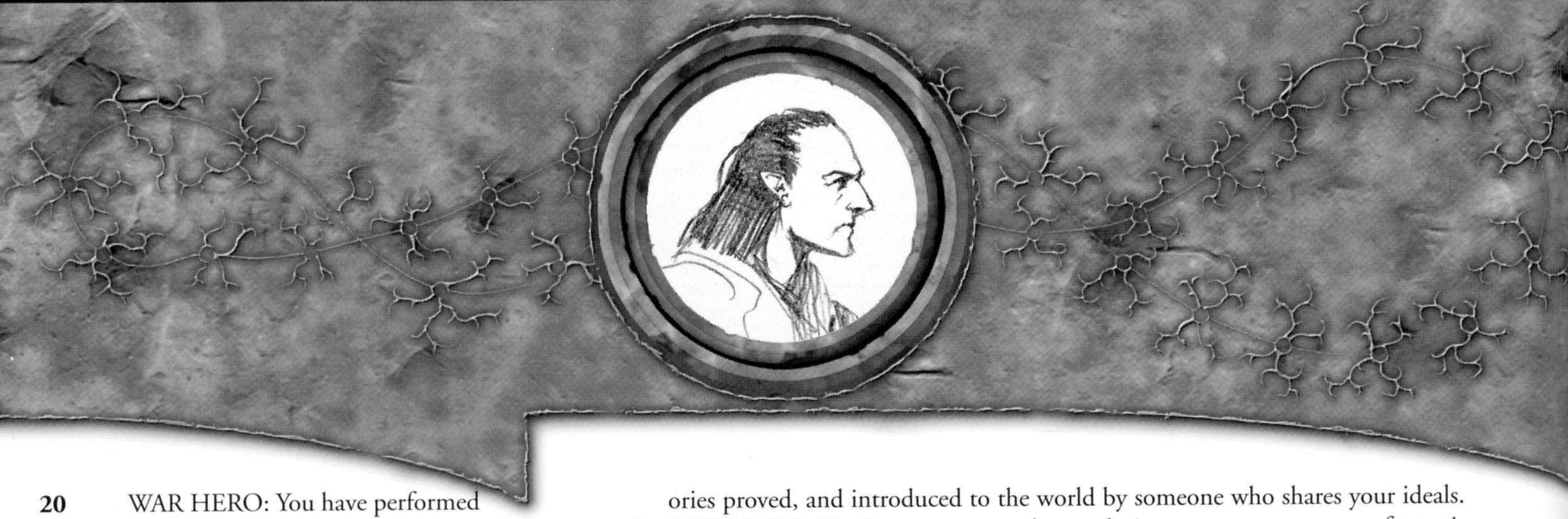
10 TRAITOR: You have betrayed your province, your Lord, and your fellow man, or your belief, in a way which no one can forgive - if they know that is.

11 DUELER: You have fought a duel about some matter of honor, a woman's favor, a wrongful accusation, or an attempt to stain your reputation. Against whom you fought, and if you won, is an important part of your character's background. Your opponent can have become your worst enemy, or you best friend.

12-13 PRISONER OF WAR: You have been imprisoned during a war, but either escaped, or been ransomed for enemy prisoners. Your captivity can have been extremely unpleasant and created a great deal of rancor in you, but you could also have been well treated and made new allies.

14-16 BLOOD BROTHER: During your time as a soldier you have made a friend who is more than just that. You have sworn to always be there no matter what he asks. Of course, he has promised you the same.

17-19 PROMOTED: You have been entrusted with some sort of position of authority, either as an officer, honorary officer, military advisor, or something similar.



20 WAR HERO: You have performed an astonishing deed of heroism. Maybe you have captured an enemy commander, made possible a crushing victory through a great sacrifice, or made a lone stand against ten or twenty opponents to defend the army banner.

LEARNED MAN

1D20 RESULT

1-3 AUTHOR: You have, at some point, written a book of poetry, a novel, or a historical work, which has gained great fame, been sung by troubadours, or cited by learned men all over the world.

4-5 MASTER'S STUDENT: You have studied under one of the world's most prominent scientists, at the academy in Bervoche, or maybe with the astrologers at de Lancre's Court.

6-7 MAGICIAN: You have found ancient spell books, and thereby come into contact with the dark magic. You get KL 1 in Magic (see the chapter with the same name for details). Your nature is not affected, at least not yet.

8-9 DISILLUSIONED: You have understood that reality is terrible in many ways. You despise the sovereigns' tyranny, and fear the coming Darkness more than anything. For you, existence is a mixture of plague and cholera.

10 SCAPEGOAT: You have, on some occasion, been an advisor for some highly respected individual (either within the Church, or at the court of a Lord), and have had to carry the blame for a great failure, which has greatly sullied your name.

11-12 THE ETERNAL SEARCH: You search for the ultimate truth, not the Church's or the Darkness' truth, but the scientific truth. At some point you have had your theories proved, and introduced to the world by someone who shares your ideals.

13-14 INVENTOR: You have constructed a revolutionary new system, or a fantastic object within the science, which is your specialization. You may have created a new meter, a new way of interpreting the stars, constructed a new view of the world, or a model for predicting the weather. Whether or not the idea/object, is established is for you and the Narrator to determine.

15-18 BOOKWORM: A large part of your youth was spent in study. Very few were the hours when you saw the sun, or in any way existed outside your study chamber. The reason for this can either be parental force, or burning interest.

19-20 SCIENTIFIC TREASURE: You have managed to lay your hands on a scientific treasure, ancient history books, the first flora and fauna scripts, an antique astrology lab, or a well known scientist's pendulum.

RELIGIOUS

1D20 RESULT

1 CONVERTED: During your studies at cathedrals and monasteries you have discovered the truth of the Darkness. It is not certain that you have fallen, but you have begun to study the mysteries of magic, and can, if you want, choose the Magic knowledge area (in that case your nature becomes -10).

2-4 CRUSADE: You have participated in a crusade against one of the sovereign provinces and seen the heretics fall to the Knight Templars' swords during the priests' loud chanting and blessing.

5-7 SINNER: You have sinned but been forgiven, though not completely without paying the sinner's price, which has left marks on both your body and soul. The one who absolved you of the sin is forever your guardian, and for yourself you suffer with the memory of your weakness.

8-9 AFFLICTED WITH DARKNESS: You have confronted the Darkness in its true form, gazed down into the howling abyss, and met its agents, strengthened by the One's love. Maybe your abbot has shown himself to be possessed, or some of your friends are part of a heretic sect.

10-11 RELIC BEARER: You own a relic (nature 1D20/2). How you came to possess it is a part of your background. It could, for example, be a gift from a Church dignitary, be something you bought, or found.

12 SALVATION MARCH: You have taken part in one or more salvation marches across the land, chosen to represent the Church's glorious illumination.

13-14 MEETING WITH THE AUTHORITY: You have been permitted an audience with one of the Marquis or a bishop, and have during a short while been allowed to bask in his divine glow. Why and how is worked out with the Narrator.

15-17 PILGRIMAGE: You have made one or more pilgrimages to distant holy places, and the experiences you have gained are carried forever in your soul.

18-19 HONORARY TITLE: You have, at the monastery where you gained your education, reached respectfulness, and been given an honorary office (if you are a monk this could mean that you are key master, or cellar master, if you are a Knight Templar, knight hood of the second or third degree, if you are a priest e.g. organist, parish clerk, or chalice bearer).

20 REVELATION: You have met the One or one of his Marquis in a holy vision which has changed your life. Your nature is raised by 10.

CERGOVIA'S MINES

The mountains of north Cergovia are well known for their ore deposits, and from a very early time in history, fortune seekers from all over the continent came to the mountains to stake claims in the mining areas, on a hunt for the cliffs' hidden riches. They hoped to find the gold which could save them from the misery of poverty, and make them free men, free from the oppression of the sovereigns, and the burdens of the Church, free to say and do whatever they wanted to. The fight for fortune became hard, and many were deeply disappointed when they did not find the wealth they had hoped and struggled for.

Of course, there were those who succeeded, but they were soon overpowered by someone stronger and more powerful. Now, many of the mines gape empty, they have collapsed, been abandoned, or completely stripped of their treasure. Yet they still exert an aura of attraction on many, and every now and then the rumors spread again. Maybe there is a fortune buried somewhere under the rubble?



THIEF

1D20	RESULT
1-3	STOLEN GOODS: You have, in some way, got an incredibly valuable, and quite powerful object in your possession, which is definitely impossible to sell. It can be a holy relic, a noble family's heirloom, exactly what you and the Narrator decide.
4-7	FOOLED: You have at some point been completely fooled, either by a companion, fence, or patron. Assumedly, you are quite eager to, if you get a good enough opportunity, return the favor.
8	TREASURE TROVE: You have a relatively large fortune hidden away somewhere. The simple problem is that certain circumstances (e.g. war, adventurers' discovery, or something similar) means that you can no longer get at it.
9-12	PRISON SENTENCE: You have sat imprisoned, in a cold dark, damp, cell. How long, why, and with whom, is for you and the Narrator to decide.
13	WRONGLY ACCUSED: You have been accused of a crime you did not commit. You are assumedly hunted or wanted. Why you have been accused is up to you, maybe you were in the wrong place at the wrong time, or you were the victim of a conspiracy.
14-15	WANTED: You have performed a number of thefts or other crimes for which you are wanted (luckily only in one province – or several if you have committted crimes against the Church).
16	GREAT DEED: You have performed a great deed (a fantastic haul, an impossible assassination, or an insane escape). Even if your face is not recognized, your name and deed are known.
17	MURDER IN SELF-DEFENSE: You have killed another person, but that was not really your intention. Maybe you are wanted for your deed, maybe you were able to make it look like the accident it was.
18-19	HONEST BACKGROUND: That you ever slid on to the wrong side of the law was pure bad luck, or clumsiness. You had a bright future ahead of you when something went wrong, and now you are a wanted criminal.
20	WITNESS: You have witnessed a terrible crime, maybe you have seen a possessed abbot have a young monk killed, or how a Lord conspired to kill his wife's lover. The knowledge you have is life threatening to yourself, and you would probably be doomed if anyone knew that you know what you know.

Example: Since Martin still has not really decided what background Raquel should have (except that she is from a farming background) he decides to roll on the Background Events table. Since Raquel is a Soldier he rolls on the Warrior table. He rolls 13 and sees that Raquel has been a prisoner of war. It seems exciting, something that can have hardened her, and got her dear friends, or bitter enemies.

6.3 PERSONALITY

The character description should also include a well thought out personality description. It can include his foremost traits and examples of how he reacts in certain situations. Is he careless or pedantic, brave or cowardly, compulsively honest or a notorious liar? Is the character a brutal type who is quick to use violence, or does he prefer to use cunning to solve problems? Is he generous or miserly? Is there anything special, which makes him, incredibly frightened, or completely enraged?

To ease the development of your character's personality for you, we have a number of contrasting traits with comments on how a character with the different aspects functions, reacts, and acts. These contrasts are intended to be a guide for you when you create your character, and can work as key words in your personality description.

Chose one of the extremes in one to three of the contrasts when you create your character to determine his personality. Which of the extremes you chose is of course entirely up to you. You are very welcome to develop just why your character has these traits, and to invent your own if necessary.

Write down your traits in square 6.3 on your character sheet.

SHY - FORWARD

A shy person has difficulties with making contacts, and prefers to avoid speaking out in the presence of others. He is afraid that people will be offended if he speaks to them, and is therefore usually an outside observer rather than an actor, especially in heated debates, on meeting new people, and the like. A forward person, on the other hand, loves being introduced to people and has absolutely no fear of getting involved in discussions and getting to know new people. Playing a shy person is not that easy, because it can mean having to restrain yourself in situations where one would perhaps have liked to get involved, or taken the initiative.

MODEST - BOASTFUL

The modest people do not like to talk about themselves, instead they prefer to let other people take the credit for their triumphs. The boastful on the other hand likes to shout out everything he has experienced, and the great deeds of heroism he has performed, far and wide. He will happily take the credit for other peoples' actions. Not seldom does he take the opportunity with both hands and "improve" the story slightly. A person who hears a boastful person tell a story for the tenth or twentieth time will probably not recognize the original version.



BOLD - CAUTIOUS

A bold character dares to take risks to reach his goals. He does not fear danger, but is attracted and intrigued by it. To constantly live on the edge gives him true satisfaction. The cautious, on the other hand, does not take any unnecessary risks, and contemplates all his actions in peace and quiet. Therefore foolish people often call him cowardly. A bold character is always fun to play, but a cautious one can be just as interesting, especially as a counterbalance against other forces in the group.

TACTFUL - BRUSQUE

The difference between the tactful and the brusque is that the tactful has an instinctive feel for what you can and can not say, while the brusque has no thought before he opens his mouth. He insults and embarrasses people with his coarse comments, often without noticing it. He says what he thinks, without worrying what others will think, which gains him both friends and enemies.

HUMORLESS - JOCULAR

Humor is something, which is terribly important for many people. It becomes easier to keep your spirits up in the hard times, which reign, if you allow yourself a good laugh now and again. The jocular person has understood this and does not hesitate to laugh at both this and the other, though without necessarily stepping on any toes. Life, for him, is just too serious to be taken seriously. A humorless person can have at least two different views about his lack of humor. He can very well, on one level, have understood that the jocular person is right, but can not force himself to act in accordance, and can be frustrated by this (which might just add to his humorless nature). On the other hand he might believe that nothing is worth laughing, or smiling foolishly at. For him, life is not something, which is supposed to be funny.

GRATIFIED - DECADENT

The gratified person is someone who enjoys life's pleasures, while the decadent person is a pleasure seeker who no longer feels any gratification because he has taken the pleasurable in dangerously large amounts. While the gratified person has a glass of good wine, listens to the troubadour's song, and leans back on a comfortable bed of furs, the decadent empties a barrel of wine and stares with empty, hungry sockets, at the, in his eyes, awkward entertainers.

DILIGENT - LAZY

These two character traits often lead to opposition, conflict, argument, and hurt feelings. The diligent person does not shy from work, even if it will be very hard, while the lazy will at any price avoid any sort of strain. If you choose to play a lazy person you will probably, with skillful role-playing, be able to really grate on your fellow players' nerves.

QUIET - TALKATIVE

The traits of quiet and talkative are somewhat similar to those of shy and forward. The important thing is that they do not have to go hand in hand. A quiet person does not talk often, but when he does he chooses his words with care, but this does not mean that he has to be shy. The talkative person talks a lot about many things, often not connected in any way, and he tends not to talk about grave or serious things.

EMPATHIC - INSENSITIVE

An empathic person easily feels changes in peoples' moods. He knows when someone becomes upset or angry, if someone is happy or sad, and he has an understanding of how people react. An insensitive person neither understands nor cares about others' feelings, he walks all over them without sympathy, and does not care if they get hurt. Many would see him as an emotionless monster without respect for others – and this could very well be true.

RUDE - POLITE

A rude person has never learnt how to behave around other people, and if he has it is long since forgotten. He has made a habit of being unpleasant, never seeming modest, and happily insulting people. The polite person, of course, is the exact opposite, he does his utmost to understand how other people think, and is often very formal.

LAVISH - THRIFTY

Money and riches is one of the greatest driving forces for humanity in Gemini's world. A lavish person is generous and does not mind sharing what he's got with those who have not. The thrifty, on the other hand, has understood what you can do with money and how important it is to be careful with what you have. The thrifty can also be miserly and greedy, or can at least be seen as that by those around him.

PEACEFUL - VIOLENT

The violent person prefers to solve his problems with the sword, while the peaceful prefers to discuss other solutions. It is wise to be careful about using violence and drawing your sword, because once you have drawn it you may have to use it. A very violent character can also be very short lived.

THE GRADES OF THE KNIGHTS TEMPLAR

When a young man comes to a templar order, he is not immediately proclaimed a full member of the order. He must go undertake a worthy struggle, a lot of spiritual contemplation, and reach a certain level of worthiness, to be dubbed a knight by the order master. The lowest level of knight is squire, but then you are not yet a full knight. Instead you are allowed to learn the ways of knighthood by serving an older knight. When you have reached the level of knight, you can rise in levels of knighthood, often by as many as ten grades. This occurs through your doing the order different favors, donating money from the family fortune, or showing bravery in battle.



THOUGHTFUL - IMPULSIVE

To be impulsive is to do whatever takes your fancy, often without thinking about the consequences. An impulsive person easily finds himself in trouble, is very unpredictable, and can assist in creating very interesting situations for the group. A thoughtful person, if you flip the coin, thinks everything through at least twice before he makes a decision, and weighs the advantages and disadvantages against each other very carefully to be sure that he makes the right choice.

DISHONEST - HONEST

An honest person has difficulties with the untruth, even in situations where the lives of his friends depend on him lying. It goes against him to break laws, and he will do his utmost to make sure that things are done in an impeccable way. A dishonest person lies a lot and with pleasure as soon as it stands him anything to gain, he breaks laws without thinking about it, and feels no remorse conning people.

Example: Martin has decided that Raquel should be bold and impulsive, two traits, which mean that she often finds herself in difficult situations. Raquel always throws herself fearlessly into the jaws of danger because she never thinks twice about what she is doing.

6.4 MOTIVES

One of the most important things about a character is what his driving forces are. What are his goals and motives in the world? What makes him act as he does, and make the decisions makes? Is he on a hunt for power, honor and riches, justice for the poor and oppressed, or is his fight the eternal one against the hungering Darkness? By deciding a character's driving forces you are gaining additional help in your portrayal of him.

When you create your character you should choose one or two overshadowing motives which becomes your character's absolutely most important driving forces. Write these on your character sheet under the heading "Motive" (square 6.4)

Remember that naturally there are more than one or two motives which drive you character forward towards his goals. Money, of course, has meaning for everyone, but you should only choose fortune as a motive for your character if it is the absolutely most important thing in his life. Do not hesitate to create your own motives if you think those presented here are not enough.

REVENGE

The character has some time in the past been the victim of a great injustice, been exposed to some unnamable evil, or had his plans completely crushed by someone else. Now his overshadowing driving force is to set everything right, to regain what he has lost, and to claim vengeance on the one who has caused all this.

EQUALITY

A character with the motive of equality believes that all people are equal in worth, a farmer is worth no less than a marquis, or a Knight Templar. Through his actions he tries to live as if this was the case, and he is constantly trying to force other's thoughts in the same direction.

POWER

He who has enough power is undefeatable and can do what he wants, when he wants. To reach the heights of power is the character's utmost goal. A character with the power motive does not need to hunger for the executive power, or be famous and sung in legend. He could very well be happy as a gray eminence, to have a lot of power, but to exercise it in the shadows.

ENJOYMENT

Life is meant to be lived, not to be wasted on uninteresting struggles like mankind's salvation from the Darkness, or to swear the Church vows and to improve oneself in the first Marquis' texts. A character with the motive of enjoyment tries not to take life seriously, avoid great strain, and instead do what he is best at, like enjoy spicy food, well-matured wine, atmospheric song, or the beauty of nature.

FORTUNE

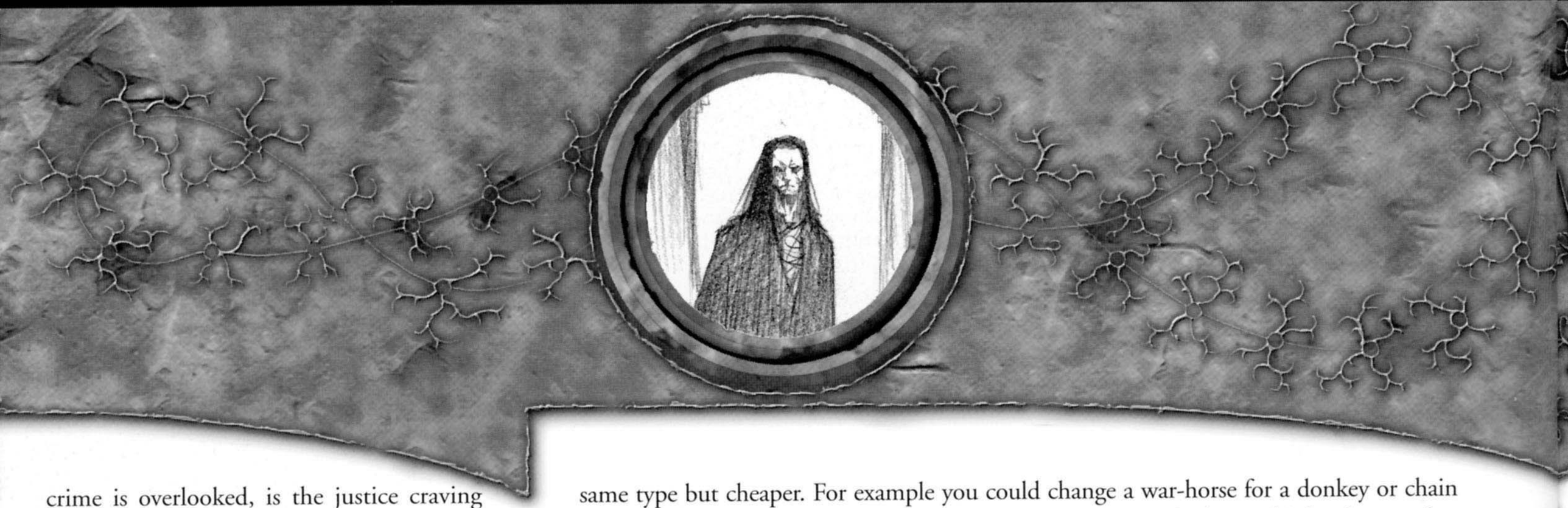
Money can change the world. It can turn peoples' souls and cause them to abandon all they had previously believed in, for the hope of a fantastic future, ensured by riches. That a character is driven by an immeasurable hunger for riches is not unusual. However, remember that not everything can be bought for money.

HONOR

Honor is something, which is held in high regard by the Church's knightly orders, and many of the young noblemen who stand by the Church's side in the fight against the great Darkness. True honor is something you attain by being truthful, bold, and fighting bravely on the battlefields. For any character who has the motive of honor and is brought up in the Church's provinces the fight against the Darkness' servants, the lying heretics, and their demons, is probably the most important thing. If you die the martyr death in the fight against the evil you will be remembered as a hero. That is the promise of the Church.

JUSTICE - LAW AND ORDER

To make sure that justice is done, that no one is unjustly oppressed, that no innocents are sentenced or punished, and that no



crime is overlooked, is the justice craving character's foremost goal. He probably believes that crimes against the eternal law are unforgivable, and that criminals and heretics should be hunted down and brought to trial, wherever they may be found.

BELIEF

A character with the belief motive is completely loyal to the One, his church, and his law. In his actions he holds the knightly orders' and the Marquis' ideals foremost, praises honesty, humility, justice and compassion (for those who deserve mercy). Remember that it is not at all necessary that a character is a Knight Templar for him to have this motive. He could very well be a simple farmhand who is attracted by the glamorous life of a knight, and is repulsed by the decadent Darkness.

CHIVALRY

The motive of chivalry means that a character holds the classical knightly ideals foremost, and praises humility, bravery and honor. It is common among character's with noble backgrounds from the Sovereigns' provinces. However, nowhere near all knights are the flowers of chivalry.

Example: Raquel has two motives, which have guided her through her life - Fortune and Honor. Her desire for riches flows from the fact that life on the farm was everything but a life of luxury. She hopes that through her adventuring she can scrape together a large enough fortune for her father and mother to be able to buy new animals and get some farmhands. She also wants to become like those heroes her mother told her about when she was little, change the world, and forever set her name in the pages of history.

7. DECIDE EQUIPMENT

No character starts life empty handed. Firstly he gets starting equipment depending on his social status. All the items in the starting equipment can be changed for others of the same type but cheaper. For example you could change a war-horse for a donkey or chain mail for a leather jerkin. When you have chosen the things which you think suit your character you can also by extra equipment with you starting funds. Items and services, which you can get, are described in the Equipment chapter. The equipment in this table is cumulative, so that a farmer has everything a pauper has as well as extra equipment he gets for being a farmer and so on.

PAUPER

A pauper character begins life relatively empty handed. He has tattered clothes and some simpler equipment, like a sack, wooden utensils, torches, flint and steel.

FARMER

A character from a farming background has it slightly better. He has decent clothes, worn by the hard work on the farm, simpler wilderness equipment, sacks, a dagger, and a tinderbox.

BOURGEOIS

The bourgeois gets respectable clothes, a chest (25 l), a dagger, a close combat weapon of choice, and a tinderbox.

FREEHOLDER

The freeholder has clean, whole, clothes appropriate for a farmer. He has a smaller horse, sacks, a large chest (100 l), a dagger, a tinderbox, and simple metal utensils.

WELL-TO-DO BOURGEOIS

The well-to-do bourgeois has clean clothes of fashionable cut, a leather armor, a dagger, a riding animal, and a small cart.

LOW NOBLE

A character from a low noble background begins the game with two changes of presentable clothing, a scale armor hauberk, a dagger, a close combat weapon of choice, and a riding animal. Most of his equipment bears the family crest.

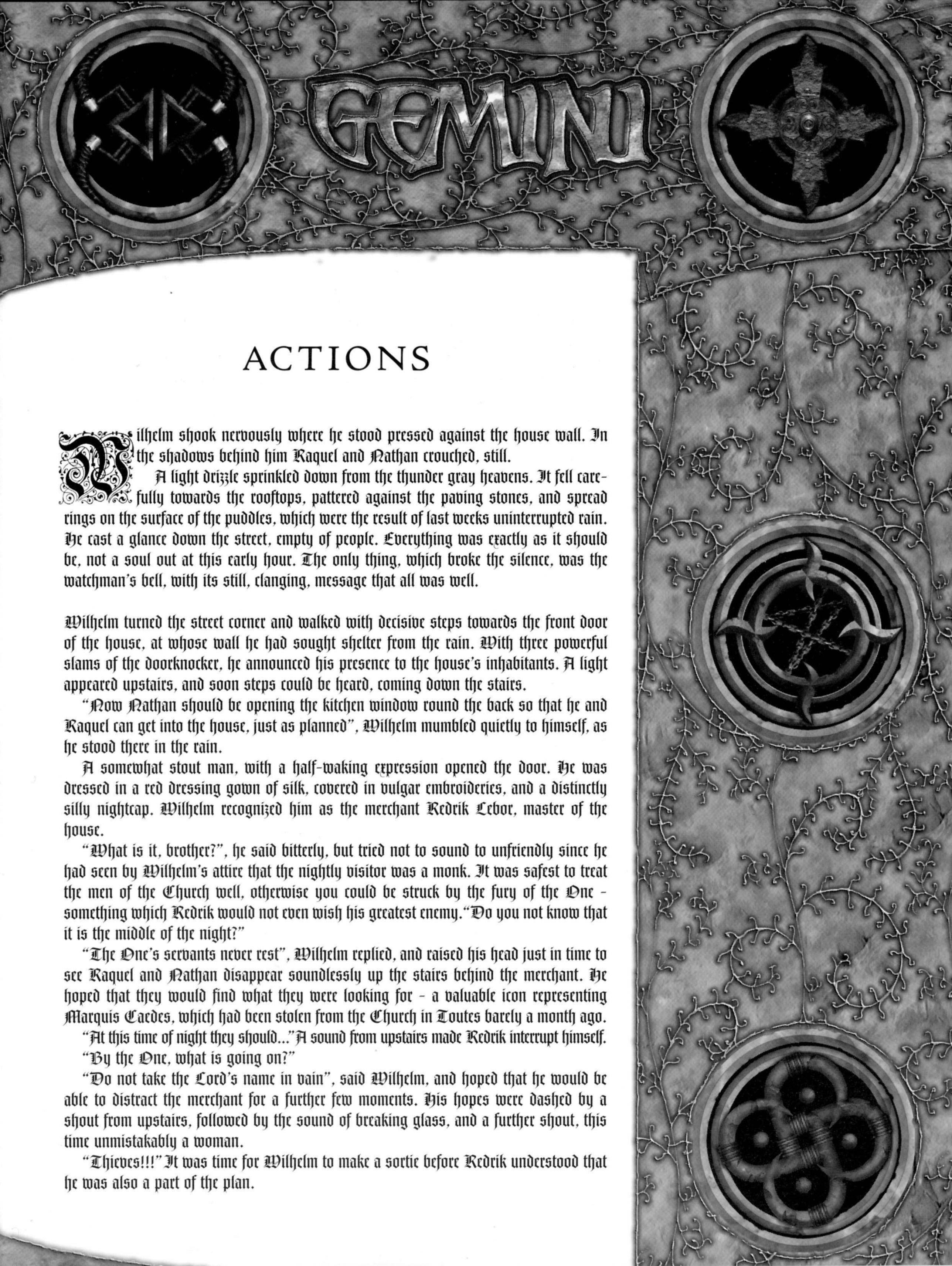
PRIESTHOOD

The starting equipment a character with a priesthood background has varies largely depending on what position their father holds. The starting equipment is decided together with the Narrator. The character should however, under no circumstances, have better equipment than a high nobleman.

HIGH NOBLE

A character with a high noble background usually has nothing to worry about. He has a number of different changes of the finest, tailor made, clothing, as well as a special occasion set. He gets two weapons of choice, a shield, chain mail, as well as a riding animal (cart if he wants it). Remember that a high noble character can get his hands on much more equipment than he needs, at least as long as he is in good stead with his family.

Example: Martin records Raquel's equipment and concludes that he is almost finished. He has a fairly clear picture of how she looks and what she has done in her life. Now it is just left to him to decide what province she is from, in what war she was captured, and where she was a prisoner.



ACTIONS

Wilhelm shook nervously where he stood pressed against the house wall. In the shadows behind him Raquel and Nathan crouched, still.

A light drizzle sprinkled down from the thunder gray heavens. It fell carefully towards the rooftops, pattered against the paving stones, and spread rings on the surface of the puddles, which were the result of last weeks uninterrupted rain. He cast a glance down the street, empty of people. Everything was exactly as it should be, not a soul out at this early hour. The only thing, which broke the silence, was the watchman's bell, with its still, clanging, message that all was well.

Wilhelm turned the street corner and walked with decisive steps towards the front door of the house, at whose wall he had sought shelter from the rain. With three powerful slams of the doorknocker, he announced his presence to the house's inhabitants. A light appeared upstairs, and soon steps could be heard, coming down the stairs.

"Now Nathan should be opening the kitchen window round the back so that he and Raquel can get into the house, just as planned", Wilhelm mumbled quietly to himself, as he stood there in the rain.

A somewhat stout man, with a half-waking expression opened the door. He was dressed in a red dressing gown of silk, covered in vulgar embroideries, and a distinctly silly nightcap. Wilhelm recognized him as the merchant Redrik Lebor, master of the house.

"What is it, brother?", he said bitterly, but tried not to sound to unfriendly since he had seen by Wilhelm's attire that the nightly visitor was a monk. It was safest to treat the men of the Church well, otherwise you could be struck by the fury of the One - something which Redrik would not even wish his greatest enemy."Do you not know that it is the middle of the night?"

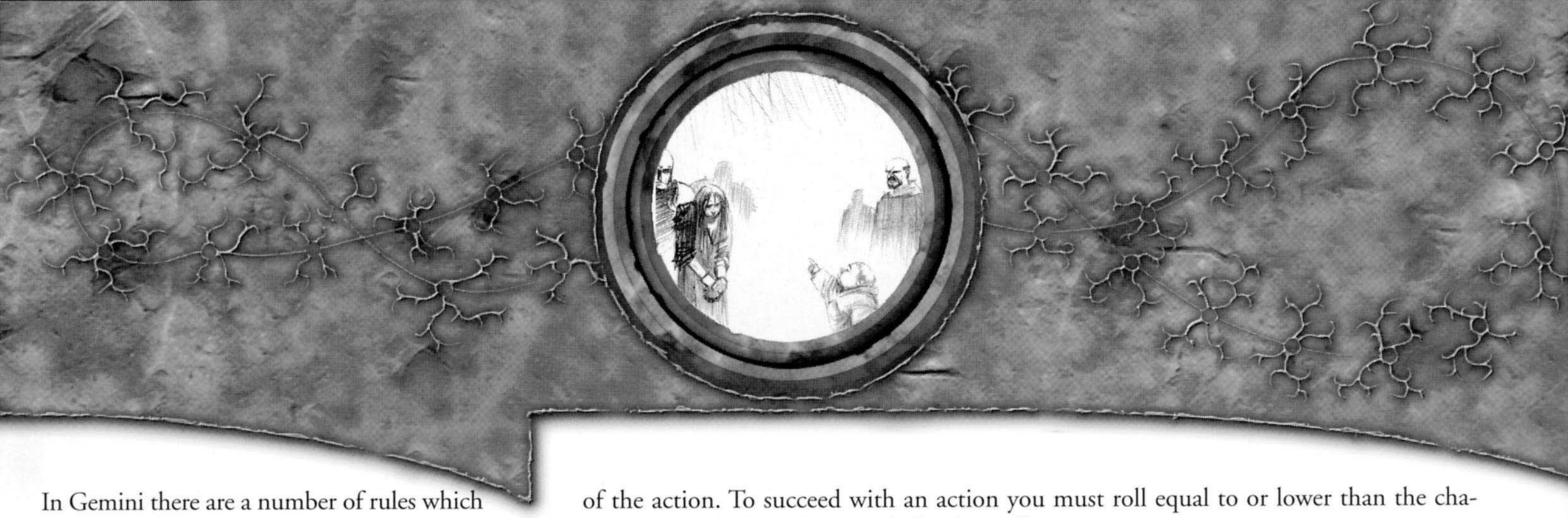
"The One's servants never rest", Wilhelm replied, and raised his head just in time to see Raquel and Nathan disappear soundlessly up the stairs behind the merchant. He hoped that they would find what they were looking for - a valuable icon representing Marquis Caedes, which had been stolen from the Church in Toutes barely a month ago.

"At this time of night they should..."A sound from upstairs made Redrik interrupt himself.

"By the One, what is going on?"

"Do not take the Lord's name in vain", said Wilhelm, and hoped that he would be able to distract the merchant for a further few moments. His hopes were dashed by a shout from upstairs, followed by the sound of breaking glass, and a further shout, this time unmistakably a woman.

"Thieves!!!" It was time for Wilhelm to make a sortie before Redrik understood that he was also a part of the plan.



In Gemini there are a number of rules which determine whether or not the characters succeed in what they attempt. Normally you do not need to use the rules, for example, if the characters are trying to order food in an inn, or travel peacefully through the wilderness from one town to another. In some especially tense situations, however, when it is important to know if the characters succeed with their actions, you use the rules. In these situations it usually becomes necessary to make one or more dice rolls.

Gemini's rules build on two principles: Actions (the actions which a character makes) and Attribute rolls (the dice rolls which determine whether or not you succeed with the action you want to make).

TO ROLL THE DICE

In Gemini we use a twenty-sided dice. These can be bought in all well stocked toy and hobby stores. When you roll a twenty-sided dice the result is the figure, which faces straight upwards when it has stopped rolling and is laying still on the table. For the sake of simplicity we use abbreviations in Gemini. A twenty-sided dice is a D20, where D stands for "dice" and 20 for the number of sides on the dice.

THE ATTRIBUTE ROLL

The rules of the game are built up around a very simple tool - the Attribute roll. It is used to determine practically everything, which happens in the game, above all it is used to determine the outcome of the characters' actions. All characters have six different attributes which show their physical and mental ability (this is described in more detail in the Attribute section of the What is Gemini? chapter). When you are determining if a character succeeds with what he is doing you have to use an attribute roll.

An attribute roll is made with a D20 against the character's attribute. The roll is also modified by the character's knowledge level in the relevant knowledge area (including specializations) and the difficulty level of the action. To succeed with an action you must roll equal to or lower than the character's modified attribute with the dice roll.

In some cases there is no knowledge area that is relevant to the action the character is trying to perform. This is the case, for example, when the character is trying to resist magic or poison, or break down a door. In this case the attribute is only modified by the difficulty level.

COMBINED ATTRIBUTE ROLLS

Sometimes it is not enough to roll against one attribute to determine whether or not the character succeeds with something. In some situations there are several attributes which, together, decide the character's chance of success. A person's skill with the bow, for example, is determined by both his AGL and PER attributes.

When you make combined attribute rolls you add together the attributes values and divide by the total number of attributes, to get the average number which the attribute roll is made against.

Example: Raquel wants to try to do something that requires both AGL and PER. Raquel's AGL is 15 and her PER value is 13. Martin adds together the two values and divides by two (since he is using two attributes). The result is 14 (15+13=28 and 28/2=14). Martin will therefore need to roll 14 or less with 1D20 for Raquel to succeed.

DIFFICULTY LEVELS

All actions are not as difficult to perform. It is much easier to climb up a ladder, than to climb up a sheer cliff face. To show how difficult an action is to perform all actions have a difficulty level (abbreviated DL). The difficulty level is taken away from the character's chance of success with the attribute roll, so that actions with higher difficulty levels become harder to succeed with. An action of average difficulty has a difficulty level of 0. How difficulty levels work is described in more detail below.

CHANCE OF SUCCESS

A character's chance of success (abbreviated CS) with an attribute roll is equal to his attribute modified by his KL in the relevant knowledge area and the action's DL. This final value is therefore what you need to roll less or equal to, if you want to succeed.

CHANCE OF SUCCESS LESS THAN ONE

If you get a CL which is less than one it is still possible to succeed, even though it is not particularly easy of course. On the other hand you can not succeed perfectly. If you roll "1" on the D20 for your attribute roll you should roll again, and this time add 20 to your CS. The result of this in respect to success, failure, and effect, is determined as normal.

Example: Raquel has a CS of -2 for her attribute roll. She is lucky, and rolls "1", so she can still succeed. She makes a second attribute roll, this time with a CS of (-2 +20=) 18. She rolls 17 and just succeeds.

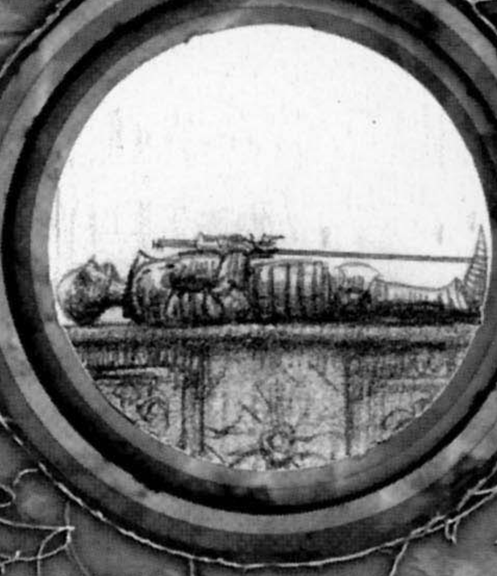
CHANCE OF SUCCESS HIGHER THAN 20

Evan if you have a chance of success which is higher than 20 you can fail. If you roll "20" you make an additional attribute roll, but this time you deduct 20 from your CS, the result of this regarding to success, failure, and effect, is determined as usual.

THE MUMMIFIED GRAND MASTERS

In the deeps of the templar castle in Merloch you can find the mummified remains of the grandmasters of five of the Church's most glorious orders, who, together, took their own lives in the grandmasters' hall, immediately after having declared their orders dissolved, and their members fair game for the inquisition. This, they did to show their unshakable loyalty to the Church, after that their orders had been infiltrated by heretics.

The reigning Marquis of Merloch at that time chose to embalm their bodies, and lay them out for public viewing in their armor, since they had died for the One. The event occurred in 1032, and since then the mummies have been popular goals for pilgrimages made by all believers.



Example: Nathan has CS 27 for his attribute roll. Unluckily he rolls 20, so there is a chance that he might fail. He rolls again, this time with CS (27-20=) 7. He rolls 12 and therefore fails.

TO SUCCEED PERFECTLY

On certain, special, occasions, you succeed extra well with the action you perform. In Gemini this is represented by the fact that if you roll a "1" on your attribute roll, you succeed perfectly. In this case you add 10 to the effect; this is true even in combat, something which can be worth keeping in mind for the next chapter.

KNOWLEDGE LEVELS

A person's CS for an action is modified by his KL in the relevant knowledge area, and specialization. A specialization is added to the KL for the knowledge area when you perform an action included in the specialization. This means that if you have KL 2 in Movement and the Jumping specialization, you are considered to have KL 3 when performing the action of Jumping.

The exact bonuses for all the different knowledge levels are also shown on the character sheet.

KL	MOD. OF ATTRIBUTE ROLL
0	ATTRIBUTE x 0.25
1	ATTRIBUTE x 0.75
2	ATTRIBUTE
3	ATTRIBUTE +2
4	ATTRIBUTE +4
5	ATTRIBUTE +6
6	ATTRIBUTE +8
7	ATTRIBUTE +10
8	ATTRIBUTE +12

DIFFICULTY LEVELS

In Gemini we use difficulty levels to represent the fact that not all actions are as easy to perform. Difficulty levels modify the character's chance of success for that specific action. In some places, in adventures for example, the exact difficulty level is often given in the text. It can be the difficulty level for picking a certain lock, disarming a certain trap, finding a concealed secret door, or identifying an ancient text.

A difficulty level which is positive (a + sign before the figure) means that the action is very easy, and the number is added to the character's CS. A difficulty level, which is negative (a – sign before the figure) means that the action is unusually difficult, and the number is deducted from the character's CS.

ROUTINE
DIFFICULTY LEVEL: +6

Examples of actions: Balancing along a half-meter wide board. Discerning the words of a loud conversation a couple of meters away. Following a muddy and bloody trail indoors. Recognizing a Marquis' heraldic symbol. Tricking a blind old woman into believing that you are a man of the Church.

EASY
DIFFICULTY LEVEL: +3

Examples of actions: Jumping over a two meter wide gorge with a considerable run up. Climbing up a taut rope ladder. Making a young boy admit to a crime under threat. Knowing the name of an earlier Marquis. Knowing the One's confession of belief. Hearing a chain mail clad warrior coming walking along behind the corner of an altar passage.

NORMAL
DIFFICULTY LEVEL: +/- 0

Examples of actions: Making your voice unrecognizable for a passing acquaintance. Riding a galloping horse along a forest road. Finding a badly hidden secret door. Socializing with noble people without making constant etiquette mistakes. Bribing a servant to reveal a seemingly uninteresting detail about his master.

FAIRLY DIFFICULT
DIFFICULTY LEVEL: -3

Examples of actions: Writing a presentable script, letter, etc. Leading twenty men into battle in difficult terrain. Hitting a small target ten meters away with a stone. Hunting in an unfamiliar area.

DIFFICULT
DIFFICULTY LEVEL -6

Examples of actions: Picking a sturdy lock without the proper tools. Swimming across a river against the current. Hiding a broadsword under a chemise. Navigating on an overcast night. Tracking a fleeing animal in rain and wind. Sneaking in scale armor.

VERY DIFFICULT
DIFFICULTY LEVEL: -9

Examples of actions: Reciting the first three chapters of Immanuel's gospel by heart. Fooling



a Knight Templar into thinking you are a priest when you are only a simple thief. Throwing yourself from the back of a passing horse and under a passing cart. Feeling the taste of a drop of wine in half a liter of water. Stealing a ring of the finger of a puffed up merchant.

CRITICAL
DIFFICULTY LEVEL: -12

Examples of actions: Catching a deer with only your hands. Driving a cart, at furious speeds, across uneven ground, chased by heretic Knights Templar. Climbing up a sheer wall without equipment. Jumping over a seven-meter wide gorge.

IMPOSSIBLE
DIFFICULTY LEVEL -15

Examples of actions: Getting yourself into the court of Marquis Lazarus under the pretense that you are his son. Hiding from your pursuers' dogs on a barren plain. Listening to a hushed conversation fifteen meters away in a smoky room filled with shouting and singing people.

TO PERFORM ACTIONS IN THE DARK
A situation which very definitely affects an action's difficulty level, is whether or not you have access to good light when you perform the action. This especially affects actions which involve movement and which require you to see what you're doing, like combat actions, jester tricks, and searching.

LIGHT	DL
TORCH LIGHT	-6
MOON LIGHT	-4
PITCH-DARK	-15

WELLBEING AND DIFFICULTY LEVELS
A character's wellbeing affects the difficulty level of the actions he is trying to perform. Every step of wellbeing above 0 ads 2 to the action's DL, and every step below 0 deducts -2. This is shown by the Wellbeing barometer on the character sheet.

EFFECT
Sometimes it can be important to know just how well a character succeeds with an action. This is done by working out the difference between the character's CS for the action, and what he actually rolled (that is, the unmodified value of the dice). The difference is called the effect, and with the help of the table below you can work out exactly how well the character has succeeded with the action. What is written on the table below is only the result the effect has on the performance of the action. Sometimes the effect can be important for another reason, in which case this is described in the individual action's description.

Example: Raquel has a CS of 16 for an action. Her player rolls "12', and the effect becomes (16-12=) 4, which, when Martin refers to the table, tells him that it is a Successful action.

E	SUCCESS
0-2	JUST: The character succeeds by the skin of his teeth. He just manages to throw himself under the falling portcullis, discovers the poison in the wine just as he is about to swallow a mouthful. Or manages to build a working, but not particularly beautiful or sturdy, item.
3-5	SUCCESSFUL: The character succeeds with the action. He lands on the right side of the gorge with space to spare, manages to climb up the rope faster than expected, or to not only hear what the people on the other side of the door are saying, but to recognize the voices as well.
6-10	GREAT SUCCESS: The character performs the action without noticeable effort and gets a great result. If what he is trying to do takes time he manages it in a third of the normal time, and still gets a good result.
11-15	FIRST RATE: If what he is trying to do takes time he does it in a fifth of the normal time and still gets a good result.
16-24	MASTERFUL: The character succeeds extremely well. If what he is trying to do takes time he does it in a tenth of the normal time and still gets a worthy result. Most people that see the character perform the action can not believe their eyes.
25+	UNSURPASSED: What the character does is completely unsurpassed and gainshim a place in history. The piece of music he plays puts people into a trance, the work of craftsmanship is one of the best ever and would bring in ten times the normal price if sold.

COMPARING EFFECTS
In Gemini there are many situations when two people compare their effects to see who succeeded best with the action they were trying to perform. This is the case, for example, in close combat, when two people are arm wrestling, or when someone is trying to escape pursuit. In cases where your success is dependant on how well your opponent does both people should make a modified attribute roll. The one who gets the highest effect wins.

THE CATHEDRAL IN RAVARRA

In Ravarra's glorious capital with the same name as the province, lies the first and primary cathedral. The cathedral building is magnificent with its domes, bejeweled towers, and exquisite vaults, and with all its add-ons of all different kinds (chapels, libraries, prayer rooms, study chambers, monks'- and priests' quarters, catacombs and grave vaults) it makes up most of the city. Everything in the capital revolves around the cathedral, around the One and his devoted helpers, sermonizers, and missionaries.

In the Magnius tower the Inquisition has its head quarters. There you will find, among much more, a forbidden library filled with notes about the unholy magic, its working, and how you resist it. The forbidden library is said to contain the world's largest collection of spell books.



When you are arm wrestling, for example, both people should make an STR roll. When you run you should make an AGL roll modified by movement. You could describe infinite situations. The simple rule is that in every situation where two opponents are up against each other you make an appropriate attribute roll, compare the effects, and the one who has the highest effect wins.

Sometimes the contest can go on for a longer amount of time, like a long and exciting chase, in these cases you can make several attribute rolls (the Narrator decides how many) and add the effects of all the rolls.

CHASES AND PURSUITS

One of the most exciting moments during a Story is when the characters are being pursued, or are themselves pursuing, a malefactor. To make chases as easy as possible the participants use their actual area of knowledge, and appropriate specializations, and compare the effects (for example, Movement when you are running, Movement and Riding, if the chase is on horse, and so on). To simplify the chase we use four different distances (short, medium, far, and very far) to show how far apart the chased and his pursuit are.

When the chase begins the Narrator decides at what distance the participants are at, and then, at regular intervals (exactly how often is decided by the Narrator) you compare effects. If no one wins by more than five the distance remains the same. If the pursued wins by more than five the distance increases by one (from short to medium, or fairly far to far) and if the pursuit wins by more than five the distance decreases by one. If the distance ever increases past very far the pursued has gotten away, and if the distance decreases to lower than short the pursuer has caught the pursued.

ACTIONS

There are an infinite number of actions, which your character can perform. He can eat food, go to bed, or go for a refreshing walk, but that is not very exciting. He can also try to hide from pursuing border guards, try to climb up a castle wall with the help of a rope, or look for a secret passage at the heart of an abandoned monastery. That type of action is considerably more interesting, and it therefore becomes important to know if the character succeeds or not.

To succeed with an action the character has to make an attribute roll. Often it is obvious which attribute to use, but sometimes it is difficult to decide which one is best suited. To assist the Narrator we have compiled a table for a number of different actions, which the characters will probably want to perform at some point during the game. The table shows which attribute to roll against, and what area of knowledge the action belongs to.

A compilation table of the different actions follows after the description below.

THE ACTION'S NAME: A general description of the action. This includes an explanation of what the action involves, different variations of the action, and explanations of some special variations.

DIFFICULTY LEVEL: Different situations that modify the difficulty level when performing the action. The modifications are always cumulative, i.e. they should always be added together, and in that way, they can make the action very difficult to perform. Do not forget that wellbeing always affects any action you are trying to perform.

EFFECT: The effect is normally used only to determine how well you succeed with an action. Here it states if it is used for anything else. In some cases, for example, a person's effect can become another person's difficulty level. Observe that these actions are just an example of what you can do. A complete overview of every possible action would be impossible to construct since the possibilities in Gemini are infinite.

ACROBATICS

The Acrobatics action includes performing acrobatic tricks, like aerial somersaults, cartwheels, normal somersaults, and, in similar ways, stun and impress an audience. Not all people master the skill of Acrobatics, which is why all difficulties count as double for those who do not have the specialization of Acrobatics.

DIFFICULTY LEVEL(DL): Hand somersaults (-2), Cartwheel (-1), Aerial somersault (-5), Walk on hands (-3), Triple aerial somersault (-18).

EFFECT(E): Only affects the quality of the success.

ACTING

To act is for some, a means of making money, but in Gemini it is also used to lie believably for a long period of time (like a type of Bluff, see below). When acting is used to confuse or con people the action is naturally affected by the situational modifiers, but as an art form it does not suffer the DL modifications, instead the effect is used to determine the quality of the performance.

DIFFICULTY LEVEL (DL): Depending on who you are trying to be (-2 - -20, e.g. it is very difficult to try to act like a priest without any knowledge of the One and his teachings).

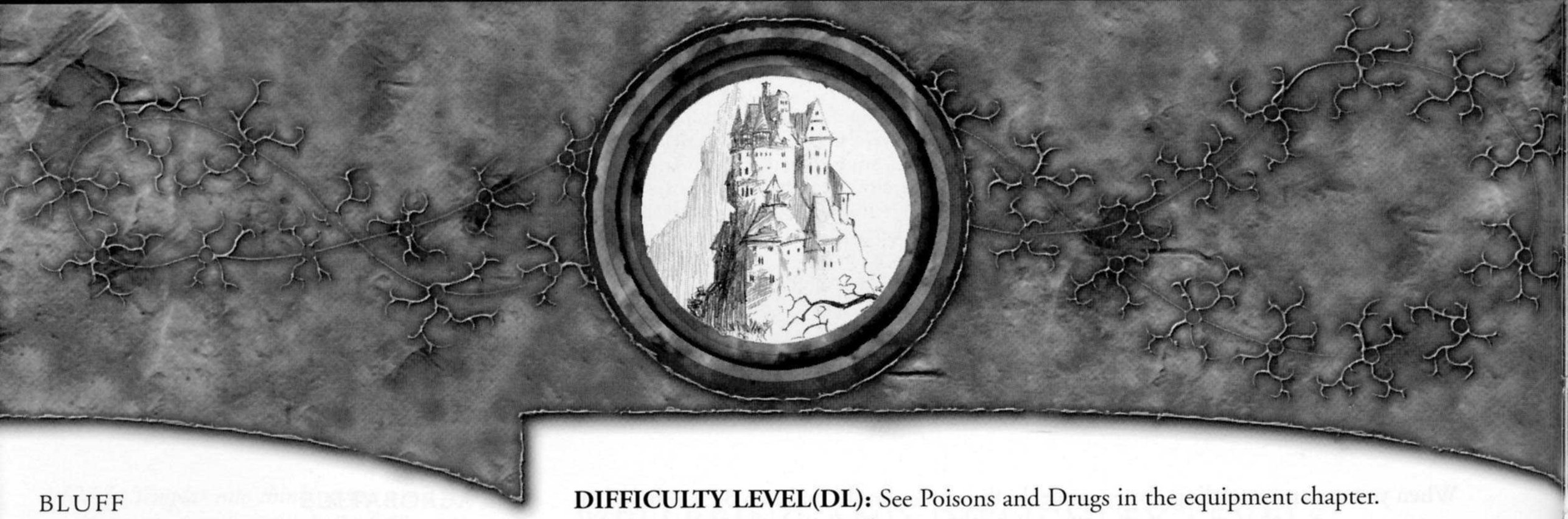
EFFECT (E): Quality, and an observer's DL to see through the act.

BARGAIN

When you are going to buy something, either from a merchant in a city, a smith in a country village, or a farmer right out in the middle of nowhere, you often want to pay as little as possible. You negotiate, haggle, and bid outrageously low to bring the price down. In Gemini we use Bargain as a collective name for all these actions.

DIFFICULTY LEVEL (DL): The salesman's effect for bargain becomes the buyer's DL.

EFFECT (E): For every 1 of E the price decreases by 5%, though it can never become less than 25% of the original price, and vice versa.



BLUFF

The action of bluffing involves trying to fool people, coming up with a quick and believable lie, and getting people to believe it. A person always has a chance to see through a bluff, by making a MEN roll modified by the person making the bluff's E.

DIFFICULTY LEVEL (DL): The one you are trying to bluff has reason to be suspicious (-1 - -10), the bluffer's appearance does not fit in with the bluff (dressed in tattered, dirty clothes when claiming to be the county's bailiff) (-1 - -10).

EFFECT (E): The bluffer's effect becomes the targets DL to see through the bluff. If he does not see through the bluff it has a duration equal to the same number of minutes as the bluffer's E, after which the target automatically sees through the bluff.

BRIBE

To Bribe is the art of using money, threats, or promises of future services, to convince people to do things which go against their grain and ethics (like breaking the law, committing violent actions, giving out secret information etc). People with a high nature are much harder to bribe than those with a lower nature, which readily do little things as long as there is a chance that they will stand to gain.

DIFFICULTY LEVEL (DL): The person's nature (- nature/2), if the action involves immediate danger (-1- -10, depending on how serious the danger is). The larger the bribe the better the CS (DL is modified positively).

EFFECT (E): None.

HERB LORE

Herb lore is the collective name for knowledge of healing herbs, drugs, and poisons. It is a knowledge area mostly retained by monks, but also by people in the countryside. The action is used when you are preparing a poison or a drug, but also to identify drugs and poisons, know their effect etc.

DIFFICULTY LEVEL(DL): See Poisons and Drugs in the equipment chapter.

EFFECT(E): Only quality of action.

CLIMBING

During many stories it will become necessary to climb up trees or hanging rope ladders, to get over high battlements and up house walls.

DIFFICULTY LEVEL: Few hand holds: from -2 (a branch less tree) to -15 (sheer cliff wall without holds), Rope (-7, with knots -5, rope ladder -3).

EFFECT (E): For every one of E, the speed increases by 10%.

COMBAT

All actions connected with combat are described in the Combat chapter of this book

CONCEAL

To conceal something is to hide it so that the average passer by can not see that you are carrying it. The action is also used if you are trying to hide an object somewhere, and you are trying to make it hard for people to find even if they look for it.

DIFFICULTY LEVEL(DL): The object size: -1 (dagger), -5 (broadsword), -10 (medium sized shield), how you are dressed : baggy clothes,(large cape etc.) +2, light clothing (thin shirt, tight trousers etc.) -5, is forced to go through body search, -5.

EFFECT(E): The opponents DL to discover the item. Remember however, that it is impossible to conceal certain items, like large shields, during a body search, unless you have made very careful plans.

CONVINCE

Sometimes it can be important to be able to convince someone that they are wrong and you are right. The actions of oration and argumentation, and the ability to use all the tricks of rhetoric, are called by the collective name of Convince in Gemini.

DIFFICULTY LEVEL (DL): The target is convinced of the opposite (-2 - -15, depending on the strength of the conviction).

EFFECT (E): The effectiveness of the persuasion. The higher the E, the longer the target will remain convinced. An E of over 8 means that the target will remain convinced forever, or at least until someone convinces him differently.

CRAFTSMANSHIP

The action of performing craftsmanship covers everything from constructing an object, repairing it and maintaining it, to evaluating it and judging another craftsman's work. To perform craftsmanship you need the right equipment and facilities. A smith needs an anvil and furnace, needle and thread and cloth for a tailor, spices and kitchen equipment for a cook. To complete work in a craft you are not specialized in incurs double difficulty levels, furthermore the effect is halved when determining the works quality. See the Knowledge section of the chapter How You Create a Hero, for more information about the different crafts in the world of Gemini.

DIFFICULTY LEVEL (DL): Lack of the right equipment (-2 - -15, depending on how important the lacking equipment is).

EFFECT (E): Quality.

MONESORA

The Monesora river runs like a green blue ribbon through Ravarra's landscape, and feeds the land around it. It waters the ground, fills the farmers' wells, and drives the wheels of the mills in the villages and towns that have sprung up around it. Along the river, both north and south, there are tollgates, built by local entrepreneurs, or the Church, at which the traveler is asked to donate a fee.

Where the Monesora flows into the Neveres bay it branches out and creates a river delta, a mystical, swarming archipelago, with thousands of unexplored islands, steaming marsh lands, and deep swamps. It is rumored that an untold number of secrets, from before the founding of the Church, are concealed within the delta, and that the agents of Darkness are busily fortifying a haven somewhere in that gigantic labyrinth of water.



DETECT DANGER

Everybody has more or less of a sixth sense built in, which allows them to know when something is wrong, without quite being able to put their finger on what it is. The Narrator should make a hidden roll for Detect danger every now and again, partly to help the characters, and partly because dice rolls always add some excitement - the players begin to wonder what is going on and will therefore become more concentrated on the game.

DIFFICULTY LEVEL (DL): The character is not concentrated (-10), the character is in combat (-6).

EFFECT (E): Quality.

DISGUISE

Disguise is an action which covers everything from making simple changes (dressing like a farmer even though you are a knight) to changing your appearance so drastically that even your own mother would not recognize you. It is an ability that is often possessed by thieves, especially charlatans (Thief area of knowledge), and actors (Acting specialization).

DIFFICULTY LEVEL (DL): Dependant on what equipment is available at the time.

EFFECT (E): An observer's DL for seeing through the disguise. DL for the observer increases by +5 if the observer knows the disguised well.

DRIVE CART/WAGON

Nearly everyone can drive a cart at low speeds on an even and well-maintained highway, to do that you do not need to make an attribute roll. On the other hand, to drive the horses at a gallop, drive in virtually impassible terrain, or in the dark, is something which requires training. The action Drive cart/wagon includes all actions and maneuvers you can make with a cart or wagon.

DIFFICULTY LEVEL (DL): Rugged terrain (-1, small potholes - -15, large boulders and fallen trees), High speed (-2, trot, - -6, gallop).

EFFECT (E): Only quality. You can also use the effect to work out a chase (see Comparing Effects under Effect).

ETIQUETTE

Etiquette is the art of being able to behave yourself properly in noble company, without making a fool of yourself, and maybe even managing to make a good impression. Etiquette is an action that comes naturally within the culture where you are born, and in the social class of your background. Therefore you only need to make an attribute roll if moving in other social circles or a province you are not used to.

DIFFICULTY LEVEL (DL): Totally alien cultures (people or dwarfs at the Elf Queen's court) -10, foreign social class (bourgeois in the service of God) -3 - -10 (beggar at the court of a Lord).

EFFECT(E): Only quality.

EVALUATE

The action of Evaluate is used to determine an object's worth. It is very useful if you want to avoid being fooled by pushy tradesmen, or profit hungry merchants. If the evaluation fails you get a completely wrong price (+/- 10% per E which is lacking). The roll should be made secretly by the Narrator.

DIFFICULTY LEVEL (DL): The objects rarity (+5 - -15).

EFFECT (E): Lacking.

FIRST AID

When someone is wounded it is usually necessary to bind the wound so that it does not become inflamed, or so that the wounded victim does not bleed to death. Every action which has something to do with wound tending and binding, is called First aid. If you succeed with first aid you have cleaned a wound, stopped the flow of blood, or supported a broken arm or leg correctly.

DIFFICULTY LEVEL (DL): Serious wound -2, Deadly wound -5.

EFFECT (E): Only quality.

SET/DISARM TRAPS

The action of Set/Disarm Traps, includes everything that has anything to do with traps, setting and disarming them, and also, for example, discovering crossbow traps and floor traps, and opening closed portcullises. The specialization of handle traps exists in two areas of knowledge, Wilderness (setting snares, pitfalls, bear traps) and Thief (burglar alarms, crossbow traps, floor traps). If you have the set/disarm traps specializations you get DL +2 when searching for traps.

DIFFICULTY LEVEL (DL): The traps difficulty level depending on how advanced it is, and if you are familiar with the type.

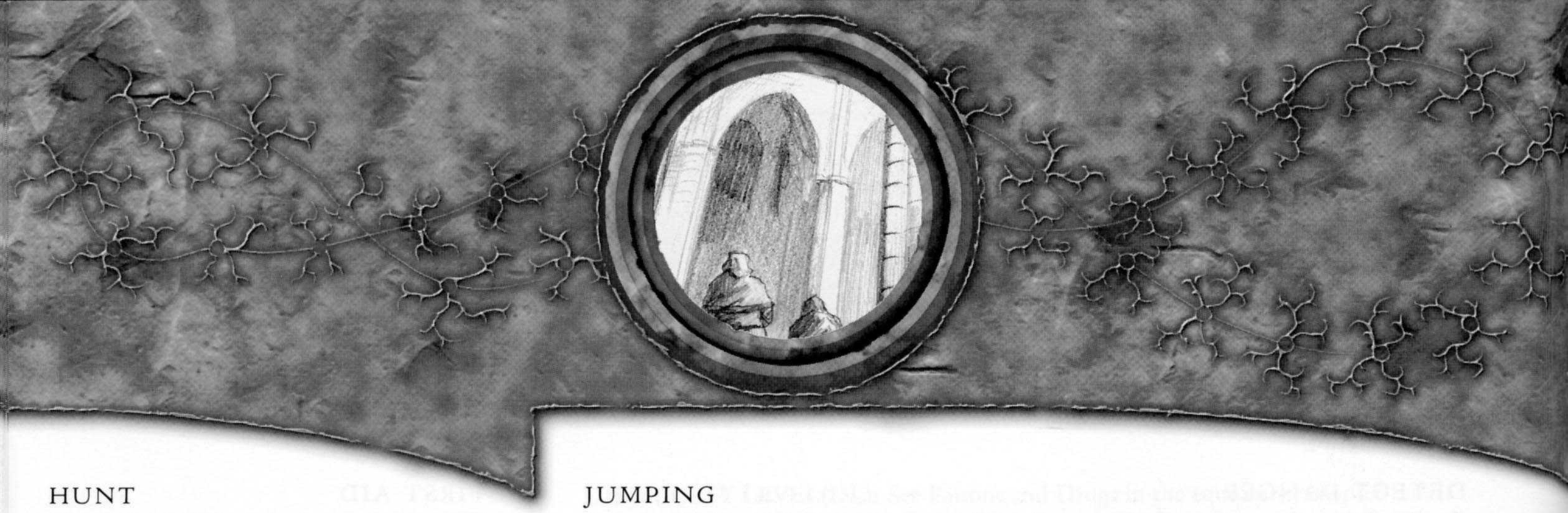
EFFECT (E): Quality.

HIDE

During many adventures there will come a time when a character will want to hide from pursuers, or avoid curious observers' glances. Remember that there are certain situations when it is obviously impossible to hide. On the other hand you definitely do not need to make an attribute roll to stand still behind a door (but then again you will be automatically found if anyone looks there).

DIFFICULTY LEVEL (DL): Lack of terrain (-15), Richly layered terrain (+5), Clothes contrast with the background (-5), clothes blend in with the background (+5).

EFFECT (E): Quality and seeker's DL. The seekers DL is also affected by light conditions.



HUNT

The action of Hunt is about getting food through hunting. To seek out a quarry and to fell it, know where to set out snares etc. Fishing is a special variant of Hunt and follows the same rules.

DIFFICULTY LEVEL (DL): Lacks the right tools (-1 - -15, depending on the tools importance), bad hunting grounds/fishing waters (-2 - -10).

EFFECT (E): For every 2 of E you gather one days worth of rations.

INTERROGATE

The action of Interrogate is to effectively empty a person of information, ask the right questions, trick them in to verbal dead ends, make them slip up, and, slowly but surely, collapse. An interrogation is always a contest between the interrogator and the interrogated, which in game terms, is represented by a MEN roll for the interrogated and a CHR roll for the interrogator.

DIFFICULTY LEVEL (DL): The interrogated's effect on his MEN roll.

EFFECT (E): The higher the effect, the more information the interrogator manages to get out of the interrogated. At an effect of ten the interrogated lets out all the information he possesses.

JESTER TRICKS

Jesters live by performing tricks like fire eating, juggling, stilt walking, and tightrope walking, for an audience in the streets, in marketplaces, at lordly courts, and at fairs. These tricks are collectively called jester tricks. Since jesters tricks are not something you do every day, all difficulty levels are doubled for those who do not have the jester tricks specialization.

DIFFICULTY LEVEL (DL): Juggling (-2 for each ball above three), Juggling with objects other than balls (like knives, staffs, frying pans.) (-4 - -8), Tight rope walking (-3, slack line -6), fire eating (-1).

EFFECT (E): Only quality.

JUMPING

Jumping high and far, across gorges, down from rooftops, and over fences. For details relating to damage from falling, see the Combat chapter.

DIFFICULTY LEVEL (DL): Short or no run up (-5), length (-3 for each meter above three meters). Height (-1 for each decimeter above one meter).

EFFECT (E): Quality.

LISTEN

This action is used to determine if a character hears something in an important situation. Either as a passive listener, or as an active one (the roll should always be made in secret by the Narrator). It is used both to identify what you hear, and to determine the direction and source of the sound (requires two separate attribute rolls). As for the difficulty of the listening action, a lot of common sense is needed from the Narrator, especially with the choice of distance and sound level modifications.

DIFFICULTY LEVELS (DL): Distance from the sound (+5, very close, - -15, very distant), sound level (-5, whisper, - +15, earthquake, landslide).

EFFECT (E): Only quality, that is, how much you hear.

LEARNING

The action of Learning is used when you want to find out information that is covered by the Learning area of knowledge. It can be information about an historical event, a detail of the One's liturgy, knowledge of war machines, a Lord's, bailiff's, or bishop's heraldic symbol, or a geographical place. The information you do not know by heart can probably be found in, for instance, the library of a monastery.

DIFFICULTY LEVEL (DL): How obscure the information is (-1, fairly easy - -15, extremely difficult).

EFFECT (E): The higher the effect, the more information you find out about the subject in question.

MAGIC

To use magic is a very special action that is described in more detail in the Magic chapter later on in this book.

ORIENTATION

When you are travelling through the wilderness, knowledge of the four points of the compass is essential for finding you way and not getting lost. The Orientation action is about choosing the right way and must be used every time you arrive at a choice of roads. If you succeed you choose the right road, but if you fail the players must choose for themselves, which could be fatal.

DIFFICULTY LEVEL (DL): Cloudy sky (-5), known landmarks within sight (+1-+10)

EFFECT (E): Quality.

PICK LOCKS

Lock picking is an action which it is often necessary to perform in order to get into places where you normally do not have access, to open locked doors, treasure chests, altars, and prison gates. Anyone who has the knowledge area Thief, or the specialization, Locksmith, within Craftsmanship, can perform lock picking.

TEDORA

Tedora is the city of tides, and lies on an island just off the Ravarrian coast. The town was built over eight hundred years ago, by a bishop who wanted to create a town, which was like an impregnable fort, even though it completely lacked walls. Here, outside Ravarra, the motion of the tides is very evident. There is a difference of over five meters between low and high tides, and the Bishop realized that he could use the tide as his impenetrable wall.

An army which wants to occupy Tedora cannot choose to do it by neither boat nor foot, it must do it by both, since the tide can come and go in the time it takes to get from the coast to Tedora. During later years Tedora has become an arena for religious and political intrigues, since it is Ravarra's last outpost in the south. Heretics have infiltrated the ranks of the Church, and the trade houses that are desperately trying to form connnections with the non-church provinces. The inquisitor ships that are involved in the so-called Holy trade war with Aretas and Bervoche, also depart from here.



DIFFICULTY LEVEL (DL): Every lock has a DL depending on how advanced it is. If the action is performed without the right equipment (-1 - -15).
EFFECT(E): Only quality.

PLAY INSTRUMENT

The action Play instrument covers playing and presenting a piece, and tuning and maintaining your instrument. The action is used almost solely by bards and army musicians.
DIFFICULTY LEVEL (DL): Depending on the difficulty of the piece.
EFFECT (E): Quality.

RIDE

To ride a horse at a still walking pace is an action, which is, performed daily by thousands of people, without risk that they will fall of or that the horse will bolt. Riding becomes difficult first when you are, for example, galloping through rough terrain, jumping over obstacles, or fighting in a heated battle. In these situations you have to make an attribute roll to avoid meeting with certain misfortunes. If you fail your roll to ride the Narrator can, with guidance from the book, determine what happens. You can, for example, be thrown off (take damage from the fall, see the Combat chapter), the horse can panic and bolt, or refuse to jump across an obstacle just in front of it. You have to make a Riding roll every time the horse is scared by, for example, a loud noise, wolves, fire, or a similar danger.
DIFFICULTY LEVEL (DL): Jump over an obstacle (-2 - -10, depending on the size of the obstacle), sounds of battle (-2), Oncoming danger (for example wolves or a charging horseman -2- -5), no reins/stirrups/saddle (-1 per item).
EFFECT (E): Quality. Is also used during chases, see "To compare effects".

SEARCHING

In Gemini, things are not always as they seem. Secrets are hidden from the people, and ancient relics are kept hidden in forgotten secret compartments. The action of Searching means that you search an area in minute detail (ceilings, walls, roofs, a person etc.) for something, which can not be seen at first glance. Things, which are not hidden, are found automatically in a search. Normally it takes about a minute to search one square meter. The Narrator always makes the roll in secret.
DIFFICULTY LEVEL(DL): How well concealed the object is (see the Conceal action), you know what you are looking for (+3), the search is made quickly (-2 every time you want to search an individual square meter in half the time), further more the DL is affected by lighting conditions.
EFFECT (E): Only quality.

SHADOWING

Sometimes you want to follow someone at a safe distance without being discovered. In Gemini this action is called Shadowing. If the person being shadowed actively tries to shake off pursuit he gets to make a Shadowing roll himself, and his E becomes the follower's DL.
DIFFICULTY LEVEL (DL): Is moving through a crowd (+2 - +5, depending on the size of the crowd), the target is moving in a deserted area (-4).
EFFECT (E): The target's DL to discover that he is being followed.

SING

Everyone can drone along to a drinking song, or hum a lullaby, but to sing clearly, cleanly, and beautifully, is not all that easy. Singing is an action that is usually used by bards when they perform, and by knights when they are courting the love of their soul.
DIFFICULTY LEVELS (DL): Lacking.
EFFECT (E): Quality. The effect is halved if you do not have the Singing specialization.

SNEAK

When a character wants to move as silently as possible to surprise someone, or to avoid discovery, he performs the Sneak action. Sneaking is made more difficult by a number of different situations, for example, what clothes you are wearing (especially footwear), what surface you are moving on, etc.
DIFFICULTY LEVEL (DL): Other sounds nearby (+1 - +10), Metal armor (chain mail, plate, scale, -5), Gravel (-2), Creaking floors (-4). Sneaking is not affected by light conditions, other than that there is always a certain risk of bumping in to things in the dark.
EFFECT (E): The opponent's DL to discover the sneak, is relevant to the actions of Detect danger, and Listen.

SWIM

In Gemini's world, knowledge of how to keep afloat when you fall into the water is fairly rare. Not even all knights, or seamen, who travel on boats over the cold gray seas and rivers, are able to swim. Attribute rolls should be made every minute, and every time you fail with an attribute roll 1 is taken away from your PHY, when PHY reaches 0 you are exhausted and can not swim any more. Remember that it is impossible to swim in metal armor or with a heavy pack, no attribute roll in the world can keep a fully armored knight afloat.
DIFFICULTY LEVEL (DL): Strong currrents (-1 - -5), cold water (-1 - -5)
EFFECT: Only quality.



STEAL ITEM

This action is used when you want to steal things from peoples' pockets, fingers, bags or similar, without them noticing. The difficulty level is modified primarily by where the victim is carrying the item, but also if his attention is elsewhere, or if he is particularly suspicious.

DIFFICULTY LEVEL (DL): The victim has the object inside his clothes (-5), the victim (-5 neck chain - -15 ring), wears the object, the victim is suspicious and on his guard (-10),

EFFECT (E): DL for the victim to discover the theft when it is happening (this does not necessarily mean that he sees the thief).

TRACKING

When you want to follow something or someone by trying to interpret the tracks they leave you are performing the action of Tracking. An attribute roll must be made every time there is an important choice of way (like Orientation) in order to keep the trail.

DIFFICULTY LEVEL (DL): Ground surface (soft +5, hard -5, Wet after rain +2), the quarry is bleeding (+5), Vegetation (forest -3, high grass -3, rocky -5), the quarry is trying to cover its tracks (-the quarry's E for Tracking), the trails age (-2 - -20). Also, remember that Tracking is very much affected by light conditions.

EFFECT (E): Quality.

ACTION	ATTRIBUTE	AREA OF KNOWLEDGE
ACROBATICS	AGL	MOVEMENT
ACTING	CHR	COMMUNICATION
BARGAIN	CHR	COMMUNICATION
BLUFF	CHR	COMMUNICATION
BRIBE	CHR	COMMUNICATION
CLIMBING	AGL	MOVEMENT
COMBAT	VARIES	CC OR MISSILE WEAPONS
CONCEAL	AGL	THIEF
CONVINCE	CHR	COMMUNICATION
CRAFTSMANSHIP	VARIES	CRAFTSMANSHIP
DISCOVER DANGER	MEN/PER	AWARENESS
DISGUISE	MEN	THIEF OR COMMUNICATION
DRIVE CART	AGL	MOVEMENT
DRUG LORE	MEN	LEARNING
ETIQUETTE	CHR	COMMUNICATION
FIRST AID	MEN	LEARNING
HANDLE TRAPS	AGL/PER	THIEF OR WILDERNESS
HIDE	AGL/PER	MOVEMENT
HUNT	AGL/PER	WILDERNESS
INTERROGATE	CHR	COMMUNICATION
JESTER TRICKS	AGL	MOVEMENT
JUMPING	AGL	MOVEMENT
LEARNING	MEN	LEARNING
LISTEN	PER	AWARENESS
LOCK PICKING	AGL/PER	THIEF OR CRAFTSMANSHIP
MAGIC	MEN	MAGIC
ORIENTATION	MEN	WILDERNESS OR LEARNING
PLAY INSTRUMENT	CHR	COMMUNICATION
RIDE	AGL	MOVEMENT
SEARCH	PER	AWARENESS
SHADOWING	AGL/PER	THIEF
SING	CHR	COMMUNICATION
SNEAK	AGL	MOVEMENT
STEAL ITEM	AGL	THIEF
SWIM	AGL/PHY	WILDERNESS
TRACKING	PER	WILDERNESS

Example: A character wants to jump over a gorge. The Narrator looks up the action Jumping, and sees that it has attribute AGL and Knowledge area Movement. The player must therefore make an attribute roll for AGL, modified by his knowledge level in Movement (and any possible Jumping specialization).

THE PENDULUM

In one of the innermost chambers of the cathedral of Ravarra, hangs a gigantic pendulum, which slowly swings back and forth over a floor covered with cryptic symbols retrieved from Nomen - the holy script. The patterns which the pendulum traces above the loaded symbols is believed to have great prophetic meaning, and many of the foremost priests use the pendulum in their attempts to interpret, for example, the prophecies of Marquis Attamens' Divinatio.

The pendulum is also the most exact measurer of time in the whole world, and really the only one since the arrival of the Darkness made the sun stop. During the last decades, the Church's skilled craftsmen have created replicas of the pendulum and hung them in cathedrals and churches all over the land to remind people that time marches on, even though the sun is eclipsed.



EXAMPLE OF PLAY

Here is an example of how it might have worked if you had played the Story which opened the "What is Gemini" chapter. In total there are four participants, Marcus (Narrator), David (playing the thief - Nathan), Johannes (playing the monk - Wilhelm) and Martin (playing Raquel).

Raquel, Nathan and Wilhelm have just got in to the monastery to investigate what has happened to the missing villagers. They have climbed over the monastery wall, up a flight of stairs, and are now in a pillared passageway that faces the monastery grounds.

The Narrator (describing the situation for the players): You are standing in the passageway after having walked up a small staircase and are now on the monastery's first floor. Still no sign of the villagers. The only things, which say that there are living people in the building, are the burning lamps that are hanging in the passageway spreading a pale light. You can see a door at the end of the passageway. What do you do?

David (as Nathan): We see no signs of life ?

Narrator: Yes you do, there are some hens and a cockerel down in the courtyard.

Martin (as Raquel): I think we should walk to the door.

Johannes (as Wilhelm): Is that really a good idea?

Martin (as Raquel): I walk towards the door at the end of the passageway.

David (as Nathan) and Johannes (as Wilhelm) at the same time: I follow, but carefully.

Narrator (to Nathan and Wilhelm): So you Sneak?

David and Johannes: Yep.

The Narrator rolls a couple of concealed dice to see how well they succeed with their sneaks. He gets 12 for Wilhelm, a Just success (Wilhelm's AGL is 12 and his Movement KL is 2) and 4 for Nathan, almost Unsurpassed (Nathan's AGL is 15, and his Movement KL is 3).

Martin (as Raquel): When do I get to the door?

Narrator: You get there way before the other two.

Martin (as Raquel): I try the door.

Narrator: It is a thick, iron rimmed, oak door, with a fist shaped knocker. It is locked.

Martin (as Raquel): Damn. I wait for Nathan and Wilhelm to catch up, then I turn to Nathan and point to the door to make it clear that I want him to open it.

David (as Nathan): I take out my lock picks and see if I can pick the lock.

The Narrator decides that the lock's difficulty level is -4 and with Nathan's PER 13 and AGL 15 (13+15/2=14), Thief KL3 (+2) and specialization at lock picking (another +2) he has CS 14 for the attribute roll. He gets 12 and Nathan succeeds. (He turns to Nathan's player).

Narrator: You hear the lock click and realize that you have succeeded. The door is unlocked.

Then the Narrator makes hidden PER rolls for all the players, to see if any of them hear the sound of the heretic monks' chanting. Everyone succeeds, but none of them well enough to determine what is being said, or what they are hearing.

Narrator: You hear something from the other side of the door.

David (as Nathan to the other characters): Quiet, I hear something.

Narrator (turns to the others as well): When you concentrate you can also hear the sound of chanting from somewhere behind that door.

Johannes (as Wilhelm): Can we hear what they are saying?

Narrator: No, you can't make out any words.

David (as Nathan): I push open the door.

Narrator: The door slides slowly open, the chanting can be heard more and more clearly and you see into a small room. On the walls hang robes of office, adorned with valuable, shining, jeweled insignia. (Turns to Wilhelm's player). You work out that this must be the monastery's sacristy, where the priest gets ready for the mass. There is a door standing slightly open at the other end of the room.

He makes another PER roll for Wilhelm, and a MEN roll for his Learning to see if he realizes that this is not a mass in honor of the One. The roll succeeds and he turns to Wilhelm's player.

Now that you can hear the words, you realize that this is not a mass in honor of the One.

Johannes (as Wilhelm): What is it then?

Martin (as Raquel): I move to the door.

Narrator: You... (is interrupted by David who has understood what it could all mean).

David (as Nathan): I throw myself forward and try to prevent Raquel from opening the door.

The Narrator tells David to make a Reaction roll since Nathan has to react quickly to what Raquel is about to do. The roll fails (he gets 16) and Nathan does not manage to stop Raquel.

Narrator: You jump towards Raquel but miss, and hit the hard, cold, stone floor, just as she opens the door and you gaze out into the monastery church, where its abbot stands at the altar and chants like one possessed.

The Narrator makes a PER roll for the abbot to see if he spots the new arrivals. The roll succeeds.

Narrator: As you have trouble coming to terms with what you are actually witnessing the abbot turns towards you and screams to the assembly. "Intruders. Seize them. Convert them".

All the players at the same time: We flee!



COMBAT

Raquel shoved the terrified Nathan aside, pushed past him, and met the onrushing knight's blade with her sword at exactly the right moment to prevent it from piercing through the unhealthily lightly clothed thief's breast. Nathan fell to the ground, noticeably shaken, and Raquel stepped over him, one step closer to the knight, who had pulled back after her lunge.

The moist cellar passage was incredibly narrow, and did not leave much space for advanced maneuvers. Raquel searched for a gap in the knight's defenses, but could see that he was an experienced warrior, and did not intend to leave any openings for her attacks. Behind her she could hear how Wilhelm, with some well-chosen insults, tried to get Nathan to recover from the initial shock. She would have to chance it.

Raquel pulled in all her strength for an incredibly daring attack, and threw herself over the knight who did not have time to react, but stumbled back, catching his head on the stone wall, and sinking into unconsciousness.

"Quickly." Raquel signaled the other two to follow her. "The door to the tower room should be here somewhere."

"Shouldn't we turn back?", the still shaking Nathan disagreed. "It looks like we're expected. Don't you think? I mean, it shouldn't have been this easy. It's probably a trap. I can promise you that it's a trap."

"Nonsense", Raquel and Wilhelm answered on top of each other, "we go on". Before they could finish their sentence a door opened further on down the passageway, and the sound of steel against stone echoed along the dripping walls. When Raquel turned to get her friends advice all she saw was the backs of two dark figures, racing down the passageway.

"Better to live to fight another day", she thought to herself and set after her fleeing companions. There were more suitable things to do than to take on ten of Baron Rui's soldiers in a cellar passage, alone. That knowledge did not make the downfall seem any more bearable though, but on the other hand, her life was the most valuable thing she had, and to risk it here and now, without any hope of help, would not be brave and noble, not even bold.

It would only be stupid.

THE WOUNDED

In the Menake monastery in southeastern Ravarra, lives a monk named Benedictos, also known as The wounded among his order brothers. Benedictos is an extremely well known, and praised, faith healer, his miracles are well known in all the provinces of the Church. However, Benedictos also has another side. Sometimes, seemingly without reason, he is afflicted with terrible pains, and begins to bleed from wounds that appear all over his body, exactly like when the bishops and Marquis perform stigmas. Benedictos' hardships are enormous, and because he endures them without complaint even the Marquis hail him as an equal. They praise him for his purity and spirit of self-sacrifice, and have proclaimed him one of the One's chosen, now living, saviors, and encourage their subjects to make a pilgrimage to the Menake monastery to bask in the presence of God.



During their adventures in the world of Gemini the player characters will many times find themselves in situations where they will have to fight for their lives. They will be confronted by Marquis Lazarus' heretic Knights Templar, who seek to spread the evil truth, the sovereigns' hired soldiers, who fight to increase the power of their masters, Malachdrim's elves, and wandering brigands, hunting for wealth and glory.

When you are determining what happens in a fight, you use the combat rules. They make every battle fast, dynamic, and frantic, a swirling maelstrom of events, where the combatants' skill and daring are pitted against each other, and where the right choice of combat strategy can mean the difference between life and death.

In Gemini there are two types of combat, close combat, and ranged combat, which work slightly differently.

TIME IN COMBAT

Combat is one of those moments in Gemini which are so exciting that it becomes necessary to use the game's smallest unit of time: the action round. How this works is described in more detail below, at the different steps, but it can be worth keeping in mind that we have already decided that we are going to use the action round to measure time.

CLOSE COMBAT

Close combat is one of the most exciting things there is in Gemini. A close combat is always a rock solid fight for life and death, between two or more combatants, who do their best to outmaneuver and outsmart each other. To understand how to play close combat in Gemini it is important that you know certain terms, and since these are new they need to be explained.

COMBAT STRATEGIES

In Gemini you can make use of different strategies in combat. You can choose to fight Offensively, Defensively, or try to Feint. When you fight Offensively you do everything in your power to hit your opponent, at the same time as you risk opening yourself for attack. If you fight Defensively you take no risks, you just do your utmost to block your opponent's attacks and wait for him to make a mistake. If you try a Feint you make a movement to trick your opponent to open himself, which is pointless against someone fighting Offensively, but effective against a Defensive strategy.

INITIATIVE ROLLS

When you fight you make an Initiative roll to determine who acts first, i.e. who is fastest with their blade and sums up the situation best when it comes to the crunch. The Initiative roll is nothing more than an attribute roll for Reaction, modified by the character's KL in Close combat (not including any weapon specializations). When you are asked to make an Initiative roll in the game therefore, you make a REA roll, modified by your KL in Close combat. The CS for this roll can be written on your character sheet in the Initiative box.

ATTACK

An attack is a strike with a weapon, intended to damage the opponent in one way or another. The person performing the attack is called the attacker in the text. When you perform an attack you make an attribute roll for AGL modified by your KL in Close combat, and any relevant weapon specializations.

PARRY

A parry is an attempt to avoid being hit by an attack by turning it away with either a weapon or a shield. The person making the parry is called the defender. When you make a parry you make an attribute roll for AGL, modified by your KL in Close combat, and applicable weapon or shield specializations.

HIT LOCATIONS

A character's body is divided into different hit locations, different areas of the body which could be hit in an attack. In Gemini there are seven hit locations: head, abdomen, chest, right arm, left arm, right leg, and left leg.

ARMOR VALUE

Armor exists in a wealth of different materials, from thick cloth and leather, to chain mail and plate. To show how well a suit of armor protects you against damage it has an armor value, abbreviated AV. The higher the AV, the better the armor protects you against damage.

DAMAGE

It is normally more dangerous to be hit by a two handed axe, than to be stabbed by a dagger. This is shown by the fact that different weapons do different amounts of damage. The more damage a weapon does, the more dangerous it is. Every attack does damage equal to the Weapon's damage + Damage bonus + the Attack's Effect - the victims AV. This is then compared to the victims Endurance.

ORDER OF ACTION

Often you do not need to know in what order different participants in the combat perform their actions, since the order of action is decided by what strategy they choose. When you do need to know (for example if someone wants to fire a missile weapon at a charging opponent) you can establish an order of action. In the order of action the opponents are ranked up according to the Effect they got on their Initiative roll. The one with the highest Effect acts first, and so on.



THE COURSE OF BATTLE

To get some sort of structure for how a combat unfolds we have used something called the Course of Battle. Here follows an arrangement of how combat works, what is supposed to happen, and in what order; after which follows a more complete description of the different steps. When you have played a couple of combats you will no longer need to use these pages, since you can quickly learn the different steps by heart.

If you think the rules described below are too simplified a section called Advanced combat follows later in this chapter. There you will find some optional rules that make combat in Gemini even more exciting and dynamic.

1. DECLARE COMBAT STRATEGY
2. ROLL FOR INITIATIVE
3. THE COMBAT'S DEVELOPMENT
4. ATTACKS AND PARRIES
5. DETERMINE HIT LOCATION
6. DETERMINE DAMAGE
7. THE END OF THE ACTION ROUND

1. DECLARE COMBAT STRATEGY

The first thing you do in an action round is to let the combatants decide which combat strategy they will use during the round.

In Gemini there are **three different** combat strategies: **Defensive, Offensive and Feint**.

If you choose the Defensive strategy you primarily go in to defend yourself, and therefore get a bonus on any parries you might make. It is the safest strategy if you are not under any kind of time press. The Offensive strategy means that you make a forceful attack on your opponent, with some risk of leaving yourself open for attack. The Feint combat strategy can only be used by player characters and important Narrator characters. Ordinary soldiers, brigands and thieves are assumed not to bother with such finesses.

This gives the player characters an advantage over the Narrator characters, which adds to the speed, excitement, and heroism of the game.

There is really no strategy that is better than the others are, instead they work differently against each other. Simply you can say that Defensive beats Offensive, Feint beats Defensive, and Offensive beats Feint. When you declare Combat strategy all the participants of the combat signal their strategy with their hand, just like in the classic game of scissors, paper, stone. "Paper" (open hand) signals Defensive strategy, "stone" (clenched fist), signals offensive, and scissors (make a V with the long and fore fingers) signals feint.

2. ROLL FOR INITIATIVE

When you have declared your combat strategies it is time for the combats participants to make their initiative rolls, with which you determine the rest of the events of the action round. The Initiative roll is a REA roll modified by the combatants KL in Close combat (not including weapon specializations). The one who gets the highest Effect wins the initiative and has a great advantage, especially if he has chosen the best strategy against the one his opponent has chosen. If both fail their Initiative rolls the one with the highest CS for his initiative roll wins. If both have the same CS you roll again.
Move on to 3. The Combat's development.

3. THE COMBAT'S DEVELOPMENT

When you declare combat strategy you compare the combatants strategies on the table below. What happens next depending on initiative is shown by the letter, e.g. "A", where the strategies meet. Sometimes there is more than one alternative, and in these cases the one who won the initiative can choose which alternative he wants to use.

	DEFENSIVE	**OFFENSIVE**	**FEINT**
DEFENSIVE	A	B	D
OFFENSIVE	B	C	E
FEINT	D	E	F

RESULT A.
If both combatants choose to fight defensively nothing happens. They circle round each other, but make no direct move to attack. Nothing happens.

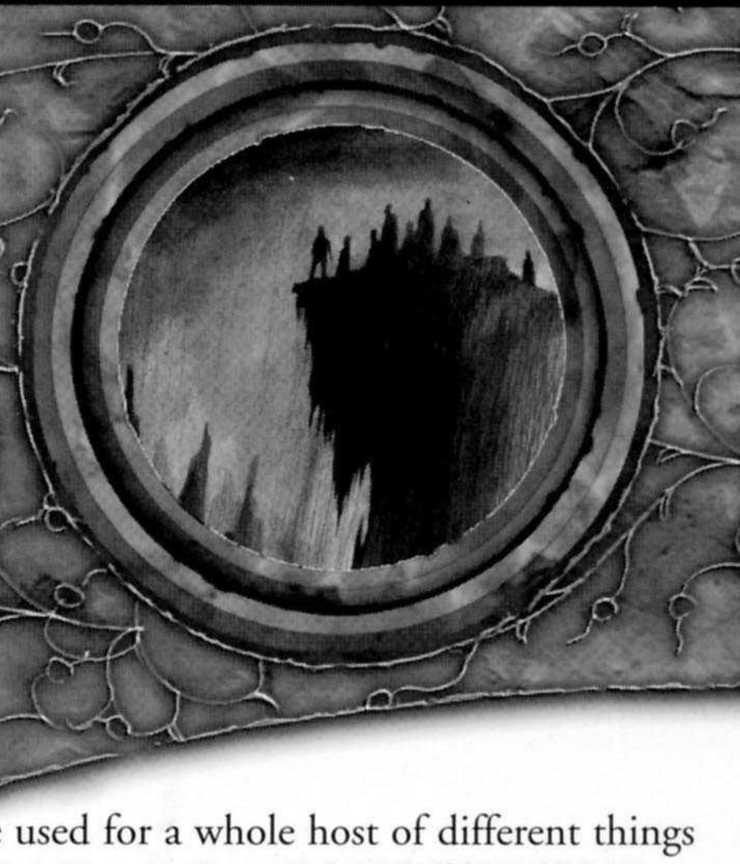
RESULT B.
OFFENSIVE WINS INITIATIVE: Determine attack and parry as normal. The Defender gets DL +4 for his parry.
DEFENSIVE WINS INITIATIVE:

SAFE PARRY: Determine attack and parry as normal, the defender gets DL +8 for his parry.

COUNTER ATTACK: Determine first attack and parry as normal. The defender gets DL +4 for his parry and then makes a counter attack. The counter attack has DL -4 and can be parried by the offensive attacker with DL -4.

COMMEMORATION DAY

Commemoration day is a remnant of the Aretean traditions from the time before the enlightenment, which has been restored following the Rebellion of the Sovereigns. It is celebrated once in the year, on the seventh day after the winter solstice, in memory of the human lives which were lost when a powerful earthquake tore the southern coast apart, and caused a large part of the land to sink to the bottom of the sea. That is when both the white cliffs, and the thousand seas, were created. Before the sun has reached over the horizon on Commemoration day morning, the people gather along the high, straight, cliffs, which fall several hundreds of meters straight into the sea, and bear witness to the fact that the terrible catastrophe actually did occur.They stay on the cliffs until midnight, and then return from the edge and walk away from the cliffs where a gigantic feast will take place.



RESULT C.

The combatant who won initiative gets to make his attack first. The loser can choose to interrupt his attack and try to parry instead (DL -4), or to carry out the attack. An attacker can not carry out the attack if he has got at least a serious wound earlier in the action round.

RESULT D.

FEINT WINS INITIATIVE: The Feint makes the defender open himself for attack. The Feinting attacker is allowed to make an attack, the defender gets -4 DL to their parry.

DEFENSIVE WINS INITIATIVE: The defender sees through the Feint. The feinting attacker gets to make a normal attack that the defender can parry with DL +4.

RESULT E.

OFFENSIVE WINS INITIATIVE: The offensive attacker sees through the feint and attacks. The feinting character gets to parry with DL -4.

FEINT WINS INITIATIVE: The feint fools the offensive character into parrying the false attack, the feinting attacker can make an attack with DL -4, which the offensive attacker can parry with DL -4.

RESULT F.

If both characters choose to feint they circle round and feel each other out, but none of them gets in a real attack. Nothing happens.

4. ATTACKS AND PARRIES

In a fight there are, as we said, attackers and defenders. The attacker is the one who is performing an attack, and the defender is the one who is trying to parry. These roles can switch back and forth in an action round (like in the case where the defender wins the initiative against the offensive attacker). In these cases you repeat steps 4-6 until all attacks and parries have been performed. Normally, however, there will be one attack and one parry per AR.

To determine whether or not an attack hits, both the attacker and the defender make an attribute roll for the weapon they are using and compare the Effect. The one who gets the highest effect has succeeded best with what they want to do and won the action round. If both get equal effects you roll again.

THE DEFENDER WINS

If the defender wins he has most probably managed to deflect the attack. However, there is a possibility that his weapon or shield has been damaged. This depends on whether or not the attacker fails or succeeds with his attribute roll.

THE ATTACKER FAILS: If the attacker fails nothing happens, the defender diverts the attack without any risk of damage to himself.

THE ATTACKER SUCCEEDS: If the attacker succeeds with his attribute roll, but still loses the opposed roll, there is a small risk that weapons or shields have been damaged.

If the damage inflicted by the attacker's weapon (including effect) is more than twice as high as the defender's weapon's or shield's AV, then it has been broken and is useless.

THE ATTACKER WINS

If the attacker wins he has hit his opponent, and maybe even wounded him. The attacker's remaining effect (the difference between the attacker's and the defender's effect) can be used for a whole host of different things (see among others, Advanced combat).

ATTACKS WHICH ARE NOT PARRIED: If an attack is not parried then the defender's effect is assumed to be 0.

5. DETERMINE HIT LOCATION

When you have determined the attacker's Effect it is time to determine which hit location is hit. This can be done in one of two ways. Either you roll a D20 and read the result on the table below, or you spend some of your effect to choose where you want to hit. How much effect it costs to hit a certain location is shown on the table below.

The advantage with being able to choose a location is that you can choose a particularly vital hit location, or a hit location where the opponent is only lightly armored and where it is therefore easier to wound him.

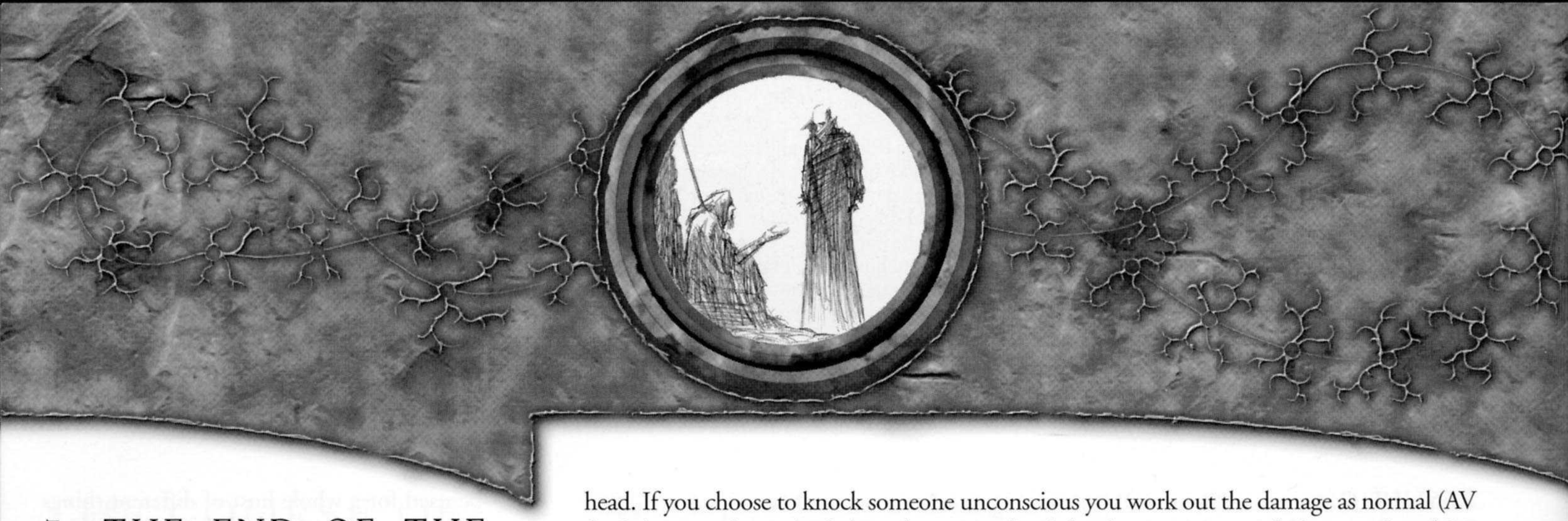
The effect which remains after you have determined hit location, is used in step 6. Determine damage.

1D20	HIT LOCATION	COST IN (E)
1-3	RIGHT LEG	2
4-6	LEFT LEG	2
7-9	ABDOMEN	4
10-12	CHEST	4
13-14	RIGHT ARM	2
15-16	LEFT ARM	2
17-20	HEAD	5

6. DETERMINE DAMAGE

When it has been determined where the attack hits it remains to be seen what damage it does. This is done by adding the weapons damage value to the attacker's remaining effect and damage bonus, and taking away the opponents AV.

This damage is compared with the victim's endurance to find out what type of wound is caused (flesh wound, light wound, serious wound, or mortal wound). For more details of how wounds affect your character see Wounds below.



7. THE END OF THE ACTION ROUND

When all the attacks and parries have been resolved the action round is finished. If both combatants can still fight the procedure is repeated (steps 1-7). This carries on until one of the combatants gives up, flees or for some reason is no longer capable of fighting.

MOVEMENT DURING COMBAT

When in combat you move exactly like normal. You can move at your normal (walking) pace without any negative modifications in combat. If you try to perform combat actions when you are running the difficulty level increases by -4. You can not perform combat actions while sprinting.

ADVANCED COMBAT

If you and your players want to make combat more varied and exciting you can use the rules for advanced combat. These include extra maneuvers to spend effect on, other than increasing damage and choosing hit location. All the rules in the Advanced combat section are optional and you do not need to use them if you do not want to, but we can guarantee that they will change the course of combat since they encourage ingenuity and flexibility.

DISARM

If you do not want to damage your opponent, but just disarm him, and thereby remove his ability to fight, you have to spend 3 points of effect to hit his weapon (you can use the rest of the effect to increase damage). To avoid dropping his weapon the opponent must make a combined STR/AGL roll with a DL equal to the attacker's damage/2. Disarm can not be used against shields.

KNOCK UNCONSCIOUS

Another way to defeat your opponent without killing or damaging him seriously, is to knock him unconscious. In Gemini this is done, firstly by spending effect to hit him in the head. If you choose to knock someone unconscious you work out the damage as normal (AV for helmet is obviously deducted as normal). If the damage causes a flesh wound nothing happens, if it becomes a light wound the victims well being is decreased by one for the next 1D20 AR. If a serious wound is caused the victim faints for 20-PHY minutes, and if it is a mortal wound he falls unconscious for 60-PHY minutes. Knocking unconscious can only be done with blunt objects like the back of an axe, clubs, or the flat of a sword.

ATTACK FROM BEHIND

When you attack someone who is not prepared for the attack, for example, if you attack some unprepared innocent from behind, the attack becomes much more dangerous than in a normal combat situation. When you attack someone from behind you can choose hit location without Effect cost, and you get +4 to your attribute roll. Attacks from behind always count the defender's effect for parry as 0.

IMPROVISED COMBAT

Every possible weapon is neither listed in Gemini's weapon list, or under the specializations for Close combat. When you play, situations will probably arise where you use chairs, tables, bottles, stones, or even branches as weapons, either for defense, or attack. In these cases you use only your value for Close combat and the Narrator determines the weapons damage and armor values by comparing with those weapons described in the weapon table.

SHIELD

When you fight with a shield you have a certain advantage against an opponent who does not have a shield. Parrying with a shield is noticeably easier than parrying with a weapon. Therefore you always have DL +4 for the first parry you make with a shield every action round.

TO FIGHT WITH TWO WEAPONS

Fighting with two weapons is everything but easy. To even get to fight with two weapons you must have the specialization Two weapons within the Close combat area of knowledge. The advantage of fighting with two weapons is that an opponent will have more difficulty guessing where the attack is coming from and must therefore be more careful and might open himself to attack. When you fight with two weapons your basic CS for an attack or parry can never be greater than your CS for Two weapons, however it can still be modified by the development of the combat as described above.

If you fight with two weapons you can make a second attack/parry every action round with DL-4. The second attack is always resolved last of all the attacks during a round, but a second parry can be made at any time during the round and also has DL -4. Remember that the second attack/parry must be performed with the secondary weapon, i.e. the weapon the character has not already used. The opponent must parry by dividing his CS between the attacks as described in Combat against several opponents below.

COMBAT DURING UNUSUAL CIRCUMSTANCES

When you play, an untold number of situations that are not completely covered by the rules will turn up. There is a very simple reason for this, namely that the possibilities are so endless that the rules can not possibly cover every possible situation.

So that you will understand what we mean a few situations where the difficulty level is affected by the circumstances are given here.

CENDORA - THE LOST PARADISE

In the Neveres bay's outlet, just outside the coast of Aretas, lies the rocky island of Cendora, inhabited only by sea birds and a few stubborn fishermen, who prefer the loneliness on the island to a hectic existence on the mainland. The steep and jagged cliffs are extremely dangerous to climb, and not even the local fishermen are interested in exploring the island's inland. Cendora is rumored to be the place were the elfs first saw the light of day, the paradise which their ancestors destroyed, and which some of today's elfs long for intensively.

Now and again a group of fanatical elfs appears, having decided to climb the cliffs to regain the lost paradise. None of them has ever returned.



* Combat in the dark. When you fight in the dark you should remember that combat actions are affected by the dark just like other actions (see the Action chapter).
* Combat in odd positions. Lying down (DL -5), on one knee (DL -3).
* Combat under water. All CS are halved. Only thrusting weapons can be used.
* Combat in tight spaces. In tight spaces, like small passages, it is hard to fight with weapons that require a lot of space to use, like two handed swords or axes. If there is not enough space to swing a weapon the user's DL for his attribute rolls decreases by quite a bit. Exactly how much is determined by the Narrator on a case by case basis.

COMBAT AGAINST SEVERAL OPPONENTS

Sometimes the game's heroes will find themselves in a fight against more than one opponent. They might be forced to meet ten of Marquis Lazarus' soldiers, or a horde of Malachdrim's kin. When you fight against more than one opponent it is best to try to maneuver round so that you preferably only meet one of your opponents at a time (only PCs and important NCs can choose to do this, not ordinary soldiers or brigands).
The Course of battle when you fight against several opponents differs somewhat from when you are only fighting one opponent.

1. CHOOSE OPPONENTS
2. DECLARE COMBAT STRATEGY
3. ROLL FOR INITIATIVE
4. ATTACKS AND PARRIES
5. DETERMINE HIT LOCATIONS/DAMAGE
6. THE END OF THE ACTION ROUND

1. CHOOSE OPPONENTS

The first thing which is done during an action round where a lone warrior is fighting more than one opponent is that he (if he wants to try and fight against only one of his opponents) chooses the opponent he wants to fight against.

To be sure that he is allowed to fight against the opponent of his choice he can spend some of his Initiative to try and avoid the other opponents. He can use as much or as little as he likes. The initiative that he chooses to use is added to the Effect of his Initiative roll against the opponent or opponents he wants to avoid, and is deducted from the Initiative effect against the one or ones he has chosen to fight against. Remember that he has to spread the spent initiative between each of the opponents he wishes to avoid.

Also remember that quite a bit of space is needed for it to be possible to avoid all your opponents. There are no specific rules relating to combat in tight places since it would all become too complicated, but it is something to keep in mind.

2. DECLARE COMBAT STRATEGY

When the lone fighter has chosen his opponents everybody declares strategy as usual. If he chooses to fight against more than one opponent however, he must always choose to fight Offensively. Furthermore, the rest of the combats participants declare strategy, but they must always choose to fight Offensively to get involved.

3. ROLL FOR INITIATIVE

All the combat's participants roll for initiative as described in Close Combat above. When the effects are then resolved the lone warrior adds as much effect as he has chosen to deduct from his initiative against the opponents he is trying to avoid. If he wins any initiative rolls he has been able to dodge the opponent he beats, but the others get the chance to attack him (if they have chosen the Offensive combat strategy). When he compares his Effect with that of the ones he has chosen to fight he has to deduct as much as he has chosen to spend from his initiative to avoid the other opponents. Remember to make an order of action.

4. ATTACKS AND PARRIES

When you have determined who is fighting whom, the lone warrior must, if he has to fight more than one opponent, divide his CS in Close combat (including any applicable weapon specializations) between the different opponents. This means that it becomes very difficult to hold off several opponents if they maneuver correctly.

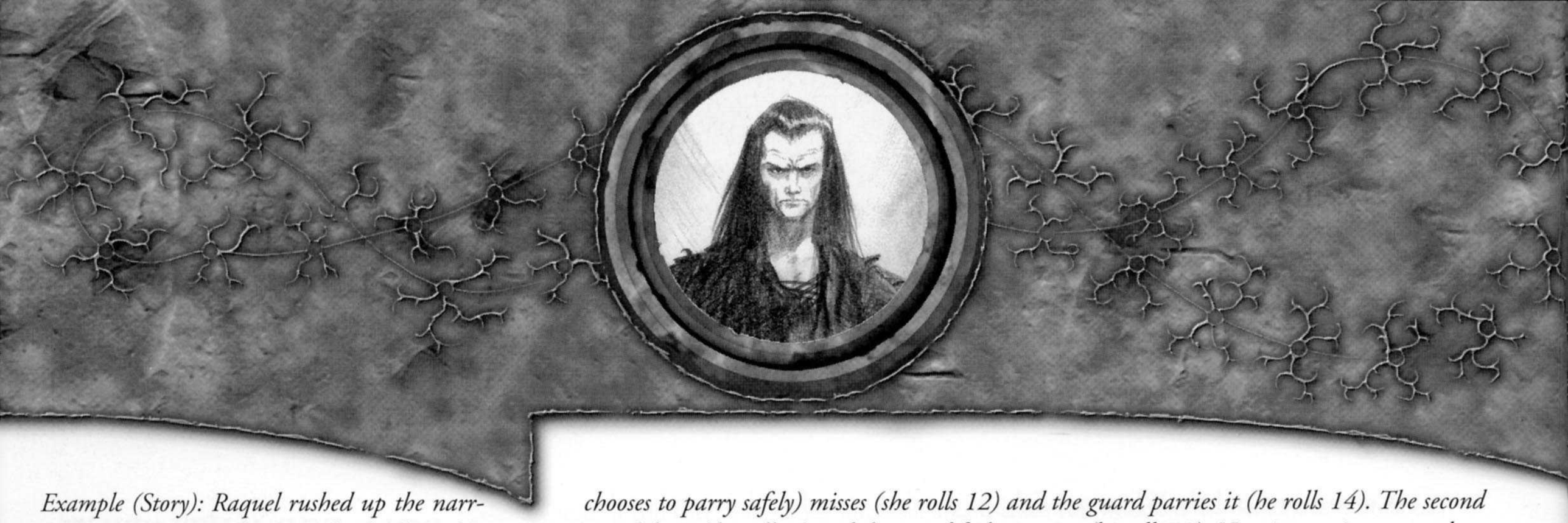
When more than two people are involved in a combat, and the lone one has declared an offensive strategy, the one who got the highest effect on the initiative roll reacts first. Attacks and parries are resolved as usual (see Close combat).

5. DETERMINE HIT LOCATIONS/DAMAGE

If any attack should hit, damage, hit locations, and the like, are resolved exactly as usual.

6. THE END OF THE ACTION ROUND

When everyone involved in the combat have been allowed to complete their actions the action round has finished and it is time to start again with step 1.



Example (Story): Raquel rushed up the narrow, tower staircase, hunting for the door that would lead out to the battlements, towards freedom. Behind her she could hear the soldiers running footsteps, coming up one of the staircases worn by hundreds of years of use, and the frustrated voice of Sir Renius' thundering and whipping them along, sometimes filled with vile threats, sometimes with overly exaggerated rewards. "Faster you dogs. If you let her get away I'll break all your useless necks. 100 gold to the one who makes sure that she does not leave the castle." Just as she had begun to fear that there would be no door, and that she would be trapped inside the tower, it appeared like a saving angel, sent by the heavenly master. She threw it open and made ready to jump, but was instead met by three of the castle guards.

Example (game): Raquel decides to fight against two of the guards (from now on called guard 1 and guard 2) and to try and avoid the third (now called guard 3) in the hope that she will be able to push past them. She is in a hurry and must get away before her pursuit catches up with her. Raquel declares an Offensive strategy, guards 1 & 2 choose Defensive, and guard three chooses Offensive to try and take advantage of the guards' advantage of numbers, and, maybe, fell Raquel from behind.

Raquel chooses to spend 5 of her effect on the Initiative roll to avoid guard 3. Raquel's Initiative is 14, the guards' is 10. Raquel rolls 5, which gives an effect of (14 -5 +5=) 14 against guard 3, and an effect of (14 -5 - 5=) 4 against guards 1 & 2. The guards roll 9 (Effect = 10-9= 1), 4 (Effect = 10-4 =6) and 13 (failed), This means that Raquel manages to avoid guard 3, wins the initiative against guard 1, and loses against guard 2.

Since Raquel chose the Offensive combat strategy she acts first. Raquel uses 10 of her CS of 18 to attack guard 1 and 8 for the assault on guard 2. Her first attack (which the guard chooses to parry safely) misses (she rolls 12) and the guard parries it (he rolls 14). The second attack hits, (she rolls 7) and the guard fails to parry (he rolls 12). Now it remains to see where the attack hits, and what damage it causes, before it is time to start the next round.

UNARMED COMBAT

You do not always have access to weapons when you are fighting. Sometimes you have to rely on your fists, your natural weapons, which, if used correctly, can be just as dangerous as cold steel. When you are fighting in unarmed combat you choose a combat strategy in the same way as when you fight with weapons, but you can also choose what fighting technique you will use. In Gemini there are three different techniques: punch, kick and grapple.

DAMAGE

Armor protects much better against unarmed combat than against normal weapons. Therefore all armors' armor values are always doubled when working out their protection against punches and kicks. On the other hand armor does not protect against grappling at all, instead all armor counts as armor value 0 versus grappling.

DODGE

When you attack someone with punches and kicks you are at a distinct disadvantage if your opponent is armed. This is portrayed by the fact that it is very difficult for an unarmed person to fight an armed person. This is due to a number of factors, a person who has a sword, for example, has a much longer reach than a person who is unarmed. But primarily it is difficult for an unarmed person to fight an armed person because of the difficulty when it comes to parrying. Instead of simply blocking an attack with a weapon or a shield, you must try to dodge the blows the whole time.

Dodging works exactly like blocking, but the action has DL -4 if the opponent has any kind of weapon. If you are fighting unarmed against an opponent who is using any kind of weapon, you can replace "parry" anywhere in the text, with "dodge". If you successfully dodge an opponent's attack you have not been hit.

PUNCHES AND KICKS

Punches and kicks are the two types of attacks that you use to try to knock your opponent down when you are fighting unarmed. The punch is faster, more accurate, and easier, whereas the kick is more powerful, but more difficult to master.
A kick has DL -2 but does 4 damage, while a punch has DL 0 and does 1 damage.

Punches and kicks can be used to knock someone unconscious as described in the Advanced Combat section.

GRAPPLING

Grappling is a special type of unarmed combat where you try to get close to your opponent and lock a hold on him so that he can not continue to fight. It is very difficult to successfully perform a hold on an armed opponent and therefore grappling always has DL -4 when you are fighting an armed opponent. If you succeed with your attack you have managed to hold your opponent. Roll for hit location as normal to see what part of the body you have grabbed on to. After you have succeeded with a hold you can try to perform yet another action. You can choose to try to lock, throw or subdue your opponent.

THE CASTLE LOTHREN

On a singed hill on the beaches of the Ronel river, lies the magnificent castle Lothren, built by the currrent Lord Cavillius' great-great grandfather, and presented to the elfen vassal Malachdrim by his grandfather to seal their pact of trust, a pact which Malachdrim broke soon after the grandfather's death.

Since Malachdrim got the castle it has grown tremendously. He has let the people of the province toil to enlarge it under the supervision of his elfs, and what started out as a hunting outpost, now looks more like a fortified city. Lothren castle houses all of Malachdrim's kin, and the nearby land supports them.



LOCK

When you have performed a hold and you want to try to lock your opponent, so that he can do nothing other than attempt to get loose, both combatants need to make an attribute roll for Unarmed combat. The one who is holding gets +4 to his DL since he has already succeeded with his hold. The one who gets the highest effect wins. If the lock succeeds the opponent can do nothing except try to get loose during the next action round. See the action Break hold. A lock can be made regardless of where you have grabbed your opponent.

THROW

If you have succeeded in performing a hold on your opponent you can choose to try to throw him to the ground. How the throw works obviously depends on what part of the body you have grabbed. An arm becomes a normal throw, the head becomes a neck swing, and the abdomen or chest becomes something completely different.

To complete a throw you have to succeed with an attribute roll for Unarmed combat. The opponent can try to resist just as with a lock. If the throw succeeds the opponent is thrown to the ground and must spend the next action phase trying to get back up. Remember that damage from falling can become applicable when you throw somebody, in that case the fall counts as being 1 meter per 3 effect of the throw.

If you want, you can try to retain the hold even after the opponent has been thrown. To do this you have to succeed with yet another attribute roll for Unarmed combat.

SUBDUE

When you have got a hold on a person you can try to damage the body part you have got a hold of by twisting and breaking it. This is done by making a STR-roll modified by your KL in Unarmed combat. Subduing can be resisted in the same way as locking.

If the one who has performed the hold wins, the attack does an amount of damage equal to the remaining effect, which is then compared to the victims endurance. Remember that if the victim has armor its AV is doubled since this is an unarmed attack.

BREAK HOLD

When a person wants to try to break out of a hold, both of you make an attribute roll for Unarmed combat. If the one who is performing the hold wins the grip is retained, but if the one who is gripped wins he has broken the hold. The next action round combat continues as normal.

PARRYING UNARMED ATTACKS WITH WEAPONS

When you fight without weapons against an opponent with weapons you sometimes find yourself in the situation where your opponent tries to parry an unarmed attack with a weapon. This can be very dangerous for the attacker.

In Gemini this is represented by the fact that if the attacker fails with his attribute roll for Unarmed combat and the defender succeeds with his attribute roll for his weapon the defender has performed a successful attack on his opponent. Damage is determined as normal. The defender can use his effect to increase damage exactly as usual but he does not roll for hit location. Instead the part of the body which made the unarmed attack is hit, e.g., if it is a punch one of the arms, is hit.

MISSILE WEAPONS

Many of the people who inhabit Gemini's world do not just use sword and shield, but also bow and arrow, crossbow, or sling. Missile weapons are unsurpassed for ambushes and hunts. If you do not want to risk yourself by getting into close combat with a much stronger opponent a missile weapon is a safer alternative. A bow, or crossbow, is a dangerous weapon in the hands of anyone.

In Gemini missile weapons are not quite like melee weapons. It is, for example, not possible to parry projectile weapons, but it is possible to deflect thrown weapons and to avoid projectile weapons (for more information see Avoiding missile weapons below).

When you use missile weapons in a combat situation you also do not need to declare combat strategy at the start of every action round. On the other hand you do roll initiative to find your place in the order of action.

TO HIT WITH MISSILE WEAPONS

To hit with a missile weapon you need to succeed with an attribute roll for the Missile weapons knowledge area (do not forget specialization bonuses). The distance to the target, the target's size, and whether or not the target is in any cover modifies the roll's difficulty level (which begins as 0).

When you use missile weapons it is important to use your common sense. It is, for example, more or less impossible to miss a 3 by 4 meter target at a distance of 5 meters, in this case you only make the attribute roll to find out the effect. Remember that all the modifications are cumulative.

SITUATION	MODIFICATION
LONG DISTANCE	-2 DL
VERY LONG DISTANCE	-4 DL
SMALL TARGET	-2 - 20 DL
LARGE TARGET	+2 - 6 DL
COMPLETE COVER	-4 DL
PARTIAL COVER	-2 DL
MOVING TARGET	-2 - 4 DL



LONG DISTANCE

If the target is at a long distance away from the attacker the difficulty level is increased by -2. How far long distance is varies depending on what weapon you are using and is shown by the respective weapon on the Weapon list.

VERY LONG DISTANCE

If the target is at a very long distance the attacker's DL is increased by -4.

How far long distance is varies depending on what weapon you are using and is shown by the respective weapon in the Weapon list.

LARGE/SMALL TARGET

A small target is a target, which is half as large as a normal person, or smaller. For a very small target, where the area you need to hit is no larger than a square decimeter, the DL increase by -6. If the target is even smaller, like a little insect, or something similar, the DL is increased by -20. Everything, which is twice as large as a normal person (like a horse), is seen as a large target. If you shoot at an even bigger target (like houses, wagons etc.) the DL can decrease by as much as +6.

COVER

A target is treated as being in complete cover if you can see less than half the target (DL -4), and in partial cover if you can see more than half, but not the whole, target (DL-2).

MOVING TARGET

If the target is moving quickly, running for example, riding on a galloping horse, or flying, it also becomes more difficult to hit. Remember that it is not enough for the target to just move a little bit, like riding at normal speed, for the difficulty level to increase, the target must be moving quickly.

Example, Story: During a couple of days Nathan has lain hidden at the edge of a wild, overgrown, forest and observed a road leading to Lord de Lancre's camp. Suddenly he sees how a cloud of dust is moving over the hill and a dark clothed horseman appears, charging forward in full gallop. Slowly, Nathan raises his composite bow and puts an arrow to the string. He pulls it back, sights the rider, then lets the barbed tip rush through the air, towards its target.

In the game: Nathan's player has just decided to shoot the rider, who he thinks might be one of Lord de Lancre's messengers. The Narrator decides that the distance is 75 meters, which is very far distance for a composite bow, DL -4. Furthermore the target is moving quickly, yet another -2 to the difficulty level. However, Nathan's player reminds the Narrator, isn't a horseman a large target, it's much more than twice as large as a normal person? The Narrator explains that a horseman is not treated as a large target since you are assumed to aim at the rider, not the horse. The rider himself is definitely not twice as large as a normal human being. The difficulty level is therefore -6 which mean the CS is decreased by 6.

DETERMINE HIT LOCATION

When you have determined that a ranged attack hits it is time to see which hit location it actually hits. This can, just like in close combat, be done in one of two ways. Either you roll a D20 and read the result on the table below, or you spend some of your effect to choose a hit location (remember how much of the effect is used up to overcome the difficulty level of the attack). Exactly how much effect it costs to choose each hit location is listed on the table below.

The advantage with being able to choose hit location is that you can choose a particularly vital spot, or an area where the opponent has little armor.

1D20	HIT LOCATION	COST IN (E)
1-3	RIGHT LEG	3
4-6	LEFT LEG	3
7-10	ABDOMEN	2
11-14	CHEST	2
15-16	RIGHT ARM	4
17-18	LEFT ARM	4
19-20	HEAD	5

SHIELDS AND MISSILE WEAPONS

If you fire at a person who is carrying a shield there is always a chance that the arrow will hit the shield and not the target. How large the chance is varies from shield to shield and is shown in the Shield table. If you want to be sure of not hitting the shield you have to spend some of your effect (as much as the chance of the arrow hitting the shield). If you do this the target does not get to roll for the shield, the arrow hits him.

THE PATH OF A THOUSAND PILLARS

The path of a thousand pillars is the largest, unbroken, part, which remains from what was once the world's most magnificent road of pilgrimage. It was built during the days of the enlightenment, and is lined with pillars which all have a verse from Nomen, the holy script of the Church, engraved on their surface. The road led from Ravarra (those parts were destroyed in the First elf war), through Galatien, and all the way to the blessed spring in Orschild (destroyed during the Second elf war). All the great Marquis and prophets are said to have wandered along the path, and all those who complete a pilgrimage along the whole road are supposed to be blessed with a manifestation so strong that you can never do anything but devote your life to the One, to study his teachings, spread his wisdom, and fight for human freedom. Many searchers and pilgrims travel here to find a meaning to their lives. If you do not find belief by the path of a thousand pillars, you will not find it anywhere.



DETERMINE DAMAGE

When it has been determined where the attack hits it is left to see if the attack actually causes any damage. This is done exactly in the same way as in close combat, with the slight difference that you do not get to add any damage bonus to projectile weapons, and only half the damage bonus to throwing weapons.

AVOIDING MISSILE WEAPONS

If you can see a missile weapon fired or thrown you can try to avoid it by succeeding with a roll for Reaction. The difficulty level varies depending on what weapon you are talking about, and the distance the weapon is fired from. Remember that the difficulty levels are always cumulative, i.e. they can be added together.

DISTANCE	**DL**
SHORT	-5
VERY LONG	+5

PROJECTILE TYPE	**DL**
BOW ARROW	-8
CROSSBOW QUARREL	-10
THROWING WEAPON	-5

FIRING SEVERAL ARROWS PER ROUND

With some missile weapons both the accuracy and the speed of the weapon are increased with the proficiency of the user. If you want, you can allow the characters to fire more than one arrow per action round with their bow, or to throw more than one throwing knife, or throwing axe.

Firing more than one arrow works in the same way as dividing up your CS against more than one enemy in close combat. The difference with missile weapons is that the attacks must have a CS, which is as even as possible. If you have CS 15 for your attribute roll when you are using a bow and want to make two attacks, the attacks get CS 8 and 7. You can not choose to make one attack with CS 10 and one with CS 5.

An advantage with making more than one attack is that you can direct the attacks against different opponents, as long as the character can see all the opponents. The first attack is made in the normal place in the combat order, the rest are made last.

ARMOR

One of the easiest ways to protect yourself from damage is by wearing good armor. There are a number of different types of armor, from padded cloth, to full plate armor, which all protect you better or worse than the others.

Weight, price, and armor value (abbreviated AV) for the heavier armor types, like scale armor, chain mail, and plate, includes the values for the underlying armors, like padded leather and chain mail under a full suit of plate armor. Weights are also the actual weights, i.e. the weight if you are carrying the armor, not if you are wearing it. If you are wearing armor its weight is half of the actual weight when you are working out the encumbrance for the character.

Remember that the heavier armors can be tiresome to wear for long periods of time, and during outdrawn combats. It is not suitable to allow characters to make long, quick, marches in heavy chain mail, or full suits of armor, without hefty DL modifications.

Weights and prices in the table are for a full suit, excluding helmet. If you want to know how much, for example, a hauberk (breast plate, protects abdomen and chest), or a pair of greviéres (leg guards, protect legs) or vambraces (arm guards, protect arms) weigh or cost, you simply multiply the weight or cost in the table by 0.3 (hauberk) 0.4 (greviéres) or 0.3 (vambraces). If a character is larger or smaller than an average person is the weight can vary by up to 50%. (ALL WEIGHTS IN THE TABLES ARE IN KG).



NAME	AV	WEIGHT	PRICE
PADDED CLOTH	1	5	120 SP
LEATHER	2	7	280 SP
STUDDED LEATHER	3	9	425 SP
HARDENED LEATHER	4	7	450 SP
CHAIN MAIL	6	13	1200 SP
SCALE ARMOR	7	15	1600 SP
IMPROVED CHAIN MAIL	8	20	2600 SP
LAMINATED PLATE	9	24	3300 SP
BRIGANDINE PLATE	12	26	4500 SP
TOURNAMENT ARMOR	14	3	5400 SP

HELMETS

There is a load of different type of helmets, which have different armor values, depending not only on the material they are made from, but also on how much of the head they cover.

NAME	AV	WEIGHT	PRICE
CLOTH HOOD	1	0.2	25 SP
LEATHER HOOD	2	0.5	65 SP
LEATHER HOOD	3	1.5	85 SP
WITH IRON CROSS			
CHAIN MAIL HOOD	5	2.0	175 SP
OPEN HELM	4	2.5	150 SP
HEAUME	8	4.5	950 SP
TOURNEY HELM	12	6.5	1250 SP

SHIELDS

There are shields in many different sizes and forms. They are used mostly for one purpose - to simplify defense in combat, but also, to some extent, to protect yourself from missile weapons.

Shields have armor values, just like armor. If a shield suffers more damage than twice its armor value in one attack, it immediately falls to pieces.

Random Protection (RP) in the table below shows how large the chance is that you will hit the shield when you are firing at a person carrying a certain type of shield. When firing at a person carrying a shield an additional dice roll should always be made and if the roll is less than or equal to the DL the projectile has hit the shield. The roll can be avoided by spending as much effect as the DL.

NAME	W	AV	RP	PRICE
BUCKLER	1	12	2	35 SP
SMALL ROUND SHIELD	2	16	4	50 SP
KNIGHT'S SHIELD	3	20	7	75 SP
LARGE SHIELD	3	18	8	120 SP
LONG SHIELD	4	16	8	110 SP

MISSILE WEAPONS

In this table we present the most usual missile weapons in the world of Gemini. To make it easier to read the table we will here present the terms in short.
NAME: The weapon's name.
DAMAGE (DAM): The weapon's damage.
RANGE: There are three values for range: Short, Long, and Very Long. This is the distance in meters, which affects the attribute roll's difficulty level (See Missile weapons).
AV: Even missile weapons can be used to parry with in emergencies, though this is not to be recommended as they easily break.
WEIGHT: The weapon's weight in kg.
PRICE IN SP: The weapon's price in silver pieces.

		RANGE IN METERS					
NAME	DAM	SHORT	LONG	V.LONG	AV	W	PRICE (SP)
SHORT BOW	2	0-15	16-35	36-60	4	1	50
BOW	4	0-20	21-40	41-75	5	2	75
LONGBOW	6	0-30	31-65	66-90	6	2	200
COMPOSITE BOW	8	0-35	36-70	71-105	6	2	250
LIGHT CROSSBOW	6	0-45	46-100	101-175	6	2	350
HEAVY CROSSBOW	10	0-60	61-125	126-250	8	4	525
SLING	2	0-20	21-50	51-90	2	0.5	35
THROWING KNIFE	1	0-CSx0.4	CSx0.5-0.9	CSx1.1-1.5*	8	0.5	25
THROWING AXE	3	0-CSx0.4	CSx0.5-0.9	CSx1.1-1.5*	12	1	45
JAVELIN	3	0-CSx0.4	CSx0.5-0.9	CSx1.1-1.5*	10	2	35

* the range of throwing weapons is worked out from what CS you have while using that weapon (i.e. AGL/PER modified by KL in Missile weapons and specializations). Remember that very long is a weapons furthest effective range. If you only want to throw it as far as possible you can reach up to double the maximum range.

CLOSE COMBAT WEAPONS

In the world of Gemini there are really as many different types of sword as there are swords. Each weapon which is forged becomes unique, has its own special traits, its faults and advantages. Since we can't possibly describe every weapon in the world of Gemini, we have chosen to describe a number of more general weapons.

The descriptions in the table follow a set format. To understand the descriptions it can be good to know what the different headings and abbreviations mean.
NAME: The weapon's name.
TYPE (TYP): The weapon type of the weapon. This is also the weapon type, which you can specialize in (see the Close combat attribute in the Knowledge section of the second chapter). The following weapon types exist: Daggers, One handed swords (1-Sw), Two

THE GUARD TOWERS OF MURGIA

To protect the land from the evil forces, which are still assumed to reside within the walls of Murgia, the Church has built guard towers in a circle at a safe distance from the town.

In total there are 120 towers, all manned by monks and Knights Templar, who are supposed to make sure that Murgia remains isolated. The area is strictly forbidden to visit, and not even the highest dignitaries of the Church dare to stray past the blockade. Nobody knows if anyone still inhabits the town, or if everyone succumbed to the plague, and nobody has any intention of finding out.



handed swords (2-sw), One handed axes (1-Ax), Two handed axes (2-Ax), Polearms (PO), One handed clubs (1-Cl), Two handed clubs (2-Cl), Flails (Fl).

STR: The STR that the user must have to use the weapon unimpaired. If you do not have a high enough strength to use the weapon the attribute roll's DL increases by -1 for each point of STR you lack. You cannot fight with a weapon, which has a STR that is more than your STR plus five.

GRIP (G): How many hands are needed to wield the weapon. 1 indicates that it is a one handed weapon, and 2 indicates that it is a two handed weapon.

DAMAGE (DAM): The weapon's damage, which is added to the damage when you have hit your opponent.

WEIGHT: The weapon's weight in kg.

ARMOR VALUE (AV): Weapons have armor values, just like armor and shields. This is a measure of the chance that the weapon will break when you are parrying with it. If a weapon gets more than twice its AV in damage from one attack it breaks.

PRICE: The cost, in silver pieces, for the weapon in brand new condition. Used weapons normally bring in, depending on condition, between a quarter and three quarters of the original price.

NAME	TYPE	STR	G	DAM	WEIGHT	AV	PRICE (SP)
DAGGER	Dagger	2	1	2	0.5	10	45
SHORT SWORD	1-Sw	7	1	4	1	13	145
BROAD SWORD	1-Sw	11	1	6	2	15	175
BASTARD SWORD	1-Sw	13	1-2	9	2.5	17	535
SABER	1-Sw	8	1	6	1.5	14	345
TWO HANDED SWORD	2-Sw	15	2	12	3.5	16	750
HAND AXE	1-Ax	8	1	6	1.5	13	130
BROAD AXE	1-Ax	11	1	8	2	14	275
BATTLE-AXE	1-Ax	13	1-2	10	2.5	15	355
TWO HANDED AXE	2-Ax	16	2	15	4	14	500
SPEAR	PO	5	1-2	6	1.5	10	50
LONG SPEAR	PO	7	2	9	3	11	85
QUARTERSTAFF	PO	4	2	4	2	10	10
HALBERD	PO	9	2	12	3	12	175
POLE AXE	PO	8	2	12	3	12	185
CUDGEL	1-Cl	5	1	4	1.5	10	5
WAR CLUB	1-Cl	8	1	6	1.5	11	105
MORNING STAR	1-Cl	12	1	10	2.5	14	205
WARHAMMER	1-Cl	11	1	9	2	13	175
2H-W.HAMMER	2-Cl	15	2	14	4	16	230
FLAIL	Ch	12	1	8	2	13	135
TWO-HANDED FLAIL	Ch	14	2	11	3	12	150

WOUNDS

If a weapon has hit you, and you have taken damage, you have been wounded, i.e. you have taken a wound of some sort, a flesh, light, serious, or mortal wound. What type of wound you get depends on your endurance (which in turn depends on your PHY). When you take damage you compare it with your endurance.

The endurance is written down as intervals for different types of wounds, e.g. a character with PHY 15 has the following endurance: flesh wound 1-3, light wound 4-7, serious wound 8-14, and mortal wound 15+. This means that the character has taken a flesh wound if he gets damage in the 1-3 interval (i.e. 1,2 or 3). He has taken a light wound if he gets damage in the 4-7 interval (i.e. 4,5,6 or 7). He has taken a serious wound if he gets damage in the 8-14 interval (i.e. 8,9,10,11,12,13,or 14) and he has taken a mortal wound if he gets damage in the 15+ interval (i.e. 15, 16, 17 ,18 etc.). Observe that the number of damage you take is not something that you keep count of. It is only used to determine what sort of wound you have taken.

EFFECTS OF WOUNDS

When you have been damaged you lose control, power, and quickness. It becomes harder to concentrate, to stand upright, and to keep balance. In the end your legs fold, and you collapse, exhausted and frustrated, to the ground.

FLESH WOUND

A flesh wound can be a harmless scratch on your arm, a lightly bleeding cut on your cheek, or the remaining pain of a half-decent punch to your breast. A flesh wound does not affect your character's capacity in any way, but of course it should still be acted out.

LIGHT WOUND

A light wound is something much more serious than a flesh wound, it is probably bleeding quite profusely, or pains you incredibly. It can mean a broken nose, a couple of broken fingers, or a sizeable cut. Every light wound gives you -1 wellbeing.



SERIOUS WOUND

A serious wound affects the wounded person's abilities quite drastically. Exactly how they affect him depends on which hit location has been wounded. A person who has got a serious wound, risks bleeding to death, and takes a flesh wound every PHY/4 AR, until someone has put a bind around the wound (someone has successfully performed the action of First aid on the character).

SERIOUS WOUND IN THE HEAD

If someone has taken a serious wound in the head, the victim becomes immediately unconscious for 20-PHY minutes. When he then awakes he is incapable of doing anything except lie and wait for someone to bind his wound, or possibly creep away from the place where he was wounded. A person with a serious wound in the head can not protect himself, and gets -3 wellbeing.

SERIOUS WOUND IN THE CHEST/ABDOMEN

If you take a serious wound in the chest or abdomen you fall to the ground and can do nothing except try to withdraw from the heat of battle. You get -3 wellbeing and can not attack anyone, other than with missile weapons, but you can still defend yourself, if not, particularly well.

SERIOUS WOUND IN AN ARM/LEG

If an arm or a leg suffers from a serious wound it becomes useless. A leg can no longer take any weight, and an arm can no longer be used to hold a weapon, or anything else. A person with a serious wound in an arm or leg has -2 wellbeing. For those with serious wounds in a leg, movement is halved as well. You can neither run, nor sprint, with a seriously wounded leg.

MORTAL WOUND

When you have a mortal (i.e. deadly) wound in the abdomen, chest, or head, you die almost instantly. The head is chopped off or crushed, the abdomen is bored through, and the ribcage collapses into the lungs. If you get a deadly wound in any of these places, you can only survive through a miracle or magical intervention. A deadly wound in an arm or leg means that the limb is permanently damaged, and that the you won't be able to use it again. It might need to be amputated (if it is not already severed). A person with a mortal wound in an arm or leg bleeds to death in PHY AR if the wound is not tended to.

ACCUMULATED WOUNDS

When you take several wounds, which alone would not affect your capabilities, but which together definitely would, you add them up and get what is called an accumulated wound. If all the wounds have affected the same hit location, they are traded for a more serious wound. If, on the other hand, they have affected different body parts then no one hit location is given a more serious wound, instead they are treated as a general wound. A general wound affects the character's abilities, but no particular body part.

TABLE FOR ACCUMULATED WOUNDS

3 FLESH WOUNDS = 1 LIGHT WOUND

3 LIGHT WOUNDS = 1 SERIOUS WOUND

2 SERIOUS WOUNDS = 1 MORTAL WOUND

SERIOUS WOUND

An accumulated serious wound decreases a character's wellbeing by 3.

MORTAL WOUND

If the character has accumulated a deadly wound he must succeed with an attribute roll for PHY or faint for 1D20 minutes. He also begins to bleed to death if the wounds are not treated within PHY minutes.

HEALING

In reality it takes a very long time to recover from a wound. A bone fracture takes almost two months to heal, and a little cut can continue to irritate and hurt for weeks. In Gemini the players take on the roles of heroes in a world of constant twilight, which is threatened by destruction, and slavery to the loathsome Darkness. In such a world, realism is sometimes forced to make way for heroism, and therefore, no healing takes as long in Gemini as it does in the real world. In Gemini a flesh wound heals in two days, which means a light wound heals in six days, a serious wound in less than three weeks, and a deadly wound heals in a month and a half. Healing of wounds more serious than a flesh wound requires that you rest, otherwise the healing time is doubled.

THE MASQUERADE OF ASSENTIUM

Every year, the generous Lord Avaran arranges a masquerade ball in his magnificent castle in Assentium, the capital of the province of Mordinan. Everyone is invited, from the poorest farmer, to the richest nobleman, merchant, and most unholy lawbreaker. At the enormous ball the Lord has only one requirement, that all the guest be disguised to the point of no recognition. The masquerade ball in Assentium is every farmer's opportunity to feel like a real nobleman, a pleasure that few of them take advantage of however. It is claimed that even Salem elfs participate at the ball, but since everyone leaves the ball in the same costume in which they came it is hard to be really sure. Many people bear witness to mysterious disappearances at the ball, but representatives of the Lord always come up with plausible explanations for every such occurrence.



DAMAGE FROM FALLS

Combat is not the only time when you risk being wounded, a characters health can be threatened in many other situations. One of these situations is a fall from a great height. There are a load of different circumstances which affect how much damage you take from the fall, among others, the height of the fall and the material you land on.
When you fall or jump you are always allowed to make a roll for AGL modified by your KL in Movement, and the specializations of Jumping and Acrobatics. The effect of the roll is then used to lessen the damage you take from the fall.

The damage you take from a fall is compared to your endurance as usual, but the Narrator has to decide how to interpret the different types of wound depending on the circumstances.

Armor does not protect you from falling damage.

SITUATION	DAMAGE MODIFICATION
EVERY METER ABOVE 2	+2
HARD SURFACE (STONE/GRAVEL)	+3
SOFT SURFACE (GRASS)	-2
MOVEMENT ROLL	-E/2

DAMAGE FROM FIRE

If a person is caught in a fire, or his clothes or he himself begins to burn, he will take damage as long as the fire continues to burn. Obviously all fire does not do the same amount of damage.

Fire does 3 damage in the first action round. For every subsequent round that the character is exposed to the flames the damage increases by 1.

Armor does protect from fire, as long as the damage does not exceed their AV. When the fire's damage does exceed the armor's AV the armor does not give any protection at all. If the fire affect more than one hit location damage and wounds are worked out separately for each location.

DAMAGE FROM SUFFOCATION

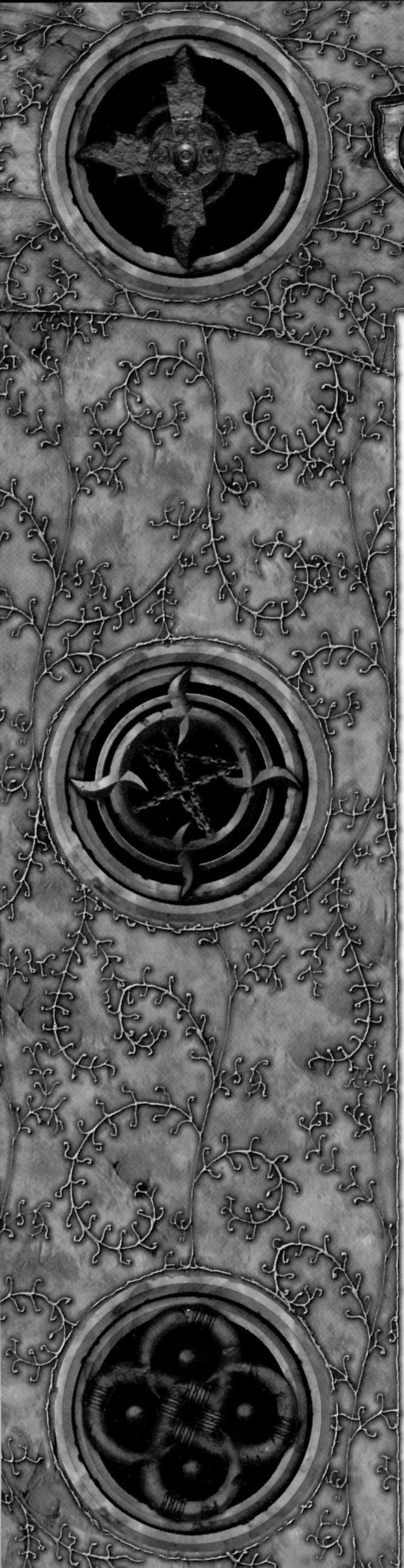
If you find yourself under water, you have to hold your breath until you can get air into your lungs again. A person can hold their breath for PHY/2 action rounds without problem. For every round that you wish to remain under water after that you have to succeed with a PHY roll. If the roll fails you have to either get up to the surface, or take damage. The damage begins at 1, but increases by 1 more for every round you are under water. When you have taken a serious wound you become unconscious and can no longer do anything to save yourself. This is the only time you keep track of damage.

The PHY-roll is made more difficult (DL -5) if you are doing something strenuous under the water (like fighting).

DAMAGE FROM COLD

A character that is exposed to very low temperatures for a long time unavoidably takes damage. When a character is exposed to cold he makes a PHY-roll every tenth minute to determine whether or not frostbite sets in. The PHY roll is modified by how cold it is, and how the character is dressed. Every time the PHY roll fails the character takes a flesh wound. The character falls unconscious when the flesh wounds have accumulated to a serious wound, and when they have accumulated to a deadly wound he is beyond all help.

SITUATION	MODIFICATION
WARM CLOTHES	+5-15
FOR EVERY 2 DEGREES UNDER +10 DEGREES	-1



MAGIC

The minute chamber was lit only by a burned down, wax candle, whose dying flame spread its flickering glow over the walls and the worn, leather-bound tomes, which lay on the little desk's dark surface. The scripture's pages were yellowed, and in many places the text was illegible and marred by the hand of time. For Wilhelm there was no doubt that what lay in front of him was the sullied spell books, the destruction of which had been ordered by the last abbot.

When he watched them where they lay, opened in the light of the wax candle, he understood what their existence meant. He understood that someone had gone against the abbot's orders, a deadly sin, and hid the books in an unused chamber, deep below the monastery. Since then someone had been coming down here, to study the texts, and in secret, learn the forbidden.

"Someone has fallen to the temptation", he said quietly to himself. "Someone has sinned and fallen."

He heard a sound behind him, and spun round. The light! Why had he not thought of it? The one who had hidden the scripts was here. Somewhere in the darkness an unholy heretic waited for him.

"You do not know what you are talking about." The voice that floated out of the shadows was muffled and calm. Wilhelm recognized it. It belonged to the monk who had greeted them when they first arrived at the monastery, two weeks ago, the monastery's key master and guardian. "I could explain to you and make you see the truth. Yet the time is all too short, and you have seen too much brother. Far too much."

The flickering light made the monk's eyes gleam. It looked like a fire burned within the monk, and its intensity was mirrored in his eyes. Before Wilhelm could react the monk traced some abstract symbols in the air between them, and invoked the ancient powers. An indescribable pain spread through his breast and he sank to the ground. It felt like his heart was burning, like it was slowly turned to ashes inside its protective ribcage. Above him he could hear the monk's words:

"This is only the beginning brother. Only the beginning."

THE JADE DOLLS

Approximately five hundred years ago, shortly after the Rebellion of the Sovereigns, the Lord of Galatien commissioned the crafting of ten jade dolls in different sizes, each one sculpted to look like one of the Church's holiest men. The dolls fitted into each other like hands into a glove, and the smallest of the dolls, which looked like Marquis Caedes, was the most exquisite of them all. The jade dolls were intended as a gift to the reigning Marquis in Ravarra, to quench the Church's anger at the sovereigns after the bloody rebellion.

Unluckily, the dolls were stolen from the castle on the same day that the Lord was supposed to set out on his journey, and the Marquis' offer of an audience was withdrawn. Since then, they have been rediscovered one by one, but all ten have never been brought together, and the smallest, most valuable doll, has never been found.



Everything is not as it seems. A calm surface can easily fool an untrained eye. Behind reality's apparent order hides a complete chaos, and when the time is right the ancient powers emanate from the web of reality. One of the oldest of reality's chaotic powers is the hungry Darkness, the savage whirlwind of disorder and corruption, which creates the elements that form the reality that ordinary people see.

There are people who can see beyond the order, under the surface, and learn to understand and rein in the chaotic powers, and to affect reality. These people are called magicians, and there inconceivable powers magic.

MAGIC TERMS

When you talk about and try to describe magic, you are sometimes forced to make use of a number of not completely ordinary terms. To make this chapter easier to assimilate for you, we will present explanations of a few of the most common magic terms in this section.

ASPECT

An aspect is one of the building blocks of reality. Aspects are also the building blocks with which you weave magic spells. Examples of aspects are Fire, Cold, Water, Kinetic energy and Time.

SUMMON

When you are going to use magic you can choose to summon an aspect. This means that you will create something out of thin air, which disappears after a short while.

SPELL

When you are using magic you always do it in the form of a spell which is woven (created) from a combination of one or more aspects.

SPELL BOOK

The spell book is a magician's most precious, and forbidden, possession. In it he writes down all the spells he knows.

AFFECT

To affect an aspect is the second way which you can use magic. When you affect an aspect you change something which already exists.

CHANNELING ROLL

The channeling roll is the roll you make to weave a spell. It is nothing more than a MEN roll modified by the magicians KL in Magic, and the spell's level, plus relevant specializations in different aspects.

LEVEL

Spells are woven in levels (abbreviated L). Simply, you can say that a spell becomes more powerful for every level that is woven into it.

DURATION

How long the spell lasts.

RANGE

How far a spell can reach.

AREA OF EFFECT

How large an area the spell affects.

TO USE MAGIC

In Gemini, magic is based on a number of building blocks; the different elements which reality is made up of. These building blocks are called aspects, and different aspects can be combined in different ways to achieve different effects. Some examples of common aspects are: Fire, Air, Earth, Water, and Kinetic energy.

A skillful magician can, with time, learn to control all the existing aspects to the full, and in that way, come to control all reality.

LEVELS

Aspects can all be thrown at different levels. The higher the level an aspect has, the more powerful its effect becomes, and for every level above the first an aspect has, the difficulty level of the channeling roll increases by -1. A second level Fire (abbreviated Fire L2) is about twice as powerful as a first level Fire (abbreviated Fire L1), but exactly how much more powerful it is depends on what effect you use the second level of power to accomplish.

THE EFFECTS OF EXTRA LEVELS

Extra levels make a spell more powerful. For every level of an aspect you choose to weave into a spell you can, among other things, increase the damage, increase the spell's duration, increase the spell's range or increase the volume of the affected object or the affected area. Exactly what you can accomplish with each level varies from aspect to aspect. There are, however, certain general guidelines, which are described under the headings Affect and Summon.



THE CHANNELING ROLL

When a magician is going to throw a spell he channels some of the rampant chaotic energy of which reality is built. From having been resting under the surface the energy is awoken and becomes a fascinating manifestation of supernatural power.

To determine whether or not the magician succeeds with his spell you make an attribute roll for MEN, modified by the circumstances at the time, like the magician's KL in Magic and the spell's level.

If the roll is successful the spell has been cast successfully and has immediate effect. If it fails, however, something has gone seriously wrong, and the magician risks being affected by mental overload, which can sometimes lead to mental collapse, temporary blindness, paralysis, or physical changes.

IMPROVISED MAGIC

Magic in Gemini is very free and full of possibilities for a never-ending exploration of its mysteries. The only thing which sets a limit is the players' and the Narrator's imagination. The fact that magic is free does not mean that it is easy to try new combinations of aspects and levels however. Completely improvised spells, which are made up in the heat of the moment, and not written in the magician's spell book are always treated as having a difficulty level which is twice as high as a non-improvised version.

THE RULE OF THE WEAKEST LINK

No chain is stronger than its weakest link. Casting spells in Gemini works in exactly the same way. When you modify your CS for the channeling roll you always use your KL for the aspect you are weakest at (the one where you have the lowest KL). This is important to remember when using aspects in which you are specialized.

MENTAL OVERLOAD

When you fail with the channeling roll there is always a certain risk that there has been a mental overload. If something has gone very wrong the magician may well have died. To determine what has happened you roll a D20 and add the spell's level.

1D20+ SPELL LEVEL	RESULT
2-18	NOTHING HAPPENS
19-20	HEAD ACHE: The magician is afflicted with a terrible head ache and becomes shaken for 1D20 AR. During these AR the magician can do nothing except protect himself.
21-22	BLINDNESS: The magician is afflicted with an indefinable pain in his eyes and becomes temporarily blind for 1D20 minutes.
23-24	BACKLASH: The magician succeeds in bringing about the desired change in reality, but it turns against him. If the magician tried to cast an attack spell it will hit him and do damage as normal.
25-26	TERRIFIED: The magician is suddenly afflicted with persecution mania, an irrational fear of everything close to him, and he tries desperately to flee from all creatures he can see. Every tenth minute the magician can try to make a MEN-roll to overcome his fear. If he succeeds the panic is broken, and he can act as normal.
27-28	ATTRACTED: The magician becomes unconscious for 1D20 minutes, when he wakes up he feels a powerful inclination towards the aspect which dominated the spell (e.g. if it is fire he becomes a pyromaniac, if it is water he needs to wash himself with water to avoid drying out). The effect is permanent.
29-30	MARKED: Reality strikes back at the magician, who unasked tried to manipulate its chaotic flow, and marks him forever. The aspect that dominated the spell (i.e. the one with the highest level), will leave its mark on the magician, and from now on he must always succeed with a MEN-roll to get near the actual aspect in larger concentrations. For example: Fire leaves pronounced scars, like from burns, and the magician shies from open fire, Light makes the character afraid of light, and he gets damaged eyes, Sound gives the character a strange voice, speech impairments, and makes the character afraid of loud noises, and so on. The effect is permanent.
31-32	MEMORY LOSS: The total break down means that the magician loses his memory. He remembers nothing of his earlier life, his earlier character, his knowledge, or his friends. Every week the character can make an attribute roll for MEN. If the roll succeeds the magician begins to regain his memory, and a week after the roll is made he is totally restored.
32-33	PARALYSIS: The magician is afflicted with a powerful paralysis in his whole body, and is completely unable to move for 20-PHY days. During this time he can do nothing other than observe his environment. He cannot eat, cannot talk, cannot move, and cannot use magic. When the time has passed he has his PHY lowered permanently by 1D20/4. The points can be regained in the usual way by spending experience points (see To Change).
35-36	MENTAL BREAKDOWN: Reality's powerful onslaught breaks down the magician's psyche, he collapses and wakes up 1D20 hours later. He loses

MURGIA - THE TAINTED CITY

In north western Sein, right in the middle of the lifeless wastes, lies the town of Murgia, abandoned since a thousand years. History tells us how the Black death began there as the One's punishment for the sinful people of the city, which had swerved from the faith, and began to question the existence of God. Afterwards the infection spread through the land like wild fire. It was brought across the province borders by desperate refugees who were cared for by the careless. The sinners infected everyone who came near them, and in that way even those who felt remorse for the sinners - which is strictly forbidden by Lex - received their rightful punishment. Only the men of the Church have the One's permission to free people from their sins.



1D20/2 MEN permanently, and can never use magic again. The points are regained as usual by spending experience points (see To Change).

37+ DEAD: The magical overload leads to the fact that the magician is torn to pieces by reality's terrible weight and collapses dead to the ground, consumed by the aspect which dominated the spell. There is nothing that can save the magician, he is beyond all redemption, lost forever.

TO CAST MORE THAN ONE SPELL PER ACTION ROUND

Normally a magician can cast one spell per action round. This is true regardless of what level the spell has, or which aspects are included in it. If, as a magician, you wish to cast more than one spell per round, it is totally possible, but not at all easy, and much more risky.

When you cast more than one spell per action round you split your CS for your magic attribute roll. This works exactly like firing more than one arrow with a bow, or fighting more than one foe in close combat (as with fighting more than one foe in close combat you do not have to split your CS evenly). When you have split your CS you take away the difficulty level for the spell's level exactly as normal, and then make a separate attribute roll for each spell. Observe that each spell can lead to your having to make a roll on the magical overload table, something that can definitely have uncomfortable results.

The spells you weave have their effect worked out last in the action round.

TO RESIST MAGIC

When you are attacked by magic in a way where the magician either tries to affect you senses, or damage your body by directly summoning an aspect in contact with your body you are always allowed a resistance roll. On the other hand you are not allowed a resistance roll if the damage you sustain is only indirectly caused by the spell, or is of a purely physical nature.

To succeed with the resistance roll you must make a roll for MEN, with a difficulty level equal to the spell's level. If the roll succeeds the spell has no effect at all, since you have prevented reality from breaking apart in your personal area, the only reality which, unless you are a magician of course, you can have any control of.

Examples of when you are allowed a resistance roll: Someone tries to affect your senses (create an illusion, make you deaf, make you blind and so on), someone tries to summon an aspect inside your body (make your heart start burning, make your lungs fill with water, make your blood start boiling in your veins).

Examples of situations where you are not allowed a resistance roll: A boulder is set in motion with the aspect of Kinetic energy and rolls towards you (obviously this is also true for falling trees, gorges which open underneath you, whirlpools which consume the ship you are on). A magician conjures a ball of fire which he throws at you (is true for conjured swords, spears of ice, arrows of light, lightning and so on).

ASPECTS

The aspects are the foundation of magic, the essential elements from which the magic users of Gemini's world build their spells. According to the magicians the aspects are actually reality's fundamentals - the only things which our existence is made up of - and by using them the mighty can achieve anything, for him, nothing is impossible, no heights unreachable.

In the description of every aspect there is a short explanation of how it works, what it can be used for, and how different levels affect, for example, duration, damage, and range. A magician can use an aspect in two ways. He can either try to affect or summmon the aspect. What this involves is described below, partly under the headings Affect and Summon, but also in the description of each individual aspect.

For each aspect, exactly what happens if you weave a level of that aspect into a spell is also described.

AFFECT

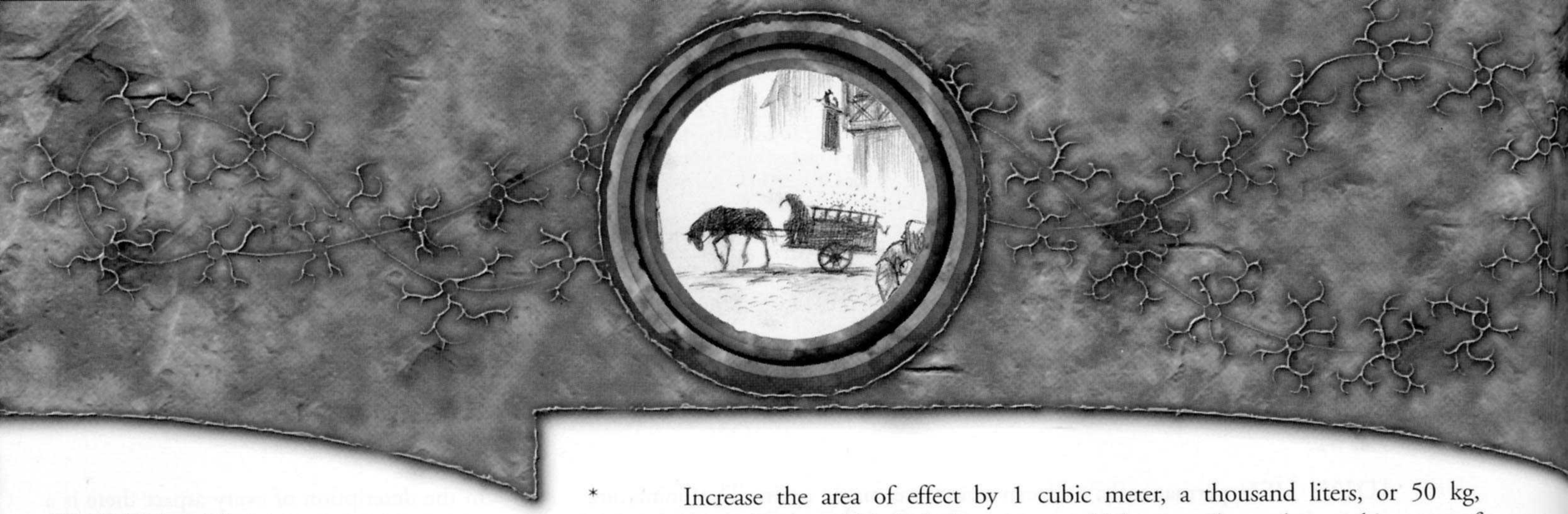
The first thing you learn as a magician is to affect an aspect that is already manifested in our part of reality to weave your spells. The things, which you can achieve by affecting, an aspect is actually quite limited, but can nonetheless be just as impressive. One of the most common ways in which a magician affects an aspect is by forming it. He creates a picture out of a fire, opens a hole in the middle of the barricaded monastery's bronze gates, or makes his steps completely soundless, even though he is moving over crushed glass in a full chain mail.

DIFFERENT LEVELS OF AFFECT

A first level Affect aspect affects (Area of Effect) a cubic decimeter, a liter, or a kilogram, during (Duration) one action round, at a distance (Range) of up to five meters at the most.

For every extra level of Affect you use on an aspect you can always (unless nothing else is said under the aspect's description):

* Increase the range by 5 meters.
* Increase the duration by 1 action round.
* Increase the area of effect by 1 cubic meter, a thousand liters, or 50 kg, whichever is the least. A cubic meter can always be exchanged for 10 square meters (roughly 3.5 x 3.5 meters) in those cases where it is of interest.



SUMMON

Much more difficult than affecting an aspect is to summon an aspect, and make it form out of nothing, to appear out of thin air in front of baffled onlookers. What a magician does when he summons an aspect is not to actually create the aspect, for if he could he would be mightier than the One, but to force the chaotic streams to burst through reality's thin surface and manifest the aspect in the world. A magician who can summon an aspect can therefore more or less conjure up a shining sword, make the sky start burning, or drown a village in a merciless deluge (as long as the level of the spell is high enough you can achieve most things). Remember that as soon as a summoned spells duration runs out, the effects which require one or more of the aspects to remain our part of reality also disappear.

Example: If a book has been soaked by summoned water and the ink runs over the pages, the book will dry out immediately as soon as the water's duration has run out, but the ink will still be smeared all over the pages and the text is now probably quite difficult to read. A wound caused by summoned fire (the magician has set a heretic on fire) is not affected at all, since the damage is instant and the fire is not needed to sustain the wound, it would only be worse if the spell was still active.

DIFFERENT LEVELS OF SUMMON

For every level of Summon you weave in to a spell you summon (Area of effect) a cubic decimeter, a liter, or a kilogram, of the actual aspect within (Range) a distance of 5 meters. The aspect remains in our part of reality during (Duration) one action round.

For every extra level of the summon aspect which is woven into the spell the following can be added to the spell's effect.

* Increase the range by 5 meters
* Increase the duration by 1 action round.
* Increase the area of effect by 1 cubic meter, a thousand liters, or 50 kg, depending on which is the least (you could for example say that a cubic meter of water weighs 1000 kg, so you cannot summon a 1000 liters of water but 50 l).
* Increase the damage by 2.

DURATION

Duration is a measure of how long a spell lasts, how long it actually works. The duration is measured in action rounds. The term duration has different meanings, depending on if you want to Affect, or Summon an aspect. When you are affecting an aspect the effect remains for the duration, after which the spell stops, and everything goes back to normal again. When you are summoning an aspect it is a measure of how long the aspect remains manifested in world, when the duration runs out the spell ceases and the summoned aspect disappears.

RANGE

The range of a spell shows how far away the object or person that is the object of the spell can be from the magician. For spells which involve summoning an aspect the range shows how far away from the magician the aspect can be manifested (or affected if the spell involves affect aspect), but once the aspect has been manifested it can obviously move away from the magician (or vice versa). Though as soon as the magician moves out of the spell's range he loses control of the aspect and cannot affect it other than by casting a new spell.

DAMAGE

Many spells are woven to cause damage to a target. All aspects, which are woven in one level, do 2 damage. If two or more aspects are woven in several levels the damage from each of these is added together, it does not matter if the damage is caused by different qualities of the spell. A ball of fire, for example, causes damage in two ways, both through kinetic energy (the force of impact when the ball comes flying through the air), and by fire (the intensity with which the ball is burning).

Example: A spell is woven of two different aspects, both with L2. In this case up to 4 levels can be used to cause damage, which totally becomes (4x2=8) in damage.

PARADOXES

Even though magicians are incredibly powerful and can change reality, at least on the surface, they can never break the chaotic laws, which the world obeys. Not even with magic can you do the impossible, because if you did a paradox would occur. The laws would no longer be valid, the thin threads that hold together reality would burst, and the world would dissolve into thin air. In the game this means that the Narrator can limit the player's "power". Not even the mightiest magicians can break the chaotic laws, and only the Narrator knows what chaos forbids.

A very good example of a paradox is time travel. They are impossible because time in Gemini's universe has only one direction, it points unswervingly forward, in the direction of the total lack of order which waits at the end of time, when everything loses meaning. If you were able to go back in time you would, through your actions, change history. Which could in turn mean that you would never have gone back at all, which would mean that you would not have been there to change history in the first place. Another good example of a paradox is the elements that can not be combined because of the fact that they existed side by side would constitute a paradox. Fire and water can never be combin-

THE VRESUM MONASTERY

In the mountains on the border to Aretas, lies the Vresum monastery, famed for its irritable, firm, and incredibly strict abbot, who believes that every word in all of the books of the Church, is law, and that anyone who does not live like the Marquis, does not deserve a second chance. The monks which are educated under abbot Vactius' supervision, are seen as more pious than any other, and if anyone is to make penance, they are always sent to the Vresum monastery, because failure is not an option there.

Yet not even in the pious Vresum monastery are servants of the Church safe. It is said that there is a curse on the place, and it often happens that monks are found dead in their cells, before icons in the chapel, or in the steam bath, always without an evident cause of death. Abbot Vactius scorns all talk of curses, and explains all the deaths with the reason that the One is punishing the sinners. The dead monks were simply not able to stay on the narrow path they once started out on, and the One's blade has fallen on them.



ed in a spell since the water would suffocate the fire. Heat and cold cannot be combined in a spell since cold is an absence of heat, if there is heat therefore, there cannot be cold.

COMBINING ASPECTS

On their own, each aspect is very powerful and fantastic, but using magic in Gemini to the full, requires you to find imaginative and revolutionary ways of combining them. For example, the aspects of Fire and Kinetic energy can be combined to create a ball of fire that flies through the air, or Air and Kinetic energy can be used to form a solid wall of air, which moves across the battlefield and protects the magician from projectiles.

THE ASPECT OF FIRE - INCENDIUM

"Fire is the aspect of the flaming anger, vexation and destruction. It is the whirling waste layer, which unwaveringly sweeps across the land and destroys everything in its path. It is a living force, and when it has been called to life, been torn through reality's thin web, it breeds and spreads across the world - merciless and wonderful."
from the spell book of the fallen bishop Ignatio "The decent into the sea of fire".

Fire has an unimaginable destructive force, as well as an almost inexhaustible energy. It is one of the most commonly found aspects in combat spells.

TO AFFECT FIRE

When you affect fire you form it (i.e. give it a form, like a ball, or a shape of some kind), or rein it in, so that it can be changed by other aspects (like Kinetic energy).

TO SUMMON FIRE

It is quite risky to summon fire, since you can never control exactly what is set in flames by the summoned fire. Furthermore, the fire which the summoned fire feeds is not treated like summoned fire, so it is not sucked back into the underlying chaotic streams when the spell's duration has run out, but continues to burn with the same intensity.

TO WEAVE DIFFERENT LEVELS OF FIRE IN A SPELL

To weave different levels of fire into a spell works exactly like normal, but with one exception: you can never weave any levels of the aspect of Fire into the same spell where you have woven the aspect of Water.

AIR - CAELUM

"The air, caelum, is the heavenly weightless life giver, the thin, all permeating ether which we breathe, and which feeds our life spirit. The invisible bearer of ancient wisdom, and shelter to terrible forces, which, if it not held, could rip apart reality and reveal the underlying disorder."
from the spell book of the fallen bishop Ignatio "To control the sprightly ether".

The aspect of Air is all around us, and it is absolutely necessary for the survival of the inhabitants of Gemini. Even so, there are very few magicians who concentrate their studies on perhaps the mightiest aspect of all.

TO AFFECT AIR

To affect air is to make it compact, to shape it to become a whirlwind, to make it pull back and create a vacuum, or to calm a storm (even if quite a few levels are needed to accomplish this).

TO SUMMON AIR

When you summon air you make more air than there already is in a place. This can be used to fill someone's lungs to bursting point, or to create an air pocket under water, and in that way hopefully avoid drowning. Remember though, that it is not possible to summon air if there is nowhere to go for, as an example, the water the summoned air will displace.

WEAVING DIFFERENT LEVELS OF AIR INTO A SPELL

There are some things relating to air that might be appropriate to know.

* If you want to summon air to cause damage it is assumed to cause 2 damage per level, just like normal.
* If you want to summon air to breathe (avoid drowning or poison gas) a general rule is that every level of summoned air is enough to keep a person alive for one minute (12 action rounds).
* If you want to affect air to still a storm, or form a tornado, you can simply say that you can increase or decrease the air speed by 3 m/s per level (Storm 25 m/s, Tornado 35 m/s).
* If you want to make the air compact, and in that way provide greater resistance (for example, to make an invisible air wall) then 1 level of affect decreases a PCs base movement by 2m/AR. If you use 5 levels purely to compress the air, the area of effect becomes impassable for the duration.



WATER - AQUA

"In the seas, in our mortal bodies, and in the underground springs, the water flows. It is everywhere, even where it seems not to be, and it has a beauty, which outshines everything, but also an anger more terrible than anything. When the seas' waters darken, the wave tops become frothing white, and the unstoppable savageness escalates to insanity, it becomes a flood which can wash over a village, a city, or a country, and leave nothing but desolation behind it."
from the spell book of the fallen bishop Ignatio "The power of water"

Just like air, water is one of the most vital requirements for life in Gemini's world. Without water everything would dry out and wither. Therefore, water is one of the most important things there is.

TO AFFECT WATER

To affect water can, for example, be to divide a river and create a safe path over the seabed between the shaking walls of water, or to make it spray out of a well like a fountain (in combination with the aspect of Kinetic energy), or to open a maelstrom which swallows boats, fishermen, and innocent swimmers, whole.

TO SUMMON WATER

When you summon water it forces its way through the web of reality and manifest itself out of thin air. It can be used to drown wild heretics, to call forth rain, to create terrible floods, or to put out a fire which threatens to destroy the village church. Summoned water cannot be used to quench thirst, (other than extremely temporarily) or to water crops, since the result will be complete drought when the spell's duration runs out.

WEAVING DIFFERENT LEVELS OF WATER INTO A SPELL

Weaving different levels of water into a spell works exactly as normal, with the exception that you cannot weave any levels of water into spell where you have also woven fire.

EARTH - ORBIS

"From the earth we build our castles and cathedrals, from the earth grow the crops we reap, and in the earth we find the immense riches from which we build magnificent empires. However, when we upset the Earth, with our senseless pillaging, it cries for vengeance, and lets the ground crack beneath our feet. When hell is revealed, and the hot magma wells forth from the earth's womb, the earth is completely uncompromising, a purposeful avenger."
from the spell book of the fallen bishop Ignatio "The breaking of the barrier"

Earth is one of reality's most important foundations. In the aspect of Earth, all materials are found: earth, minerals, metals, precious metals, and jewels.

TO AFFECT EARTH

By affecting Earth, you can form it, make it harden (compact) and break, dissolve and be destroyed. If you have changed the form of the earth it will go back to its original form as soon as the duration runs out. If you have compressed earth (for example, made ordinary earth into stone) it will also go back to its original form when the duration runs out. By affecting earth you can temporarily make one aspect of earth form into another aspect of earth. In Gemini's world it really is possible to turn lead into gold, if only for a short while.

TO SUMMON EARTH

When you summon earth you conjure forth stone, gold, or iron, out of thin air and make it delay in our reality for a short while. Summoned earth always appears in the magician's immediate vicinity, and leaves nothing behind except the destruction it might have caused when it disappears. When you summon earth, the amount that is summoned varies depending on weight. For every extra level you use to increase the Area of effect, another 10 kg of earth is summoned.

WEAVING DIFFERENT LEVELS OF EARTH INTO A SPELL

Weaving different levels of earth into a spell is slightly different to how you normally weave extra levels, because the number of levels of earth you weave into a spell affects the type of earth you can affect or summon. If more than one level needs to be spent to affect/summon a certain type of earth the extra levels are used up for this alone, they cannot make the spell more powerful in any other way.

* Earth - requires no extra level.
* Metals (iron, copper) - requires one extra level.
* Alloys (bronze, tin) - requires two extra levels
* Precious metals (silver, gold, platinum) - requires three extra levels.

THE ST MARTIUS TEMPLAR ORDER

The St Martius templar order was founded in memory of Martius the martyr, Marquis' Dantero's son, who was killed accidentally by his father outside the Iron gate, when the men of the Church fell upon Cyrus the heretic and his followers. They were driven from Avernus over six hundred years ago by the reigning Lord of that time, and took control of the small island of Canella, outside the coast of Luceria. Form the very beginning they were beset fiercely by the Lord of Luceria, but they could easily beat back the attackers thanks to the many natural fortifications of the island. During the years which have passed the St Martius order has improved the island's fortifications a great deal, and these days it is virtually impregnable. That is really the only reason why the reigning Lord, Raphael, allows his former order brothers to live in peace. Even though he knows the fort's defenses he can not possibly lead a successful assault on them. The St Martius order is well known for its stately, powerful, long ships, with which they travel the waters to mission. Every grand master hopes to be able to return to Avernus and the old order castle, which is now controlled by one of the Lord de Lancre's governors.



LIGHT - LUX

"The light is terrible - blinding, cutting, revealing. It breaks through everything and confuses, misleads, and twists reality. However, beyond the light waits the darkness, the all-enveloping and safe darkness. It spreads where the light dies, the light flicker for just a short second with the discharge, when the darkness, the black integrity, absorbs and destroys it. Darkness is only the absence of light - to spread the darkness we must kill the light."
from the spell book of the fallen bishop Ignatio "The completion of the eclipse"

Light is what illuminates reality, but since the sun was darkened, and twilight fell over the lands, it has often been absent, and allowed its opposite pole, the darkness, to rule the world.

TO AFFECT LIGHT

When you affect light you try to dampen its intensity, form it, or prepare it for forming by other aspects. Affect light is the part of the aspect you use to create darkness.

SUMMONING LIGHT

When you summon light you increase the intensity of already existing light, or create an entirely new source, you let the light's aspect force its way through reality's web and manifest in our world.

WEAVING DIFFERENT LEVELS OF LIGHT INTO A SPELL

Weaving different levels of light into a spell works just as normal, with some exceptions. Among others, the rules for blinding and darken (to absorb the light in the spell's area of effect by affecting light for the duration). If you want to try to blind someone with a flash of light the victim must succeed with a MEN-roll to avoid being blinded for as many action rounds as the spell's level, the difficulty level for the roll increases by -2 per level. If you want to create darkness you do it by Affecting light. Within the area of effect there is total darkness.

COLD - FRIGUS

"When the cold comes, the eternal stillness will arrive, and under its weak veil the fingers' feeling disappears, consciousness fades away, and reality is rubbed out. To freeze a well-crafted sword, is like turning it to glass. It shatters uncompromisingly to pieces when you swing it at chain mail. When cold creeps up your bare hand, and covers the skin on your face, the life leaves your body, and you enter into the eternal sleep."
from the spell book of the fallen bishop Ignatio "The cold's loving touch"

The cold is a numbing force that comes from the north and lays like a quilt over the ground. Yet the cold also preserves. That which has been buried under the ice masses of the north is usually extremely well preserved, it looks like it did the day when it froze in the ice.

TO AFFECT COLD

To affect cold is a factor within the aspect of cold that is very difficult to define, since to affect cold is really to summon heat, which in its turn affects the cold. It is therefore not possible to affect cold, other than to form it, when it has been summoned.

TO SUMMON COLD

To summon cold is to let it into reality, to force out the heat, and freeze the world to ice. By summoning cold you often affect many other aspects, but this does not require you to weave extra levels into the spell.

(Example: A first level summon cold freezes everything in its area, regardless of whether or not there is any level of Affect woven into the spell. So you do not have to use Affect water to freeze it to ice).

WEAVING DIFFERENT LEVELS OF COLD INTO A SPELL

A first level summon Cold lowers the temperature by 10 degrees, and every subsequent level lowers it by an additional 10 degrees. If the summoned cold is supposed to affect the heat of a magical heat source (a magical fire, or oil that has been made to boil by magic) the normal rules for magic resistance take precedence. If the temperature change is intended to cause damage it does so in the normal way, regardless of how the human body would really react to the temperature change. Observe however, that the same levels that decrease the temperature also cause damage, i.e. a Summon cold L2 that decreases the temperature by 20 (10x2) degrees, also causes 4 (2x2) damage.

* The aspect of cold does damage every AR for the whole duration.
* You can never weave any levels of cold into a spell where you have woven Heat.



KINETIC ENERGY - MOTUS

"And when everything stands still time will cease. Without movement everything becomes meaningless, and thought stops working. Motus - kinetic energy - is what drives reality forwards, which forcefully throws everything into movement. It makes the summoned ball of fire - manifested and formed incendium - to rush through the air, makes the Knight Templar stop, lift from the ground, and then fall helplessly on the rocks to be crushed. To control the kinetic energy is to have the power to - at least momentarily - avoid the unavoidable."
from the spell book of the fallen bishop Ignatio "Reality's fall"

In Gemini's world there is a powerful force which makes objects move, and the world change. This force is called Kinetic energy and is one of the most important magical foundations when a magician weaves spells. To control movement is to control reality.

TO AFFECT KINETIC ENERGY

To affect kinetic energy is very much a question of preventing courses of action, interrupting movements, slowing oncoming danger's speed. How you do this, how you oppose the turning cogwheels of movement, is a very delicate question. You can, for example, slow down the swing of a sword, or decrease a fleeing enemies movement so that his pursuers can catch up.

TO SUMMON KINETIC ENERGY

Summoning kinetic energy involves increasing something's speed. You cannot affect parts of an object, you must affect the whole thing to increase its speed.

When you Summon kinetic energy you do not really summon a volume of energy, what you do is summon kinetic energy powerful enough to affect an area of a certain size.

WEAVING DIFFERENT LEVELS OF KINETIC ENERGY INTO A SPELL

When you weave different levels of Kinetic energy into a spell there are certain additions to the rules.

When you use affect Kinetic energy to halt an oncoming projectile, or decrease the damage from a close combat attack the damage is decreased by 2 per spent level. If the damage becomes 0 the projectile falls to the ground, or the attack misses its target.

If affect kinetic energy is used to slow someone's speed or movement, like interrupting someone's leap when they are in between two rooftops, you look at two things, the objects size and speed. For the first the Affects area of affect must be large enough to affect the whole object. When it is, the remaining levels can be used to slow the objects speed by 2 meters per action round per level. An object moving at 10 meters per action round therefore requires 5 levels to stop completely.

If summon Kinetic energy is used to increase something's speed, the speed of the object (or person) is increased by 2m/AR. If the object of the spell is to make someone faster to increase their movement and reactions, the person's CS for an AGL roll increases by 1 per L which is spent solely on this (the first level therefore does not count).

HEAT - AESTUS

"The burning heat, the shaking air, the steaming water, and the slowly melting sword, whose running steel hisses as it hits the ground, are all manifestations of the aspect Aestus. The heat is invisible, and its workings in reality are the only signs of its presence. Yet you can feel it, like a pressing pain, a pulsating regret which threatens to explode."
from the spell book of the fallen bishop Ignatio "The magma's purifying force"

The heat, the warming sun's light and the world's pulsating, volcanic, underground, is in many ways what makes life on the world's surface possible, but when the heat becomes too strong it can be deadly. The aspect of heat is all about learning to master the fine balance between life and death.

TO AFFECT HEAT

In a stricter sense, affecting Heat, in the way of cooling boiling water, dampening a fire's burning flames etc, is just creating cold, and therefore, in Gemini's world, you cannot affect heat in any other way than by summoning cold. You can of course still form heat with the help of Affect heat.

TO SUMMON HEAT

The summoned heat is what drives away the cold, makes the ice melt, bubble, and hiss. You let heat into reality. If you summon heat to decrease the heat damage from cold the damage is decreased by 2 for each level of heat woven into the protective spell, for magical cold the rules for magic resistance take precedence.

WEAVING DIFFERENT LEVELS OF HEAT INTO A SPELL

When you weave different levels of the aspect Heat into a spell, all the normal rules apply, with one exception. If you want to summon heat to change the temperature within an area the temperature increases by 10 degrees per L. If the intention is to damage

THE STONE SHIPS OF LANTES

On the windswept Lucerian heaths, there are many remnants that remind of a lost time, an era which has been completely forgotten, and which the men of the Church see as sinful taboo. The most famous of these are the magnificent stone ships of Lantes, which are an impressive sight. They are enormous stone settings, in the form, of long ships, which were obviously built to honor the dead. The Church has cursed the ships and declared them heretic monuments from the time of the unenlightened Darkness. But in spite of constant threats, they have some sort of attraction for the people of Luceria, and those who are not believers often travel to them to marvel at the work of their ancestors. The stone ships are assumed to have been built at the same time as the stone circles in Yvers.



your opponent as well the spell does 2 damage per level as usual, and increases the temperature by 10 degrees. The increase in damage is the same regardless of how the 10 degrees would really affect the human body. The aspect of heat does damage every AR the spell is active.

SENSE - ANIMUS

"Human existence is not just a question of body, of pure materia, it is also a question of awareness, of senses - of animus. With our senses we feel reality. By manipulating our senses, sharpening them beyond what is normally possible, we can see reality as it actually is, and in that way learn to control it. A magician who masters the aspect of Animus can strengthen his powers thousand fold. He can become undefeatable."
From the spell book of the fallen bishop Ignatio "The invisible bearer"

Our senses are something that is intangible, and therefore sometimes difficult to understand. The senses are the tools by which we experience reality, feel it, see it, hear it, smell it, and understand it. To use the aspect of Sense is to manipulate our experience of the world around us, change it beyond the normal and let us see it as it is, or as someone else wishes us to see it.

TO AFFECT SENSE

When you use the aspect to affect sense, it is normally to limit someone else's ability to use their senses (if you want to sharpen your own senses you use summon sense) or to change their state of mind. It must also be used to create illusions, but then you always have to Affect organic materia first.

TO SUMMON SENSE

To summon a sense is to sharpen a person's senses so that they will be able to hear and see things they would not normally be able to see or hear.

WEAVING DIFFERENT LEVELS OF SENSE INTO A SPELL

When you use summon sense to sharpen a person's senses he gets +2 CS to his PER-roll for every level which is used. If you want to use summon sense in another place (for example if you want to see what is happening in a place when you, physically, are not there) you get the signals from one sense (sight, hearing, balance, taste, smell, or feel) for every L which is used. In this kind of summoning the senses have the same sensitivity as the magician himself.

If you want to change a person's state of mind you use Affect sense just as normal. The exact effect is determined by how many levels the magician weaves into the spell (the higher the level the greater the change). The victim is always allowed a resistance roll.

You can also knock senses out of action with affect sense, i.e. cause blindness, deafness. For every level you use on affect sense you can disable one sense for one action round. The victim is always allowed a resistance roll.

TIME - TEMPUS

"Some say that time is an illusion, that it is a human fabrication - if they knew how wrong they were they would be shocked. Time is the key to everything, but it is almost impossible to master, because it is all too stubborn and unwilling. It only marches determinedly on in the only direction, towards the end of time and history. The only thing we can do to stop it is to, for a short while, force it to halt, only to then let it carry on as if nothing had happened."
from the spell book of the fallen bishop Ignatio "Everything's cessation"

Time is a term which many of the inhabitants of Gemini's world find difficult to understand, and which many of them are beginning to have very little of as the Darkness creeps closer and closer. According to some, time is the same as movement, change, decay, and steadily increasing disorder. Time, as a magical aspect, is very similar to kinetic energy - motus, but it is much more whimsical and single tracked. A movement can always be forced backwards - time carries on unheedingly forward.

TO AFFECT TIME

To affect time is all about causing it, for a short while, to stop existing within a limited area. For a viewer, it looks like a person who is in an area where time has "died" is standing still, but when the effect ceases he carries on just like normal. In an area where time has died the laws of physics no longer apply as usual (this is how it differs from kinetic energy). If a person jumps over a gorge and has his movement interrupted by Affect Time he stands still in the air, but then carries on across, just as if nothing had happened. If he had been affected by kinetic energy, on the other hand, his movement would have stopped, his speed actually slowed down, and he would probably never have reached the other side.

TO SUMMON TIME

When you summon time you create a piece of extra history, which was never actually meant to occur, and when the summoned time ceases to exist, the memory of it dies away slowly, as if it had never been. It is very risky to summon time, since it can change reality's whole structure.



When you are in an area of summoned time you experience what is happening outside it as incredibly slow, while you see your own actions as moving at a perfectly normal speed, on the outside your actions seem unrealistically quick. The difference between summon time and summon Kinetic energy is that when you summon time, you create an alternative reality, where time is more compressed than in ours, while with summon movement you actually move quicker. If you regularly use summoned time you will notice that you also age quicker than normal - time moves on in the second reality as well.

WEAVING DIFFERENT LEVELS OF TIME INTO A SPELL

Weaving time into a spell works much like normal, with a few exceptions.

It is not possible to really damage someone by using the aspect of time, but you can cause objects and people to age amazingly quickly, decay, and die. In these cases time causes 2 damage per level, just as usual. (Remember that this damage does not represent the actual damage caused by the aging that occurs during a couple of action rounds, it is simply a technical simplification.)

When you use affect time to make it go slower you "kill" one AR per L. Remember that the spell must have an area of effect which is large enough to affect the whole target.

When you want to increase someone's action speed by summoning time the target gets +2 CS to what he wants to do per L remember that the spell must have a large enough area of effect to affect the whole target.

ORGANIC MATERIA - NATURA

"Our reality is made up of living and dead, of materia with or without spiritus, with or without life. That which possesses spiritus is called natura, and has the ability to grow, to thrive, and to develop. By getting to know the natura, and learning to manipulate it and its residing life force, we can bring life to new dimensions, and travel beyond the limits of imagination. However, we must not forget that life does not let itself be subdued for a longer period of time. It can be bent, but it must be broken to stay down."
from the spell book of fallen bishop Ignatio "To rein the indomitable"

Everything, which has the ability to grow and breed, is organic materia (also called living or soul materia). The aspect of Natura is the ability to draw close to these elements of reality, learn to control them. Examples of organic materia are plants, animals, humans, dwarfs, and elfs.

TO AFFECT ORGANIC MATERIA

Affect organic materia is something you must be able to do in order to directly affect organic materia with another aspect. If you want to do something that damages organic materia directly with your summoning, you must weave at least one level of affect organic materia into the spell for it to work, this is because of the unique nature of organic materia.

(Example: To create a fire that burns out of someone's skin is to affect directly in the summoning. On the other hand, to create a ball of fire, which is thrown, and sets someone's clothes on fire, which in turn burns the person, is to affect indirectly with the summoning. In the first case the spell needs to include at lest one level of Affect organic materia, in the second case it does not.)

By using affect organic materia you can form and twist it, cause damage to people, animals, and plants. Remember that the organic materia always reverts to its original form after the spell's duration is finished.

SUMMONING ORGANIC MATERIA

When you summon organic materia it is required that you always have a complete knowledge of what you are summoning, and how it works. In the organic materia there is no built-in guidelines for, say, how a person looks. This sort of knowledge is completely impossible to gain access to in Gemini's world, and therefore all attempts to summon organic materia are doomed to failure. So you cannot create living creatures, people, animals, or plants.

WEAVING DIFFERENT LEVELS OF ORGANIC MATERIA INTO A SPELL

Organic materia works exactly as normal in the weaving of different levels into a spell.

THE LUCERIAN WILD DOGS

A number of large flocks of wild hounds roam the Lucerian heaths in search of prey. The largest of these dogs are powerful enough to scare a fully equipped Knight Templar, and their savagery has given rise to legends of evil spirits and shape shifters. It has, under a long period of time, been traditional to catch and tame the great hounds, and to use them, not only as hunting and tracking dogs, but also as guard and war dogs. With their powerful physique and sharp fangs, they are incredibly dangerous to any foe, and their incredibly good sense of smell means that they can follow a trail which is several weeks old, without ever becoming tired. The wild dogs are caught and trained by special dog raisers, who are the only men which are even allowed near the people shy beasts. Lord Raphael's son was lost when he, late one night, without permission, crept into the kennels, a memory which still plagues the Lord.



DEAD MATERIA - RES

"Everything which was once robbed of its spiritus, its soul, becomes res, lifeless matter. The world is full of res, dead trees become tables, the cadavers of slain warriors rot and become nothing more than bleached bones, but they are all still marked by the life which left them. Creatures and items which were once alive must be approached in a very different way by a magician of reality."
from the spell book of the fallen bishop Ignatio "The stealing".

Everything that was once alive, but has been torn from its growing existence, is seen as dead materia and requires that you approach it in a very special way. Examples of dead materia are wood, leather, woolen clothing, skeletal bones from people and animals, and all sorts of cloth.

TO AFFECT DEAD MATERIA

Dead materia obeys the same rules as Organic materia in the terms of affecting. Dead materia can, just like living materia be formed and twisted, but returns to its original form after the end of the duration.

SUMMONING DEAD MATERIA

As opposed to organic materia, it is quite possible to summon dead materia, this works in the normal way.

WEAVING DIFFERENT LEVELS OF DEAD MATERIA INTO A SPELL

Weaving different levels of dead materia into a spell works exactly as described above.

SOUND - STREPITUS

"The silence - the complete silence - is just as unbearable as the most violent thunder. Sound brings a feeling of reality to us. Without it we lose our grip on existence, our ability to orient. Yet when it washes over you as an unbridled howling, screaming and heartrending, it can also be so terrible that you wish you were dead."
from the spell book of the fallen bishop Ignatio "The invocation of noise"

The aspect of Sound is in a position of complete opposition to the aspect of Sense, since sound is one of the many things you can experience through your senses.

TO AFFECT SOUND

To affect sound is to choke it, eradicate it, and twist so that it becomes unrecognizable. By affecting sound you can make it disappear (when you are sneaking, even though you are wearing chain mail) or make it sound like something else (a light voice can become heavy, a high tone can be a low tone).

TO SUMMON SOUND

In summoning sound you create a sound which does not exist, by seeking out its counterpart, its mirror image, on the other side of reality's web. The sound can be painful, wonderful, or just confusing, but often (for example when you are trying to recreate someone's voice) it is not exactly the same as what it is supposed to resemble. Exactly as, when you see the original, you sense that something is wrong when the copy is the wrong way round, like in a mirror, the listener often feels that everything is not quite as it should be. (To see through the illusion you have to succeed with a PER roll, modified by the spell's level.)

WEAVING DIFFERENT LEVELS OF SOUND INTO A SPELL

When you weave different levels of sound into a spell there are a few things which differ from the normal procedure.

* A sound that is affected only dies out within the area of effect where total silence is created. If it would have been heard outside the area of effect (an explosion, for example, can be heard probably at least a few kilometers away) then it is, but the people inside the area of effect do not notice this of course.

* Sound that is summoned can only be heard within the area of effect. Different levels of summon sound are required to summon different strengths of sound.

L1 - whisper, a quiet breeze
L2 - normal speaking, footsteps
L3 - shouts, quiet screaming
L4 - tumult, loud screaming close by, larger falling objects
L5 - explosions, earthquakes, catapulted rocks destroying a castle wall

If you want to make the PER roll more difficult for a person trying to see through a summoned or affected sound, the DL increases by 2 per L which you use purely to make the sound as authentic as possible.



AFFECTING MAGIC WITH MAGIC

Sometimes situations occur where a magician wants to affect a spell, magic item, or something similar, with his own magic. If the intention is to affect the magic positively, e.g. to increase the level of an already summoned Fire to increase the damage, the difficulty level of the spell or spells which you are trying to affect is added to the spell which you are trying to cast to affect them.

Example: The heretic Wilnus has thrown a spell with L4, the duration of which, is about to run out, which could be fatal to him. He wants to lay a second spell with L2 to increase the first spell's duration. Instead of the normal difficulty level of 2 (for a second level spell) the new spell has difficulty level 6 (L2+L4=L6) since the spell he is trying to affect is a fourth level spell.

If you do not want to affect a spell positively, but instead knock the effect out of it, you throw a spell, any spell, with a difficulty level which is as high as that of the spell you are trying to knock out. If the roll succeeds both spells cease to work immediately. If the roll fails however, nothing happens, except for the fact that there is a certain risk of mental overload, just like with normal spell failures.

THE MAGICIAN'S SPELL BOOK

Every magician constantly carries around their spell book, where they have written down their spells, the words and binding phrases they utter, and the symbols they trace in the air, when they are trying to rein the forces which rule reality.

A player whose character knows magic, should write down the spells he wants his magician to know (a page out of a spell book, for photocopying, can be found at the back of this book). When using spells other than those written down in his spell book, the magician is seen to be using improvised magic (see above).

CREATING YOUR OWN SPELLS

When you are creating your own spells and write them down in your spell book it is suitable to describe them in an easily understandable way. In Gemini we use a special template when describing spells, their composition and effect, it is recommended that you use the same template when you create your own spells, especially as we are going to use it in the forthcoming spell books for Gemini. A section from the spell book of the fallen bishop Ignatio follows below.

Example: The player Thomas, wants to create a spell for his newly created character Jeremiah. Jeremiah has specialized in the aspects of Kinetic energy, Water, and Cold, and Thomas wants to find a way to weave all of these into a spell. He wants to create an aggressive spell, which demands respect from the opponent. He decides to create an ice projectile. This requires Summon water L1 (to get a projectile), Affect water L1 (to form the water into a projectile), Summon cold L1 (L1 to freeze L1), and Summon kinetic energy L1 (to hurl the projectile 5 meters). To increase the damage he adds an additional two levels of kinetic energy (so the spell has three levels of kinetic energy totally).

NAME: All magical spells have a name which is in some way associated with its effect, the method of its creation, or its creator. (Example: Jeremiah's player decides that his spell will be called "The flying revenge of the frost magician".)
INVOCATION: The invocation is the words that need to be spoken for the spell to have its effect. The invocation also includes an instruction of any gestures or symbols which the magician needs to trace in the air, and often a taste of what the effect will be (Example: Thomas decides, after a lot of thought, to use the following invocation - "Fall rain, freeze spears and fly.")
LEVEL: The level is the sum of all the levels of all the aspects which are woven into the spell (Example: In Jeremiah's case the difficulty level is 1+1+1+3=6 levels).
ASPECTS: The aspects that are used in the spell are described here (Example: To cast the flying revenge of the frost magician you need to use the aspects of Water, Cold, and Kinetic energy. Thomas writes this in his spell book.)
RANGE: The spell's range (see the description of magical terms above). (Example: Jeremiah's spell has a range of 5 meters since the frozen projectile can be hurled up to five meters with the first level of kinetic energy which is woven into the spell.)
AREA OF EFFECT: The spell's area of effect is noted here. (Example: In Jeremiah's case the area of effect is very small, only the cubic decimeter of water which is created by one level of Summon water. Thomas writes 1 cubic decimeter by "area of effect" in the spell book).
DURATION: The spell's duration is written here. A spell's duration is always equal to the duration of the lowest level aspect, which is woven into the spell unless extra levels have been added to increase the duration. (Example: "The flying revenge of the frost magician" has a duration of one action round, the duration the spell gets from the first level Summon and Affect water, and Summon cold. Thomas writes 1 AR by Duration in his Spell book. If he had added an extra level to increase the duration it would be 2 AR.)
EFFECT: By effect the spell's effect is described in detail, usually with reference to the different aspects' different levels, to clarify exactly which part of the effect it is they cause. In a combat spell, the damage is noted here. (Example: Thomas writes the following under the heading "Effect" in his spell book: The spell summons the water which it then forms into a long, barbed projectile and freezes to ice, only to hurl it at a target of choice. The missile does 8 damage (2 for 1L summon cold, 6 for 3L summon kinetic energy).

THE RESISTANCE

Not all of Merodak's people have given themselves to the Darkness. Many, whose faith was strong, left their homes, fled into the mountains, or hid in monastery ruins. Others remained in the villages, pretended to obey the new order, but tried in secret to spread the One's teachings to save the sinful souls of the misguided. These brave men and women, many of them servants of the Church, formed underground resistance movements which opposed Marquis Lazarus and his men. There are many active resistance movements within Merodak. They never gather in the same place twice, but instead move around constantly between hiding places, deep in the forest, in forgotten catacombs, beneath burnt churches and prayer rooms in the abandoned monasteries, to avoid discovery. However, traitors are everywhere, and the Marquis does his utmost to track down and crush the groups. Very occasionally, the resistance summons up enough courage to carry out forceful manifestations of the One's holiness. Members of several different resistance movements gather together and conduct open services. The Marquis' men virtually always discover the manifestations and they usually end in violent fights between the heretics and the true believers.



THE SPELL BOOK OF THE FALLEN BISHOP IGNATIO

This is an exert from the heretic bishop Ignatio's spell book. All the spells which are described here are taken from the lower levels of each chapter, and are used by Marquis Lazarus himself in the teaching of the fallen priests and unholy knights templar he has in his pay. With magic as a weapon they will be undefeatable for the true believers and their foolish following of sanctimonious and frightened supporters of a teaching well past its time.

HEART OF ASH

INVOCATION: "My hands form the sign of a cross in front of my chest. The one whose visage I observe shall feel the great pain within his breast, and he shall have no help. The infernal fire will blacken his heart."
LEVEL: 3
ASPECTS: Summon fire (L2), Affect organic materia (L1)
RANGE: 5 meters
AREA OF EFFECT: One cubic decimeter
DURATION: 1AR
EFFECT: The spell creates a flaming fire within a living creature's body. The fire does 4 damage (Summon fire L2) and burns for one AR, during which the victim can do nothing except try to block out the pain which threatens to tear his body apart. The victim is allowed to make a resistance roll to avoid the spell's effect. Armor offers no protection from the damage.

THE SCOUT'S FLEETING GLANCE

INVOCATION: "Grow from my inner, mind bearer, runner of secrets. Go in the direction of my hands and find for me the hidden - bring me your clear message."
LEVEL: 4
ASPECTS: Summon sense (L4)
RANGE: 10 meters
AREA OF EFFECT: -
DURATION: 1AR
EFFECT: The spell gives the magician the possibility to experience what is happening in a place where he is not by Summoning sense in that place. He can see, hear, and smell (L3, the fourth level to increase the range) in the place.

THE BLESSED TOUCH OF DARKNESS

INVOCATION: "Light choker, sink our world into twilight gloom."
LEVEL: 4
ASPECTS: Affect light
RANGE: 5 meters
AREA OF EFFECT: 3 cubic meters
DURATION: 2 AR
EFFECT: The spell allows the magician to extinguish all light within its area of effect, and in that way creates a compact, impenetrable, darkness. If a candle is lit within the darkness it will also be absorbed by the spell. The only way to light the area is to either break the spell, or to summon light in the darkness.

STORM BARRIER

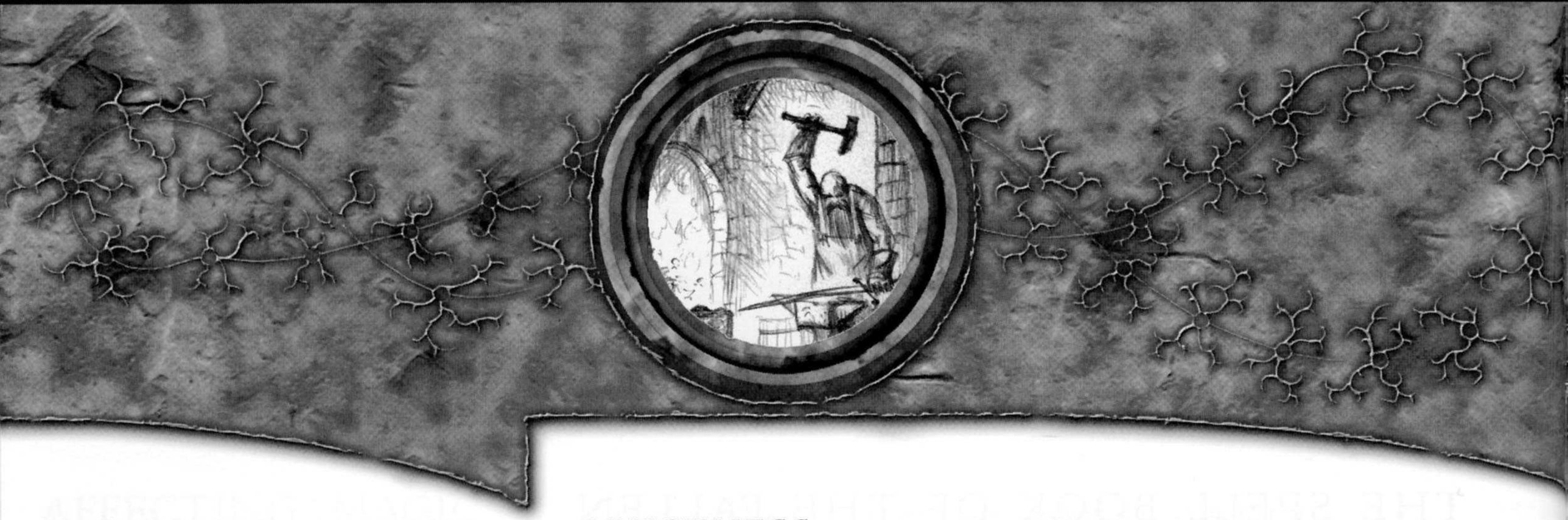
INVOCATION: "Whirl ether spirits, and weave a castle for my defense."
LEVEL: 7
ASPECTS: Summon air (L5), Affect air (L2)
RANGE: 5 meters
AREA OF EFFECT: 2 cubic meters
DURATION: 2 AR
EFFECT: The spell creates a rotating, whirlwind barrier which is roughly two meters in diameter, and completely covers the magician (or a target if it is not the magician). The barrier absorbs 6 points of damage from all types of attacks.

THE BODY'S EARLY DECAY

INVOCATION: "Eons whirl past. Wither, twist, decay."
LEVEL: 5
ASPECTS: Affect organic materia (L2), Summon time (L3)
RANGE: 10 Meters
AREA OF EFFECT: 1 cubic decimeter
DURATION: Immediate
EFFECT: The magician lets the currents of time grab hold of one of his victim's extremities (arm or leg) and make it age, wither quicker than the eye can see. The spell does 6 damage to the affected body part and armor does not protect. On the other hand the victim is allowed a resistance roll.

THE FRAGILITY OF FROST

INVOCATION: "Stiff cold weakens steel."
LEVEL: 4
ASPECTS: Summon cold (L4)
RANGE: 5 meters
AREA OF EFFECT: 1 cubic decimeter
DURATION: 2 AR
EFFECT: The magician cools an item so drastically that it breaks if hit by something hard. If the item is a weapon its AV decreases by 6 (summon cold L3) for the whole duration, and if it is armor the AV decreases by the same amount (AV can never be lower than 0 however).



HALT

INVOCATION: "Hold your step, you evil wanderer."
LEVEL: 6
ASPECTS: Affect kinetic energy
RANGE: 15 meters
AREA OF EFFECT: One cubic meter
DURATION: 3 AR
EFFECT: The affected person's movement is decreased by 6 meters per action round, which increases the difficulty of all the actions he tries to perform, which require that he moves, by DL -6.

THE IRRESISTIBLE FORCE OF THE WORD

INVOCATION: "Wither your will, heed my silent command."
LEVEL: 5
ASPECTS: Affect sense (L5)
RANGE: 10 meters
AREA OF EFFECT: 1 person
DURATION: 2 AR
EFFECT: The magician gives the victim a telepathic order (L3) made up of a maximum of three words, which he must obey (if the resistance roll fails) and bring about, in the duration. See affect sense for the type of actions which the magician can make the victim perform.

THE RESILIENCE OF THE SKIN

INVOCATION: "My body is my armor."
LEVEL: 5
ASPECTS: Affect organic materia (L5)
RANGE: 5 meters
AREA OF EFFECT: One person
DURATION: 3 action rounds
EFFECT: For the duration the skin of the affected person hardens to a leather like armor which has AV 6 (3L). The armor absorbs damage from all types of attack (even falling and fire damage), except those that affect the sense, and those that come from within.

QUICKNESS

INVOCATION: "Quick foot, cat foot, light quick."
LEVEL: 4
ASPECTS: Affect organic materia, Summon kinetic energy
RANGE: 5 meters
AREA OF EFFECT: One cubic meter
DURATION: 2 action rounds
EFFECT: For the duration the affected person's quickness, the speed of his movements, and the sureness of all actions dependent on his speed, are increased. He gets +4 movement, +4 to actions like Jump, Climb, Dodge, and an opponents DL to block his attacks is increased by -4.

TELEKINESIS

INVOCATION: "Weightless mover through the eternity of space."
LEVEL: 4
ASPECTS: Affect dead materia/organic materia, Summon kinetic energy
RANGE: 10 meters
AREA OF EFFECT: An object/person
DURATION: 2 action rounds
EFFECT: The spell of Telekinesis makes an object that weighs no more than 100 kilo, with a volume of no more than 1 cubic meter, hover freely in the air (and move up to 5 meters in a direction of choice) for the duration. If the object/person is in the air when the duration finishes it/he takes falling damage as normal.

THE MOMENT OF TRUTH

INVOCATION: "Only the eye's truth is your truth. Your truth is my lie."
LEVEL: 6
ASPECTS: Affect sense
RANGE: 10 meters
AREA OF EFFECT: One person
DURATION: 5 action rounds
EFFECT: The spell allows the magician to create an illusion, a picture in the victims mind, with a volume of no more than 2 cubic meters, which lasts for 5 action rounds. The moment of truth can be resisted, but if the resistance roll fails the victim is not aware that what has been created in his mind is an illusion, which will almost definitely affect his behavior.

EROSION

INVOCATION: "Stone to earth, earth to sand, the inevitable, eternal crumbling."
LEVEL: 6
ASPECTS: Affect earth
RANGE: 10 meters
AREA OF EFFECT: 100 kg/2 cubic meters
DURATION: 3 action rounds
EFFECT: The spell changes the area of effect, (which must be some sort of earth materia, e.g. stone) to quicksand for the duration. A very effective way of getting through walls, or surprising enemies patrolling along paved courtyards.

REVENNER FOREST

Merodak is separated from the neighboring provinces of Galatien and Cergovia by the virtually impassable Revenner forest, a dark, thick, primeval forest, which has always been a natural boundary between the three. Revenner forest has, since time immemorial, been a safe haven for those who do not fit into society, a home to the rejected and exiled. During later years, since the Marquis turned to the Darkness, it has become a place of refuge also for the resistance movement.

The deeps of Revenner forest conceal many secrets, and man has never visited some parts, at least not during known history. Everywhere animals lure, animals who fear the smell of humans like the plague. During the Dwarf persecutions shortly after the ravages of the plague, many dwarf kin fled to the deeps of Revenner forest, embittered by the lack of respect that man had shown them, and they live there even today, completely isolated from the world in their impregnable fortresses.



THE VOICE OF THE PAST

INVOCATION: "From the true side of reality, sound you portends."
LEVEL: 4
ASPECTS: Summon sound
RANGE: 15 meters
AREA OF EFFECT: 2 cubic meters
DURATION: 1 action rounds
EFFECT:. The spell creates a sound of your choice, which can be heard within the area of effect for the duration. If you choose to conjure a voice it can form a meaning of no more than ten words (you can say less than you think in 5 seconds).

CHOSEN AVENGER OF THE TREES

INVOCATION: "Formed of life/death, arise infallible messenger."
LEVEL: 8
ASPECTS: Affect organic materia/dead materia, Summon kinetic energy
RANGE: 10 meters
AREA OF EFFECT: 1 cubic meter
DURATION: 2 action rounds
EFFECT: The spell forms a part of a figure (an arm, a claw, a head) or a humanoid, from either a plant (organic materia), or an object made of wood (door, table, or chair - dead materia). The creation moves (with the help of kinetic energy) and can perform AGL based actions with a value of 8 (three extra levels of kinetic energy). Its attacks do 4 damage (one extra level of kinetic energy).

THE DEAD SEAMAN'S CURSE

INVOCATION: "Let the seas of revenge drive out the life bearing ether."
LEVEL: 5
ASPECTS: Affect organic materia, Summon water
RANGE: 15 meters
AREA OF EFFECT: One person
DURATION: Immediate
EFFECT: The magician allows salt water to wash in to the victims lungs and give him the dead seamen's curse, an unpleasant death by drowning. The spell does 6 damage, and armor offers no protection. On the other hand the victim is allowed a resistance roll since the spell affects the cursed directly.

BLINDNESS

INVOCATION: "I call darkness from the beyond, and the chosen one's eyes will lose their light and wither."
LEVEL: 4
ASPECTS: Affect sense, Affect organic materia
RANGE: 5 meters
AREA OF EFFECT: One person
DURATION: 3 action rounds
EFFECT: The spell makes the victim completely blind for the duration. The victim is allowed a resistance roll.

THE FLIGHT OF THE RELEASED

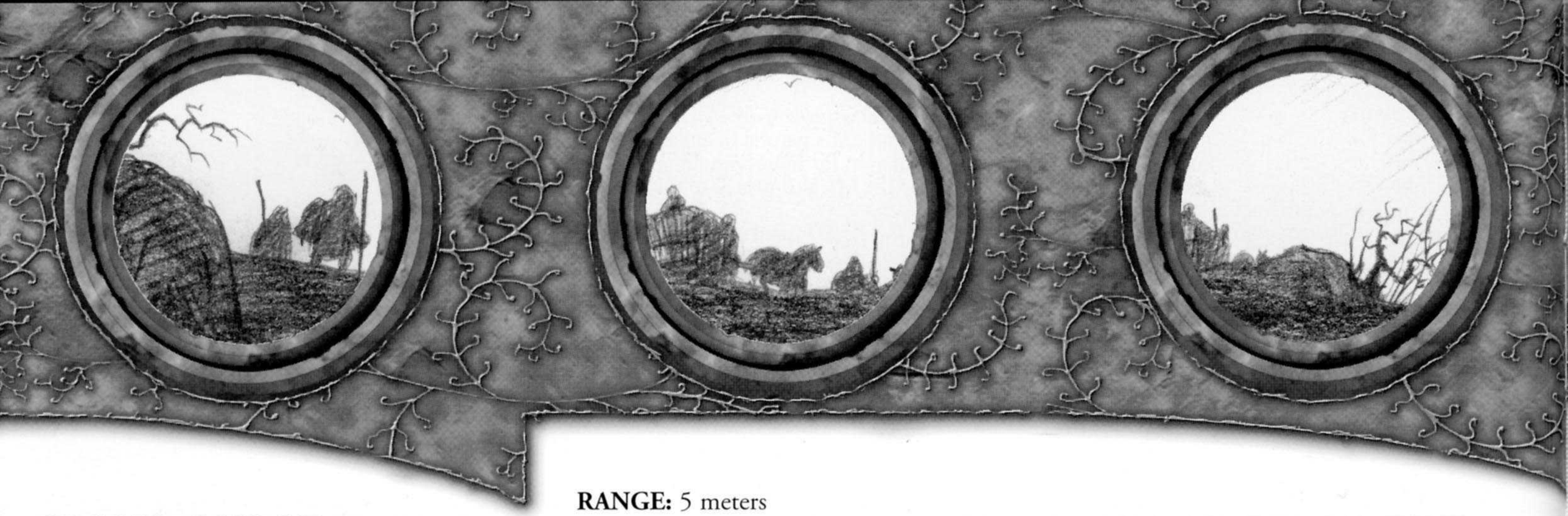
INVOCATION: "Release me from the chains of the earth, and make me weightless like the ether."
LEVEL: 8
ASPECTS: Affect organic materia, Summon kinetic energy
RANGE: 5 meters
AREA OF EFFECT: One person
DURATION: 3 action rounds
EFFECT: The affected person gains the ability to fly with a speed 8 meters/AR for the whole duration. The spell only works on creatures of human size and is usually used by the magician on himself.

VERONDIC POSSESSION

INVOCATION: "Endow me the supernatural force from within."
LEVEL: 5
ASPECTS: Affect organic materia
RANGE: 5 meters
AREA OF EFFECT: 1 person
DURATION: 3 action rounds
EFFECT: The forces of nature take the bewitched into possession and increase one of his physical attributes (PHY, AGL, or STR) by 6 for the duration. Remember that this affects damage bonus, endurance, and reaction. Damages which you get while under the influence of a Verondic possession are treated like normal, and they remain the same even after the duration of the spell is finished.

DESTRUCTION

INVOCATION: "Crumble, lose, and exile the force which once held you together."
LEVEL: 4
ASPECTS: Affect dead materia
RANGE: 15 meters
AREA OF EFFECT: 1 cubic meter/100 kg
DURATION: 1 action round
EFFECT: The spell Destruction breaks down the structure of dead materia and makes it fall to pieces entirely. When the effect runs out the materia regains its original form.



CLOUD BURST

INVOCATION: "Let the frothing sea of heaven flow."
LEVEL: Summon water, Affect water
RANGE: 10 meters
AREA OF EFFECT: 20 square meters
DURATION: 3 action rounds
EFFECT: Within the area of effect there is a forceful cloudburst which wets everything and everyone within the area.

THE ETHEREAL GRINDING OF THE BLADE

INVOCATION: "Shine blade of steel, bite with the hunger of wolves."
LEVEL: 4
ASPECTS: Affect earth
RANGE: 5 meters
AREA OF EFFECT: One weapon
DURATION: 3 action rounds
EFFECT: By affecting the steel in a blade the magician increases the sharpness (i.e. the damage) in a cutting weapon, stabbing weapon, or a weapon with a steel barb (bows and crossbows) by 6 for the duration.

FAUSTIUS' BLINDING FLAME

INVOCATION: "Lightning of lies, blind the beguiled."
LEVEL: 4
ASPECTS: Summon light
RANGE: 5 meters
AREA OF EFFECT: 1 cubic decimeter
DURATION: Immediate
EFFECT: The spell creates a flash of lightning which blinds everyone within the range who has their eyes turned towards the place where the light appears, and who fail with a MEN-roll with DL -8.

TWISTING OF THE LIGHT

INVOCATION: "Light bender, lend me the cloak which you bear."
LEVEL: 5
ASPECTS: Summon light
RANGE: 5 meters
AREA OF EFFECT: 1 cubic meter
DURATION: 3 AR
EFFECT: The magician creates a glowing light around his body, which allows him to blend in with the nearest environment. Everyone who tries to discover him have their difficulty levels modified by -4 for the duration.

MASTER OF THE ELEMENTS

INVOCATION: "Harden me to the lacerations of the elements."
LEVEL: 8
ASPECTS: Affect - Water, Fire, Air, Earth, Cold, Heat, or Light
RANGE: 5 meters
AREA OF EFFECT: 1 cubic meter
DURATION: 4 AR
EFFECT: The spell protects the magician from an element of choice (which obviously depends on what aspect he has chosen to weave into the spell) for the duration. All damage from the chosen element is decreased by 8 for the duration.

THE BREATH OF THE HEAVENS

INVOCATION: "Sweep through me ether, you spirits of the skies."
LEVEL: 3
ASPECTS: Summon air, Affect air
RANGE: 5 meters
AREA OF EFFECT: One cubic meter
DURATION: 1 AR
EFFECT: The spell creates a powerful gush of air, which can blow down lighter objects, open doors, and create a real mess on a writing desk, or in a study room. The wind does no damage.

PORTAL

INVOCATION: "Stand aside for the eternal wanderers."
LEVEL: 4
ASPECTS: Affect dead materia
RANGE: 5 meters
AREA OF EFFECT: One cubic meter
DURATION: 3 AR
EFFECT: The magician opens a portal in a door or wall of wood (or other dead materia) by forming after his own wishes. The portal is open for the whole the whole duration, and is closed when the surface regains its original form.

MIRROR TO THE SOUL

INVOCATION: "Show me your true self."
LEVEL: 3
ASPECTS: Affect sense
RANGE: 5 meters
AREA OF EFFECT: One cubic decimeter
DURATION: 1 AR
EFFECT: The magician tries to force his way into a person's conscience, and access information about their thoughts and feelings. If the victim fails with their resistance roll

THE INFLUENCE OF DARKNESS

The servants of the Church, the literate monks and the foremost investigators of the Inquisition, have been fascinated by the province of Merodak ever since Marquis Geniah's treachery. The conclusion has been drawn, that the streams of darkness have been more powerful and noticeable in that province than in any other of the lands of man.

Suspicions that the ancient forces are for some reason stronger in this stronghold of the Church were only confirmed when Marquis Lazarus cast aside his faith, and backed out on the Church for the Darkness.

Something is rotten in Merodak.



the magician gains knowledge of one feeling or important thought the victim has.

THE GUIDING

INVOCATION: "Prepare a path for the flying avenger."
LEVEL: 7
ASPECTS: Affect kinetic energy
RANGE: 20 meters
AREA OF EFFECT: One cubic decimeter
DURATION: 1 AR
EFFECT: The magician increases the accuracy of a projectile by affecting its movement through the air. The user's CS for Missile weapons increases by +8 within the spell's range.

MIST

INVOCATION: "Sweep reality in fleeting veils of mist."
LEVEL: 7
ASPECTS: Summon water, Affect water
RANGE: 5 meters
AREA OF EFFECT: 3 cubic meters
DURATION: 4 AR
EFFECT: The magician creates an impenetrable veil of mist, made up of thousands of drops of water. It is impossible to see through the mist, thought it is perfectly possible to move through it.

MAGICAL BRIDGE

INVOCATION: "Escape from the emptiness."
LEVEL: 8
ASPECTS: Summon dead materia, Affect dead materia
RANGE: 5 meters
AREA OF EFFECT: 1 cubic meter
DURATION: 5 AR
EFFECT: The spell creates a bridge that is 5 meters long. How much weight the bridge can take depends on the surface where the magician creates it. When the duration runs out the bridge disappears, and those that were on the bridge land on what were under it.

HEATING

INVOCATION: "From beyond emanates the inferno."
LEVEL: 7
ASPECTS: Summon heat, Affect earth
RANGE: 5 meters
AREA OF EFFECT: One cubic meter
DURATION: 3 AR
EFFECT: The spell heats up an object so much that it becomes unbearable to hold it. You have to succeed with a MEN-roll if you want to pick up or hold on to the weapon. Every AR that someone is in contact with the object they take 2 damage from the heat.

CURSE OF THE WARRIOR

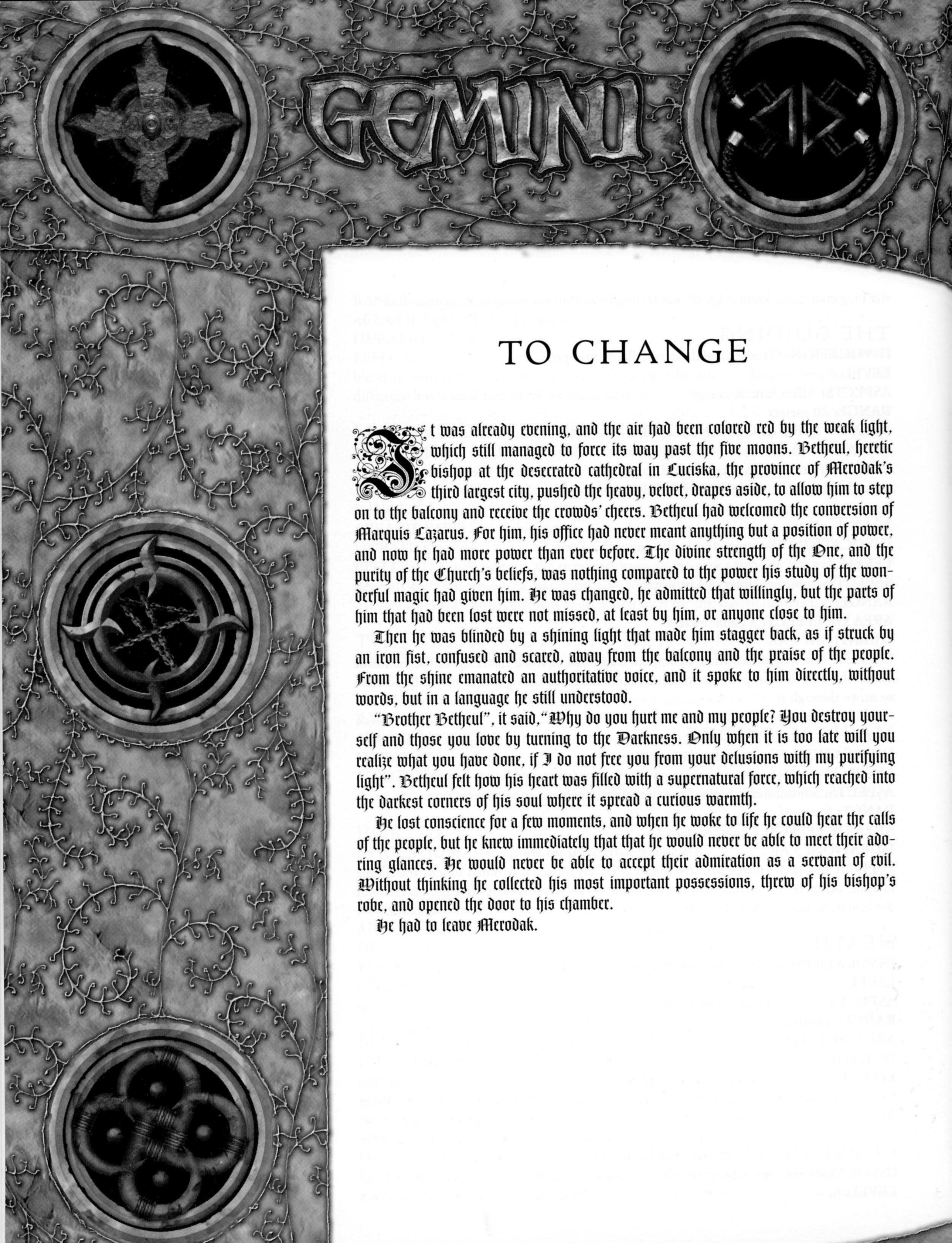
INVOCATION: "Decompose, release, destroy."
LEVEL: 8
ASPECTS: Affect dead materia
RANGE: 5 meters
AREA OF EFFECT: One cubic meter
DURATION: 2 AR
EFFECT: The magician decreases any AV of any objects within the area of effect by 12 for the duration (only affects objects of dead materia like wood, leather.). If the object's AV becomes 0 it breaks. A spell which can make even the most skillful warrior completely distraught.

THE STEELING

INVOCATION: "Strengthen his senses, displace the torturing pain."
LEVEL: 5
ASPECTS: Affect sense
RANGE: 5 meters
AREA OF EFFECT: One cubic decimeter
DURATION: 3 AR
EFFECT: For the duration the affected subject is completely unaware of one serious wound of choice (or three light wounds, one for every level) which he has taken, and he can act as if he wasn't wounded. When the duration runs out the wounds immediately take their full effect.

WALL OF IRON

INVOCATION: "Remove me from the foreign forces of the beyond."
LEVEL: 10
ASPECTS: Summon earth (L5), Affect earth (L5)
RANGE: 5 meters
AREA OF EFFECT: 200 kg
DURATION: 3 AR
EFFECT: The spell creates an iron wall out of thin air by summoning earth and affecting to get the desired shape. The iron wall has an AV of 60 and a surface area of 1 square meter. The greater the area the wall is supposed to cover, the thinner it becomes. For every extra square meter the wall is supposed to cover its AV decreases by 10.



TO CHANGE

It was already evening, and the air had been colored red by the weak light, which still managed to force its way past the five moons. Betheul, heretic bishop at the desecrated cathedral in Luciska, the province of Merodak's third largest city, pushed the heavy, velvet, drapes aside, to allow him to step on to the balcony and receive the crowds' cheers. Betheul had welcomed the conversion of Marquis Lazarus. For him, his office had never meant anything but a position of power, and now he had more power than ever before. The divine strength of the One, and the purity of the Church's beliefs, was nothing compared to the power his study of the wonderful magic had given him. He was changed, he admitted that willingly, but the parts of him that had been lost were not missed, at least by him, or anyone close to him.

Then he was blinded by a shining light that made him stagger back, as if struck by an iron fist, confused and scared, away from the balcony and the praise of the people. From the shine emanated an authoritative voice, and it spoke to him directly, without words, but in a language he still understood.

"Brother Betheul", it said,"Why do you hurt me and my people? You destroy yourself and those you love by turning to the Darkness. Only when it is too late will you realize what you have done, if I do not free you from your delusions with my purifying light". Betheul felt how his heart was filled with a supernatural force, which reached into the darkest corners of his soul where it spread a curious warmth.

He lost conscience for a few moments, and when he woke to life he could hear the calls of the people, but he knew immediately that that he would never be able to meet their adoring glances. He would never be able to accept their admiration as a servant of evil. Without thinking he collected his most important possessions, threw of his bishop's robe, and opened the door to his chamber.

He had to leave Merodak.

THE UNDERGROUND LAKES

Beneath the mountains in northeastern Mordinan are the gigantic subterranean lakes, mile long, dark canals, and enormous caverns which once housed a long since forgotten people, who lived on the continent before the Elders of the elfs. It is in this seemingly infinite, and largely unexplored realm that the elfs of Salem have found a sanctuary. Beneath the mountain and beyond the lakes, they have built their new home.

Large parts of the underground lakes are dangerous waters and avoided by the elfs. The seas where long ships have gone under and disappeared without leaving so much as rings in the water, are treated as taboo. Nobody knows what hides beneath the surface of these dark waters, and the question is if anyone really wants to know.



Gemini's world, under the darkened sun, is a world of constant change, where ancient forces fight for the rule of its inhabitants. The pure hearted servants of the One are engaged in a bitter struggle against the hated Darkness which changes people, tempts them, and twists them. It is largely in the hearts and minds of people that the most important battle is fought.

As a character in Gemini's world you can change in three ways. Partly you can earn experience points (by fighting bravely, performing heroic deeds, thinking of creative solutions, and role-playing well), that can be used to improve the character in several ways, among others, by raising knowledge levels and improving attributes. Partly your character's nature can change when he commits sins, is forced to undergo an exorcism, or lives according to the scriptures of the One. Finally his wellbeing can change, due to wounds, curses, or blessings. How these types of change work is described in this chapter.

EXPERIENCE POINTS

As your characters go through adventures together you will receive a number of experience points after every Episode (explanations of what an Episode is can be found in the Narrator chapter). These can then be used to show what you have learnt from your experiences. These experience points can then be used to improve your characters.

RECEIVING EXPERIENCE POINTS

Deciding who deserves experience points is a task that falls to the Narrator and the Narrator alone. Remember to not be overgenerous with handing out experience points, since you can get a ridiculously powerful gaming group quite quickly. Obviously, you cannot be too tight fisted either - the players can lose their fervor if their characters never get any better than they were at the start. Experience points are handed out at the end of each Episode. We recommend that you give out between 1 and 4 experience points per person, per finished Episode. Any more than that should never be given out, other than in extremely exceptional circumstances, where as many as eight experience points can be justified.

CHARACTERS SHOULD BE GIVEN EXPERIENCE POINTS UNDER THE FOLLOWING CIRCUMSTANCES

* **One point is given to all the characters that finish an episode.**
* **One point is handed out for good role-playing.** If a player acts out their role well, not just in a way that has been entertaining for the group, but one that actually fits in with their character traits, motives, and nature, he should be rewarded with an experience point. Remember that it can be appropriate to increase the demands on role-playing as the story goes on and the players get to know their characters better.
* **One point is handed out for a believable interpretation of a change.** If the character has gone through a change of some sort during the adventure, e.g. a change in their nature, and woven this effectively into their role-playing, they should be rewarded with an experience point.
* **One point for heroism.** If the character freely throws himself into the jaws of danger to save others, without a thought of his own wellbeing, he should be rewarded with an experience point (unless, of course, it is not appropriate for the character to do something heroic because of his character traits).
* **One point for solving conflicts without using violence.** If the character finds himself in a situation which would normally require a violent solution, and has used diplomacy and rhetoric comments (or something else appropriate) to solve it, and has succeeded in doing so. He should be rewarded with an experience point (again this is dependent on the character's traits. A violent character gets no experience points for not using violence).
* **One point if the group manages to achieve their goals.** If the group had a goal, and they have achieved it, all the members of the group should be rewarded with an experience point. It does not have to be an ultimate goal for the whole story. It is enough if it is a goal which was important for the particular Episode or the gaming session, which has just been finished.
* **One point if the group has been exposed to danger.** If the group has been in a position that has meant immediate, mortal danger, and survived it with everyone still in one piece, then everyone in the group is rewarded with an experience point.
* **One point for problem solving.** If the gaming group has solved a difficult problem, like an ancient riddle, a forgotten mystery, or a serious conflict of some sort, all the members of the group are rewarded with a character point.



SPENDING EXPERIENCE POINTS

Experience points can be spent in four ways, either by buying knowledge levels in a knowledge area, buying specialization levels, by raising an attribute, or by changing your nature. Experience points must always be spent immediately when you get them and are recorded in the appropriate place on the character sheet. If the spent experience points do not lead to a raise they are saved until the next episode is finished. Observe that you can spend a maximum of two experience points on the same thing after each Episode.

KNOWLEDGE AND SPECIALIZATIONS

In Gemini there are nine knowledge levels from 0-8, which show how skillful you are within a particular knowledge area. The higher the knowledge level, the more skillful you are. This is represented by the fact that a person with a high knowledge level gets a higher bonus to his attribute roll than a person with a low knowledge level.

The cost that is shown by each knowledge level is the cost in experience points to raise your knowledge to that knowledge level from the nearest lower level. The specialization cost is the cost in experience points of getting a specialization that brings the specialization up to the indicated knowledge level.

Certain knowledge levels require an explanation. When you have knowledge level 0 you lack any sort of training within the knowledge area, but you are still able to succeed with actions connected to it, though obviously not with those which have a high difficulty level.

From KL0 to KL6 the character's knowledge within the actual area increases, and reaches its highest point - a character can never have more than KL6 in any knowledge area. On the other hand he can raise certain more narrow fields of knowledge further, by specializing. In this way you can reach a maximum of KL8 in your specializations. To become more skillful than KL8 requires you to raise you attributes.

When you buy extra knowledge- or specialization levels, the increases must be motivated by the fact that the character has, under a long period of time, performed actions which are connected with the knowledge area or specialization. So you are not allowed to buy an extra specialization level in the weapon group One handed Swords, if you have not actually used a one handed sword during the last episode. Characters should also not be allowed to learn completely new knowledge areas if the change is not motivated by the story.

KL	COST*	SPECIALIZATION COST*
0	0	**
1	6	3
2	8	3
3	10	4
4	12	5
5	14	6
6	16	8
7	-	10
8	-	12

* The cost is doubled for the Magic knowledge area.
** The lowest possible specialization level is obviously 1.

RAISING ATTRIBUTES

Raising an attribute costs 20 experience points. An attribute can never be raised more than five points above the initial level, and never more than one step at a time. A raise of attribute is a very large change for a character and must be motivated by events that have occurred during the ongoing story. Remember that it is the Narrator's decision if the character should be allowed to raise their attribute or not.

CHANGING NATURE

If the Narrator wants to, he can allow players to use their character's experience points to change their nature. For every spent experience point you can raise or lower your nature by one. Obviously the nature must be changed in accordance with the events which have occurred during the last few episodes. A character should, for example, not be allowed to raise their nature if he has performed actions which are opposed to laws of the One, or lower it if he has spent the last few adventures studying the writings of the Marquis in cathedral libraries. Generally, it should be easier to lower you nature than raise it.

NATURE

The people who inhabit the world are born neither good nor evil. They are born as blank pages, with empty souls, hungering after meaning, idols, and teachers. Unwillingly they are formed by their environment, by experiences, and the impressions they get from the world around them. They are tempted in a certain direction, and are drawn either towards the enticing Darkness, or the eternal light, or they refuse to make a stand either way.

THE LEGEND OF THE GOLDEN TIDE

For approximately three hundred years ago there was a group of warriors who had sworn eternal loyalty to their leader, the magnificent fighter Celdric. They had promised to follow him wherever he went, wherever his struggles took them. Celdric and his warriors traveled across the oceans in their ship the Golden tide, and allowed them to be hired as soldiers. They lent their swords to the Church and the sovereigns for the sake of the shining gold.

The side of a battle which could count Celdric's warriors among its numbers was usually the victorious one, and the services of the group were highly sought after, so they and their leader became relatively rich. Wherever they went they brought their fortune along on their boat.

During a long journey along Mordinan's coast they were caught in a storm, and Celdric was flung overboard by an enormous wave. Loyal to their promise, to follow their leader wherever he went, the soldiers sank their ship, and followed Celdric to the bottom, where they remain to this day.



In Gemini characters' natures are controlled by points, which regulate in which direction you are swaying; if you embrace the Darkness, or bravely fight for the One, the light, and its holy ideals. A character always begins the game close to 0, as neither directly good nor evil, if he is not a servant of the Church, a heretic, or a magician.

HOW DOES YOUR NATURE CHANGE?

A character's nature can be changed in several ways. It can be affected by how your character acts, if he constantly performs actions that oppose the law of the One, his mind will slowly but surely darken, and his soul will become an easy target for the Darkness. However, his soul can be purified by extensive spiritual care, exile of the Darkness by exorcism, and a true devotion to the One and his church.

The Narrator keeps records of the characters' Nature and informs the character every time his nature changes so much that it becomes noticeable, i.e. passes a turning point (see The nature's meaning). When this happens the character records his new nature on the character sheet. In a gaming group with widely different natures it is suitable that these are kept secret.

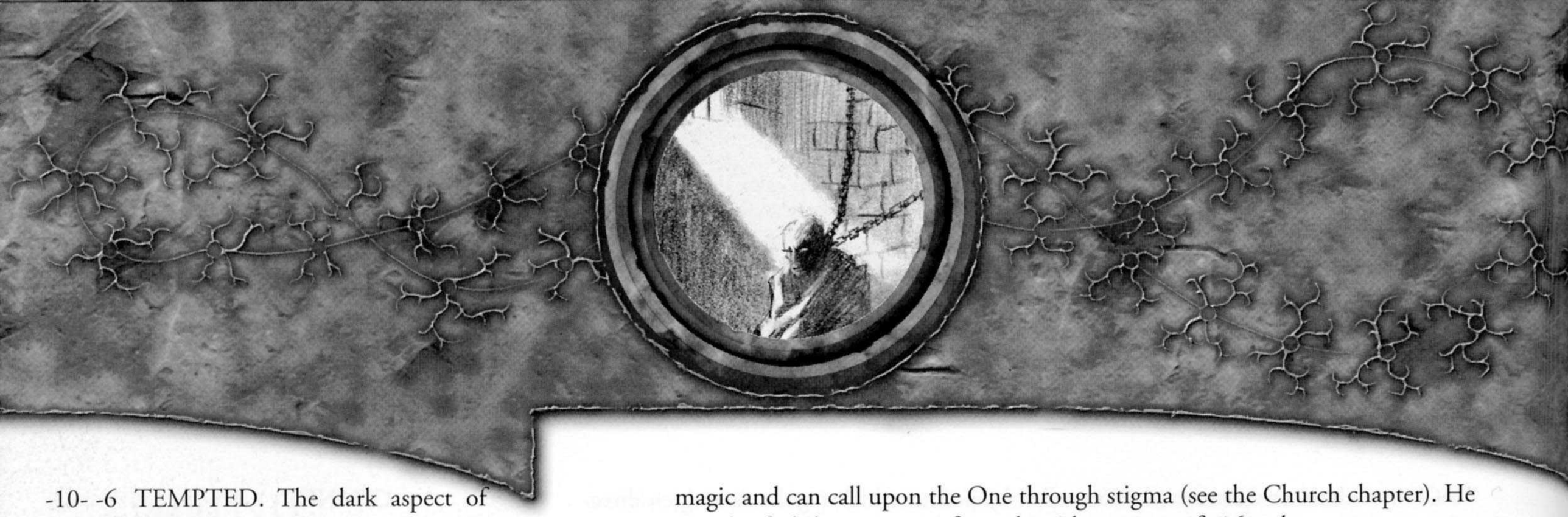
	EVENT
-1	The character uses powerful magic (the spell's level exceeds 5), regardless of the intentions of the caster.
-1	The character performs an evil, unnecessarily violent, or destructive action, like a cold-blooded murder of an innocent. This is also true if you kill an agent of Darkness if the lost soul could have been redeemed. On the other hand, you are allowed to kill in self-defense and in large battles.
-1	Characters give in to the dark temptations and let loose their evil side, allow the meaningless rage to steer their actions.
+1	For every full year the character spends unconditionally dedicated to the One, and blindly follow his law, contemplates his word, and does not commit any sins.
+1	The character goes on a pilgrimage (see the chapter about the Church).
+5-15	If the character is forced to undergo an exorcism (see the chapter on the Church) observe that an exorcism can never raise nature above 0.
+5-15	The character has a vision (see the chapter on the Church).

THE MEANING OF YOUR NATURE

Your nature is important for several reasons. Partly it determines how easily your character is affected by the influence of the Darkness, how much you fear the Church's servants, and if you can see that a person is a heretic, but it also decides a large part of your character's character. As your nature changes your character's personality will also change, maybe to the point where his own friends will not recognize him.

In the table below there is a guide to what happens to your character, his personality and abilities, when his nature changes. Remember that the changes happen gradually, and the given borders do not indicate that the character changes immediately, but that he slowly but surely reaches the state described in the text. Observe that a person does not necessarily have to be evil, or fighting on the side of the Darkness in the struggle for Gemini's world for him to have a nature of -10 or lower. But you obviously become more susceptible to the Darkness' influence and its traitorous temptations, as you sink lower.

N	CHANGE
-41	DARK SOUL. The dark soul is a person who has completely embraced the Darkness. He has most probably been made an evil general in the heretic armies. He can feel the presence of people with nature of 11 or higher.
-40 - -26	ARISEN When the character has sunk this low (or reached this far, depending on whom is looking at it) he will continue to fall. His megalomania, his love for himself, and his contempt for everyone else more and more consume him, until he finally turns completely to reality's dark side. The only thing he respects is strength and destruction, power and annihilation. A person who has reached here cannot sink lower by ill deeds of the lower magnitude, only through truly disgusting, heinous deeds. An arisen person can feel the presence of others with an nature of 16 or higher.
-25- -16	DEVOTED: A person who has become devoted to the Darkness in reality has lost all human warmth and compassion. He never acts without thinking of his own well-being, would never help anyone if it did not gain him anything, and spits on the lying Church and its followers. The devoted can feel the presence of someone with an nature of 25 or higher.
-15- -11	LOST: The lost has fallen for the temptations of the Darkness and become an incurable sinner. He has become selfish, aggressive, cold, and merciless. A fallen character is always watched by the Darkness, and offered a place in their ranks.



-10- -6 TEMPTED. The dark aspect of Gemini's world truly tempts the character, as it always seems to be the easier way than the One's harsh demands of purity and servility. He is probably becoming quite selfish, looking after his own needs more and more, instead of caring for other people.

-5-5 NORMAL. The character is a completely normal person, unchanged by the dark world he inhabits.

6-10 AWAKENED. The character has begun to be filled with the One's wisdom and purity. He has no difficulty telling right from wrong, and unconditionally follows the One's law. He gets +1 to all his resistance rolls against magic.

11-15 ELEVATED. The character has come far on the road to wisdom, is a shining example for his fellow man, and is met with respect wherever he goes. He is beginning to become very unselfish and self-sacrificing. He gets +3 to all his resistance rolls against magic and can call upon the One through stigma (see the chapter on the Church).

16-25 ENLIGHTENED. The character has gazed upon the truth, seen the eternal wisdom, and understood the pleasure and the right in the eternal teachings of the One. He gets +5 to all resistance rolls against magic and can call upon the One through stigma (see the chapter in the Church). The enlightened feels the presence of characters with a nature lower than -25.

26-40 SAINTLY. The saintly is a wonder of wisdom, purity, generosity, and compassion. He is treated like one of the One's chosen, and is respected by even the Marquis. The people worship him as a prophet and a spreader of the true word. He gets +7 to all resistance rolls against magic and can call upon the One through stigma (see the chapter on the Church). He can also feel the presence of people with a nature of -16 or lower.

41+ TRUE PROPHET. A person who has reached this far has been touched by the One's divine essence and been raised to become one of his humble servants. Only a few people in the world of Gemini have a nature which is this high. If a character ever reaches this high he has probably become one of the Church's foremost champions, and leaders in the struggle against the Darkness. A true prophet has +11 to all resistance rolls against magic, can call upon the One through stigma, and perform an exorcism without preparation and without aiding tools (see the chapter on the Church). He can also feel the presence of people with a nature of -11 or lower.

WELLBEING

A character's wellbeing is extremely important for his or her physical and mental capabilities. If you feel bad, mentally or physically, because of wounds, exhaustion, or magical interference, your capabilities are worsened unconditionally. Your hand becomes shaky and you miss an easy target, which you would have hit if you were your usual self. You react slower, become more easily frustrated, and give up when you would normally have made at least a dozen more attempts.

In Gemini a person's wellbeing and capabilities are regulated through levels, which can be positive or negative.

Things, which can affect a person's wellbeing negatively, are, for example, wounds, and the curses of the Darkness. For every step that the barometer sinks below 0 the difficulty level for everything the character does increases by -2. If the character wants to perform an action that is normally of medium difficulty (DL 0) but the wellbeing barometer shows -1 because of a light wound in his arm, the action gets DL-2.

There are much fewer things that can affect the wellbeing barometer positively, only the forbidden magic, the dwarfs' powerful body adornments, or the blessings of the One's priests (how this works is described in respective chapters). For every positive step on the barometer the difficulty level of actions you want to perform sinks by +2.

GEMINI

THE NARRATOR

It was shady in the free room of the Bernia's Happiness tavern, in the little village of Neromia, in northwestern Bervoche. Outside the thick, timber walls of the house, the cold autumn winds blew hard. They screamed and howled, rushed round the corners of the house like wild animals, and slammmed the shutters. It was rumored that the black storms were on their way across the land from the north, but so far the province had been spared from the merciless ravages of the great whirlwinds. A warm and delightful ruby red glow spread from the hearth, and colored the faces, hands, and eyes of the few who had gathered in the tavern golden red. It was the village smith, Larius, his wife, and their children, the butcher, Renulf, the tannner, Torbein, and a few of the local bailiff's soldiers, who had got the evening off from their lord.

Closest to the fire sat the village's oldest inhabitant, the old storyteller Boritius, a man who had seen and heard everything that was worth seeing and hearing. Among the villlage populous he was known as the world's most curious man, and behind his back others branded him an old liar with an all too fanciful imagination. Yet most of them came nearly every evening down to the tavern to hear him tell his fascinating old stories. They let themselves be spellbound by his tales of the joyous life at the Lordly courts, of the Church's holy men, and the fantastic adventures he had experienced in far parts of the ancient realm.

He had traveled over the whole known world, fought as a soldier with Lord de Lancre of Avernus, joined in the salvation marches of the Church, and struggled side by side with Knights Templar on their crusades. He had been in Merodak long before the twilight fell, and told more than readily how he had seen the evil in the young Lazarus even then, and how he helped the people of Galatien fight against the ill minded elf vassal, Malachdrim.

This evening Boritius seemed somewhat subdued. He had said nothing for the whole evening until the landlord came and offered him a tankard of ale and some warm soup. Then he lit up, smiled his customary mischievous smile, and formed the first words.

"Tonight, my dear friends and listeners, I thought I would tell you about the time I saved the life of Lord de Lancre of Avernus. Yes, I know that perhaps I should not have done it, but it seemed the right thing at the time, and nobody's perfect.

In any case, it all began..."



This chapter is intended to be a guide to anyone who has considered becoming a Narrator. It contains tips on how to create a story, and also deals with what it really means to be a Narrator. Of course, anyone who only intends to take part in Gemini as a player can read this chapter as well if they want to try to understand how much a Narrator has to keep track of.

BEING A NARRATOR

What it means to be a Narrator was partly described in the introduction chapter. There, we discussed the Narrator's task in short to separate him from the other participants of the game - the players. In this chapter we go deeper into what it means to be a Narrator, and how you should prepare in order to succeed with your virtually impossible task.

As a Narrator you have a great responsibility to the players and their characters. You alone hold the heroes lives in your hands and control everything that happens. This is why it is important that you always remember that the players and the Narrator are not opponents in Gemini. The players should work with each other to reach the goal, and the Narrator should be as neutral as possible, describe their way to the goal, and determine the consequences of their actions.

The Narrator's three tasks are 1: To create the story; 2: To describe the world; and 3: To determine the consequences of the characters' actions, in that order. In this episode we will show you a few simple ways of going about doing this.

Obviously, there are many different ways to tell a story, but there is not space for us to deal with all the possibilities here. What is described is, however, more than enough for you to complete your tasks without too many problems.

CREATING A STORY

The story is one of the cornerstones in Gemini. In this section we describe how you create your own story. First of all the section deals with how the different elements of a story work, and then a few different types of stories are described.

WHAT IS A STORY ?

A story is the whole history, which the players' characters create as they experience adventures in the world of Gemini. The story is a collective name that includes everything the characters do. It contains the underlying intrigue and a number of ideas for how the action can come to develop. A story begins when the players play Gemini for the first time, and carries on until you decide to start a new story, often because all the characters have disappeared, changed, or died, or simply because you feel it is time to start all over again.

A story therefore, is the collective name for everything the characters do. It can be compared to a series of novels. It begins when you meet the main characters for the first time, and continues until the threat of Darkness is gone.

However, a story is often something far too big to be planned out in detail from the beginning. Instead, it is suitable to begin with something much smaller - creating an episode.

Example: Marcus is Narrator for a group of adventurers who is made up of the characters of Raquel, Wilhelm, and Nathan. When they are going to play Gemini for the first time Marcus already has some thoughts as to how the story will begin to be formed, but he has not yet decided in detail what is going to happen. Since all the characters are close to the Church, especially Wilhelm who has been a monk, and they loath and fear the Darkness, much of the story will be concentrated on the struggle against the gathering evil. Marcus intends to create a first episode, which gives the characters a taste of the Darkness.

EPISODES

The episode, which is also often called an adventure, is one of the most important foundations of the story. What makes it different from the story is that it has a clear beginnning (when the characters receive a task, meet an archenemy, or arrive at a village which has been taken over by the Darkness), and a clear ending (when the task is completed - or failed, the archenemy is captured, or escapes, and the village is freed from the Darkness). A suitable comparison is a finished book, a film, or an episode of a TV series. A very good example of an episode can be found at the back of this book.
Just like the story is made up of many episodes, the episode to is made up of many smaller parts. These parts are called scenes and events, and together they form a structure.

The structure of the episode is something that the Narrator should be very well acquainted with. If you are familiar with how you build up an episode it becomes easier to design your own adventures, and even to improvise an episode if nothing has been prepared for a gaming evening. For an adventure to work well it must have, at least, an intrigue, an introduction and a climax.

The intrigue is the antagonisms and events that are the reason for why the episode is played at all. The introduction is the part of the adventure which brings the characters into the action and make them a part of the intrigue. The episode's climax is the final showdown between the characters and their enemies, when they reach their goal and are forced to fight for what they want.

THE DWARFEN REALM BENEATH THE MOUNTAINS

North of the elfen vassal Salem's realm lies the part of the northern mountain range which used to be called the Frost tops. There the cold is intensive, and the snow falls uninterruptedly through winter and summer, and it is never so warm that the snow melts, or the frost leaves the ground. Beneath the layer of frost lie large parts of what was once the realm of the Dwarfs.

Now, a thousand years later, the Dwarfen realm is deserted, the gigantic halls echo empty, and several of the old homes which were once inhabited by hundreds of different kin, are abandoned. Many of the old halls, passages, and cities, have been sealed and been declared forbidden ground for both elfs, men, and dwarfs.

(More about the dwarf realms and the three treacherous kin's tyranny can be found in the Dwarf chapter.).



Example: Marcus wants to create an episode which gives the characters, and players, an introduction into the gaming world, and above all else, gives them a first taste of the Darkness. He decides to create an episode that is about a possessed abbot spreading the heretic truth by snaring his monks, and several of the surrounding countryside's inhabitants, into an unholy sect. This opposition between the Darkness and the Church is the adventure's intrigue.

The episode begins with the arrival of the characters in a village where several of the inhabitants have disappeared after heading towards the nearby monastery. The other villagers beg the characters to investigate the matter further. This becomes the adventure's introduction.

If the characters accept the mission Marcus intends for them to go to the monastery to investigate what has happened. When they arrive they will run into the abbot, the monks, and the missing villagers. The fight against the abbot to free the ensnared villagers will be the adventure's climax. How the adventure will end depends entirely on the characters, and how they decide to resolve the problem.

Remember that this is the simplest type of episode, with nothing more than an introduction and a climax. In longer episodes there will be numerous events between the two. For example, Marcus could have added an eventful journey to the monastery, and the abbot could have fled, making the characters chase him. In this way the episode could have become much longer, and maybe even more exciting.

SCENES

A scene is a more or less fixed point in the episode, which either takes place in a certain location (when the characters ransack an abandoned monastery, or infiltrate a Duke's castle), or is dependant on the characters meeting a certain person (like their taskmaster, when they get their task, and when they complete it). An episode is built up of scenes, hopefully in a way that means that you can move back and forth between the scenes, depending on what happens in each one.

Example: The episode with the possessed abbot can be easily divided into three scenes: 1: The characters arrive at the village and are given their task, 2: The monastery, and 3: The characters return to the village, having performed their task. Marcus considers the fact that the adventure could follow a different path if, for example, the characters return to the village to get help after they realize what is going on at the monastery. He decides that in this case the heretic monks will be prepared for their return, and be more on their guard, and in that case the characters return to the monastery will become the adventure's climax.

EVENTS

Events are the parts of the episode which occur more or less entirely depending on what the characters decide to do. And are, as opposed to the scenes, not in any way necessary for the completion of the episode, even if they can make the task easier for the players. An event should work to spice things up, to intensify the gaming atmosphere, and to make the players wake up and take notice if the game becomes unnecessarily slow. Good examples of events are all sorts of surprises like ambushes, attacks by brigands, an unforeseen accident, or a terrible storm. The Narrator can also use events if he thinks the players are having problems finding the solution of a certain puzzle. In these cases clues can be handed out via events, and in this way the characters can be pushed gently in the right direction.

Example: Marcus thinks his adventure needs a few events that will spice it up. He decides to add an event in case the characters are discovered when they arrive at the monastery, and then return to the village, in this case a group of monks will follow them and try to surprise them as they go back.

MOTIVATING THE CHARACTERS

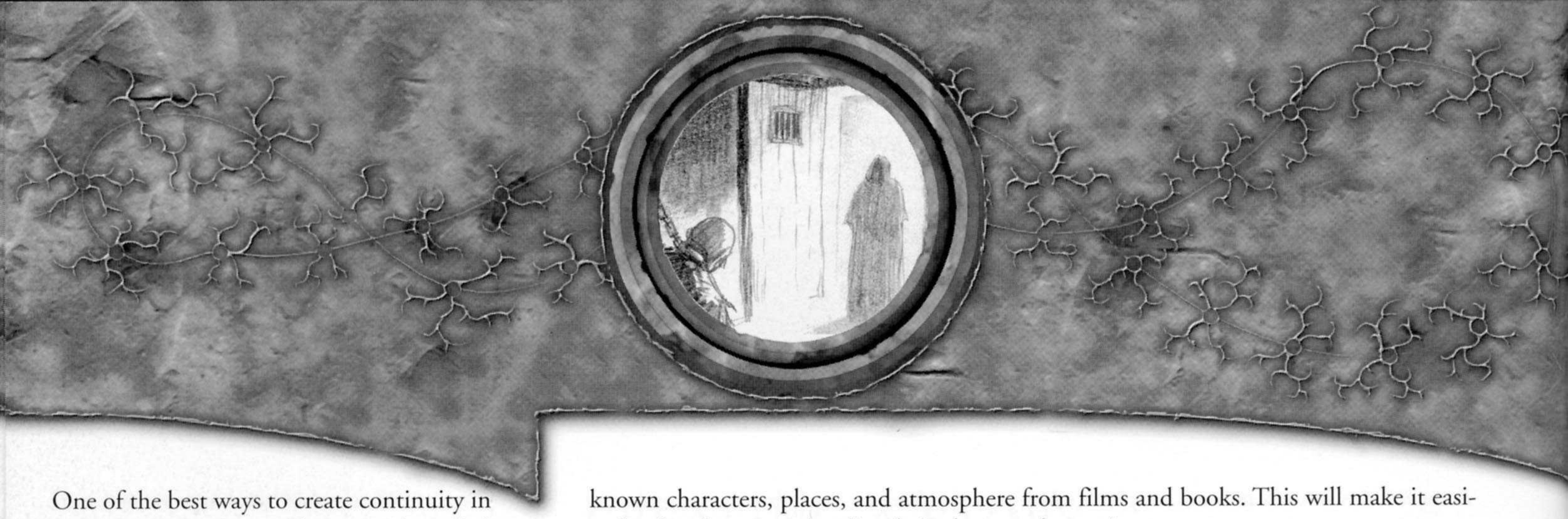
Different characters have different driving forces (which are described to some extent in the How You Create a Hero) and therefore different things are needed to motivate them. The easiest way to motivate someone is usually with a promise of some sort of reward. How large the reward should be must be seen in relation to the amount of danger which the task or adventure implies. Another way is to make the driving force personal. Maybe it is a good friend who has landed in danger, or an old archenemy that has reappeared. Another driving force in Gemini, which is very strong for a lot of characters, is the will to do right, to defend people from the Darkness, and to ensure the freedom of mankind. It is enough that there is a rumor of a dark presence for the true believers to get involved. The truly good need no other reward than the defeat of Darkness for their services.

Example: Marcus does not need to motivate the characters in his story, since they are fighting the Darkness, but the villagers still promise a modest reward if they perform their task.

CONTINUITY IN A STORY

So that the players can really feel that their characters are a part of a larger picture, that they inhabit a world that has its own life, there are several things which you need to think about.

An easy way is to use exact dates, place names, and to include news of what is happpening in other parts of the split realm, as it gives the feeling that the world is genuine.



One of the best ways to create continuity in a story is to use minor characters (so called Narrator characters) which you allow to reappear now and again. They can be friends which the characters make, and who help the characters, maybe by coming to their rescue in a seemingly hopeless situation. Or they can also be archenemies, who are the character's sworn antagonists, and constantly send their agents after the characters to give them all sorts of problems.

A third way is to let the characters return to places they have already visited, but which have changed since the first time they were there. They could, for example, return to a town which was in an extremely good condition the last time they were there, but which is now threatened by a heretic sect, and the former Duke (maybe one of the characters friends) has been discarded to make way for a new, terrible, regent.

Example: Since this is the first time that Marcus and his friends play Gemini Raquel and her friends have not yet had any experiences to compare with. To create a sense of authenticity Marcus decides that when the adventure begins it is the fourth day in the seventh month in the year of the One 1292, and that the characters are on a journey through southern Cergovia when they come to the little village of Somer. He also has plans to use the abbot (if he manages to escape) as a recurring character in his adventures.

DESCRIBING THE WORLD

All Narrators have their own ways of describing Gemini's world, but there are a few simple tricks that you can use when you are illustrating the world for your players.

Remember to try to make a description so that it includes all the senses, i.e. do not just say what the characters see, but also what they hear, smell, and taste. To help you with some of the descriptions it can be good to write down a few key words to use. Another method is to use similes. Comparing what the characters see with things they are familiar with, like well-known characters, places, and atmosphere from films and books. This will make it easier for the players to visualize their characters' experiences.

DRAWING MAPS

Sometimes the characters arrive in a place where it is important to know how it looks in detail, and where the different rooms are in relation to each other. This could be, for example, an abandoned monastery, a heretic Duke's castle, or a rich merchant's house. When the players want to know how it looks it is best to draw a map. You can either let the players draw their own map with the help of your descriptions, or you can draw one for them, and explain for them what they see, hear and feel as you are drawing.

Remember that it is best if you have already drawn the maps before the game has begun. Improvising a map is one of the hardest things you can do, and therefore it is best to avoid it if you can.

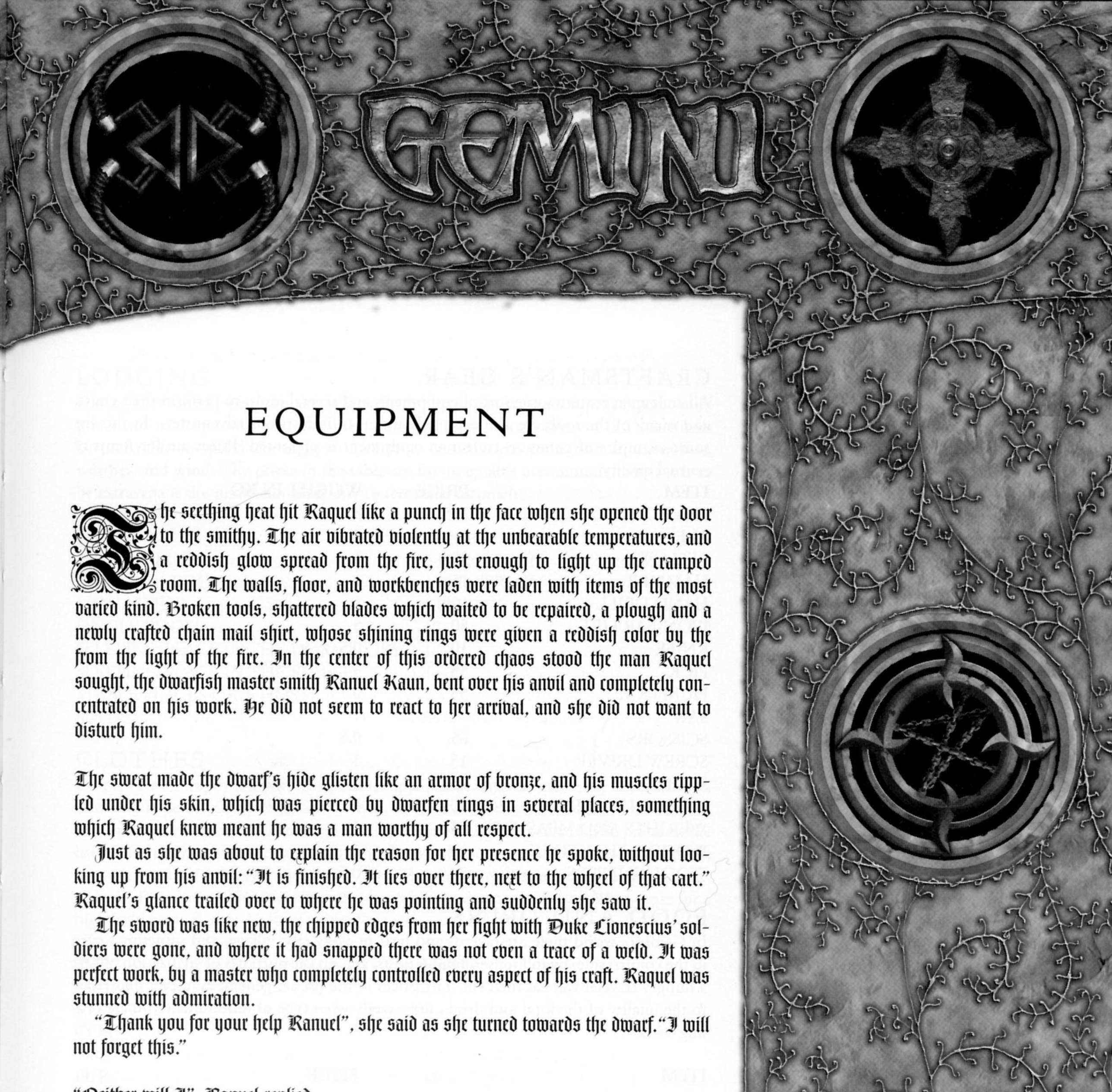
DETERMINING CONSEQUENCES

The last of the Narrator's tasks is to determine the consequences of the characters' actions. It is you who decide how well they succeed with what they try to do, and how the other people in the story react to their actions.

When you are determining the consequences of the characters' actions it is important to be as fair as possible, since the players can be displeased by your decisions.

The following should help you to avoid conflicts.

* The Narrator is always right.
* You are not the characters' opponent, you are their guide. Be honest, fair, and neutral. Use the rules as an aid, not to punish the players.
* Play all Narrator characters after what they know, not after what you know.
* Roll dice in secret. Since players should not always know if they succeed with their actions, e.g. if they are Searching, Detecting Danger, Hiding etc. it is suitable for you to roll your dice secretly. It is also suitable for you to roll your dice secretly in situations like combat or any scene where the characters are under immediate threat, since you can then prevent an extremely unsung death for your characters.
* Be well prepared. When you are determining the consequences of the characters' actions it is always easier if you are well prepared and have decided the possible consequences the characters' actions can have in different situations before the gaming meet.
* Demand role-playing! In some situations where the consequences could be determined with a CHR-roll, modified by Communication (like when the character is trying to Bluff or Interrogate someone) the game becomes much more fun if the Narrator demands that the Bluff or Interrogation is acted out.
* Remember that the players also have to play their characters after what the characters know, not after what they know.



EQUIPMENT

The seething heat hit Raquel like a punch in the face when she opened the door to the smithy. The air vibrated violently at the unbearable temperatures, and a reddish glow spread from the fire, just enough to light up the cramped room. The walls, floor, and workbenches were laden with items of the most varied kind. Broken tools, shattered blades which waited to be repaired, a plough and a newly crafted chain mail shirt, whose shining rings were given a reddish color by the from the light of the fire. In the center of this ordered chaos stood the man Raquel sought, the dwarfish master smith Ranuel Kaun, bent over his anvil and completely concentrated on his work. He did not seem to react to her arrival, and she did not want to disturb him.

The sweat made the dwarf's hide glisten like an armor of bronze, and his muscles rippled under his skin, which was pierced by dwarfen rings in several places, something which Raquel knew meant he was a man worthy of all respect.

Just as she was about to explain the reason for her presence he spoke, without looking up from his anvil: "It is finished. It lies over there, next to the wheel of that cart." Raquel's glance trailed over to where he was pointing and suddenly she saw it.

The sword was like new, the chipped edges from her fight with Duke Lionescius' soldiers were gone, and where it had snapped there was not even a trace of a weld. It was perfect work, by a master who completely controlled every aspect of his craft. Raquel was stunned with admiration.

"Thank you for your help Ranuel", she said as she turned towards the dwarf. "I will not forget this."

"Neither will I", Ranuel replied.



When the characters go out into the world of Gemini they will hopefully not do it empty handed. They need clothes, wilderness gear (like rope, tents, and tinderboxes), and much more. In this chapter we present a number of items which the character might want to buy, giving name, price, and weight. Remember that all the items in the equipment lists are obviously not available anywhere. To buy luxury items you need to get to one of the larger cities, and to get hold of poisons and healing herbs you need to find a learned man or apothecary, which is not always so easy.

COINAGE IN GEMINI

In Gemini's world there are three types of coin: gold pieces, silver pieces, and copper pieces. Silver pieces are the most commonly used form of payment, gold pieces, on the other hand, are much rarer, and are used almost exclusively by rich merchants and noblemen. In Gemini's world it is not the number of coins which is important, since their value is determined in relation to their weight. Coins are minted in the different provinces, often showing the reigning lord's seal, and with a weight guaranteed by the governing body. However, there are dishonest people who make a fortune by filing small amounts of metal from every coin. Only to then mint their own, or to craft golden and silver jewelry from the filings. All this sort of fiddling is obviously illegal, and it is usually punished heavily. There are several sovereigns and bishops who make sure that the bailiffs and other overseers travel through cities and villages, and check the weight of the coins to discover any cheating.

If nothing else is shown the prices in the table are given in silver pieces.

The ratio of the coins value is as follows: 1 gold piece=10 silver pieces=100 copper pieces.

100 coins (copper, silver, or gold) normally weigh 1 kilogram.

CRAFTSMAN'S GEAR

All craftsmen require some sort of equipment, and several tools, to perform their crafts, and many of the tools are also extremely useful to industrious adventurers. In this list some examples of common craftsman equipment is presented. Prices are for items of normal quality.

ITEM	PRICE	WEIGHT IN KG
ANVIL	145	35
AXE	55	2
BELLOWS	35	1
HAMMER	15	1
HAND DRILL	100	1
IRON-BAR LIFT	50	5
KNIFE	10	0.5
PICK	55	3
PICKLOCK	55	0.1
SAW	75	1
SCISSORS	65	0.5
SCREW DRIVER	15	1
SCYTHE	85	4
SLEDGE HAMMER	40	6
WEIGHTS AND MEASURES	250	1
WOODEN HAY FORK	10	1
WOOL CLIPPERS	30	0.5

FOOD AND DRINK

In Gemini's world there are taverns and inns in every city, village, and sometimes even in the countryside, by tollhouses, border posts, and on the outskirts of civilization, where a hungry traveler can eat their fill. The prices in the list are general examples that relate to the quality of the food and drink, not exactly what type of refreshment you are dealing with.

ITEM	PRICE
ALE	6 CP
BAD WINE	6 CP
DRINKABLE WINE	1
FEAST MEAL	35
FORTIFIED WINE	3
GOOD INN MEAL	5
GOOD WINE	3
INN MEAL	3
LIQUOR	20
LORDLY BANQUET MEAL	150
POOR MEAL	1
WARM GOATS MILK	4 CP
VINTAGE WINE	15

THE SAU KIN

One of the most influential families of all Orschild, is the dwarfen kin Sau, which has built up a wide ranging trade empire ever since the time when they first came to the province, with trade houses and branches in virtually every larger town within the boundaries of the province. Many of the family's members are also highly prominent advisors, strategists, and officers, at the court of Lord Gideon. Not everyone looks upon the kin's power with satisfied eyes however, and they have through all ages faced a certain amount of resistance, especially from inborn trade families. The leader for the whole Sau kin is the unashamedly rich, and by the Lord himself newly knighted, Cenobius Sau.



LODGING

During their travels the characters will come to places, like large cities, where you would prefer not to sleep under bare sky. Even during travels in the country it can sometimes be preferable to spend the night in an inn to ensure some protection from robbers, weather, and wind. The prices in the table are for acceptable accommodation, if it is to be extravagant the prices can easily rise to ten times as much.

ITEM	PRICE
DOUBLE ROOM	6 PER PERSON
FOUR BED ROOM	4 PER PERSON
MONASTERY	CHARITY
SINGLE ROOM	10
SLEEPING PLACE IN THE DORMITORY	1
SLEEPING PLACE IN THE STABLE	5 CP
STABLE PLACE FOR A HORSE	1
SUITE	35

CLOTHES

Clothes are an important part of a person's appearance, and are extremely determent on how one is perceived by their fellow men, at least at first impressions. If you want to appear to be a lady of the court, or a Lord, you had better dress like it. The prices in the list are for clothes of moderate quality, hardly worthy of a prominent citizen, more like a simple farmer. Multiply the prices by 5 for a better bourgeois (merchant or public official), 10 for a low nobleman (like a knight, priest, or courtier), and by 30 or more for a high nobleman (Lords, bishops and governors).

ITEM	PRICE
BUCKLE	2
CLOAK	5
COAT	25
DRESS	4
FUR	45
GLOVES	2
HAT WITH BRIM	4
LEATHER BOOTS	15
RAGS	2
SHIRT	4
SLOUCH-HAT	3
TROUSERS	4
VEST	3
WOODEN CLOGS	1

SERVICES

You do not always want to do everything yourself, often you have to hire help, of some kind.

The prices are for ordinary services, and even services vary wildly in price depending on quality. If you want to hire a known artist, a skilled poet, or a praised composer, the price can multiply tenfold. If you are talking about establishments like bathhouses and barbers it also very much a case of the clientele which normally frequent the place.

ITEM	PRICE
BARBER	2
COMPOSE PIECE OF MUSIC	150
CRAFTSMAN	3/DAY
ENTERTAINER	1/HR
FERRY TRIP	3
MESSENGER	1/KM
PORTRAIT PAINTER	45
SCRIBE	2/HR
SERVANT PER MONTH (AND FOOD AND LODGING)	15
WASHER WOMAN	2
VISITING A BATHHOUSE	3
WRITE POEM OR FAMILY CHRONICLES	10/PAGE

ANIMALS AND ACCESSORIES

In Gemini's world, especially in the smaller villages in the countryside, pets are a natural part of life. All families have cats and dogs, and hens, cows, and goats help to provide for the family just like any other member.



ITEMS	PRICE
BRIDLE	3
BULL	240
COW	175
DONKEY	80
FOUR WHEEL CART	265
GOAT	25
HEN	3
HUNTING DOGS	60
HUNTING FALCON	205
LEASE	5
OX WHIP	10
PIG	35
RIDING HORSE	350
ROOSTER	8
SADDLE	45
SHEEP	30
STIRRUPS	5
TWO WHEEL CART	140
WORKHORSE	230

WILDERNESS GEAR

Wilderness gear includes everything which the characters will need to survive in the wilderness when they travel between the provinces of the Church, hide from the Darkness in the forests of Merodak, or search for hidden mysteries deep in the Manes mountains.

ITEM	PRICE	WEIGHT IN KG
BEAR TRAP	45	2
BLANKET	3	1
FISHING HOOK	3 CP	0.1
FISHING LINE	1	0.1
FISHING NET	3	1
LAMP OIL (0.5 l)	8	0.5
OIL LAMP	55	2
ROPE /10m	10	3
SNARES	5	0.5
TENT (150 MAN)	150	15
TENT (8 MAN)	45	5
TENT (2 MAN)	20	3
TINDER BOX	2	0.1
TORCH	3 CP	0.5

WRITING EQUIPMENT AND SCRIPTS

In the monasteries of the Church, and at the Lordly courts, a large part of the knowledge of Gemini's world is written down by monks and learned men. When you write you use a goose feather pen, ink, and paper or parchment. You spend an enormous amount of time writing beautifully, drawing pictures, and illustrating letters, to make more of an impression on the reader. Since it is an extremely time consuming process to write a whole book by hand, it is not possible to simply buy books, but certain texts, like Nomen – the holy book of the Church, can be ordered. In these cases you can count on it taking at least a year before you have the book in your hand, and the price matches the effort.

ITEM	PRICE	WEIGHT IN KG
BOOK (BLANK)	55	3
COLORED INK	20	0.2
GOOSE FEATHER PEN	2	0.1
INKPOT WITH INK	5	0.5
MAP	400	0.2
NOMEN - THE HOLY BOOK	6500	5
PAPER	4 PER SHEET	0.05
PARCHMENT	10 PER SHEET	0.1
WRITING DESK	25	5

MISCELLANEOUS

There are a load of objects which do not fall into any category large enough to deserve its own table, but which the characters will still need and want to get hold of. An example of this kind of item is any sort of container. In this table we give a few more examples.

ITEM	PRICE	WEIGHT IN KG
CHESS BOARD AND PIECES	8	1
FLUTE	4	0.5
GLASSES	175	0.2
DRINKING HORN	8	1
PADLOCK	30	0.2
CHEST (25 LITER)	10	3
CHEST (100 LITER)	40	6
ABACUS	14	1
LUTE	55	2
MORTAR	8	0.5
PENDULUM	25	0.2
SACK (25 LITERS)	51	0.2
BOX	5	0.5
HOURGLASS	35	0.5
TAR (20 LITERS)	10	35
DICE (A PAIR)	6 CP	0.1
WAX CANDLE	2 CP	0.1
QUIVER (20 ARROWS)	6	1.5

THE SWINDLERS

During the last ten years, a group of swindlers (their victims are never quite sure of their numbers) has been active in Orschild. They appear under different covers, as craftsmen, jewelers, travelling mercenaries, soothsayers, agents of Lord Gideon, or one of his governor's diplomats, and infiltrate different courts, sew intrigues, break alliances, and empty treasure chambers, only to disappear without a trace. They never ever return to the same place, probably for fear of discovery, and never ever use the same cover twice, but they always leave their unmistakable trade mark, a thank you letter signed: the Servants of the People.



LUXURY ITEMS

The upper-classes in Gemini's world live in a luxury, which is hard to understand for the people who live in the countryside, or in the cities more run down areas. Here, some luxury items that separate the excessive noblemen from the farmers and craftsmen, are presented. Remember that the price, as usual, can vary wildly depending on quality of the work and the material that is used.

ITEM	PRICE	WEIGHT
GOLD CHAIN	350	0.1
MAKE UP	15	0.2
MIRROR 10 x 10 cm	30	0.2
PERFUME (0.1l)	50	0.2
SILVER CANDELABRA (SEVEN ARMS)	2185	4
STATUE	45	4
TAPESTRY	45/m	1

PAYMENT FOR PERFORMED FAVORS AND WORK

Sometimes there are occasions when you find yourself both penniless and out of work. If the characters, between stories or during longer episodes, are in need of money, they can always take on a slightly less glamorous job to stay alive. Payment is per day, and it can obviously vary depending on where you are employed. Remember also that most work requires some sort of qualifications (see the career section of the How You create a Hero chapter for guidance).

WORK	PAYMENT
BODYGUARD	2 + FOOD AND LODGING
CARPENTER	1 + FOOD AND LODGING
CITY GUARD	5/DAY
FERRYMAN	1 + FOOD AND LODGING
INNKEEPER	1 + FOOD AND LODGING
JESTER	1D20 CP/DAY
LUMBERJACK	1 + FOOD AND LODGING
MINER	2 + FOOD AND LODGING
SCRIBE	15
SOLDIER	3 + FOOD AND LODGING (MANY TIMES AS MUCH FOR AN OFFICER)
STONE-CUTTER	1 + FOOD AND LODGING
TEACHER	10 + FOOD AND LODGING

POISONS AND DRUGS

Since time immemorial monks, hunters, and evil-minded pharmacists have used different herbs and drugs in their professions. The hunters have learned to recognize the forest's herbs, trees, bushes, and flowers, and their effects. The monks have planted and cared for herbs in herb gardens at their monasteries, and prepared healing drugs for Knights Templar, and their warrior brothers. The pharmacists have sought out desolate places to find unpleasant poisons, which can make murder seem like an accident of acute food poisoning.

TIME OF EFFECT

A poison normally takes effect within 20-STR minutes after it has been taken (unless the description of the poison says differently). When the poison has taken effect it causes a flesh wound every 20th-STR action round. For an antidote to work (see below) it must be taken before the poison has had its full effect.

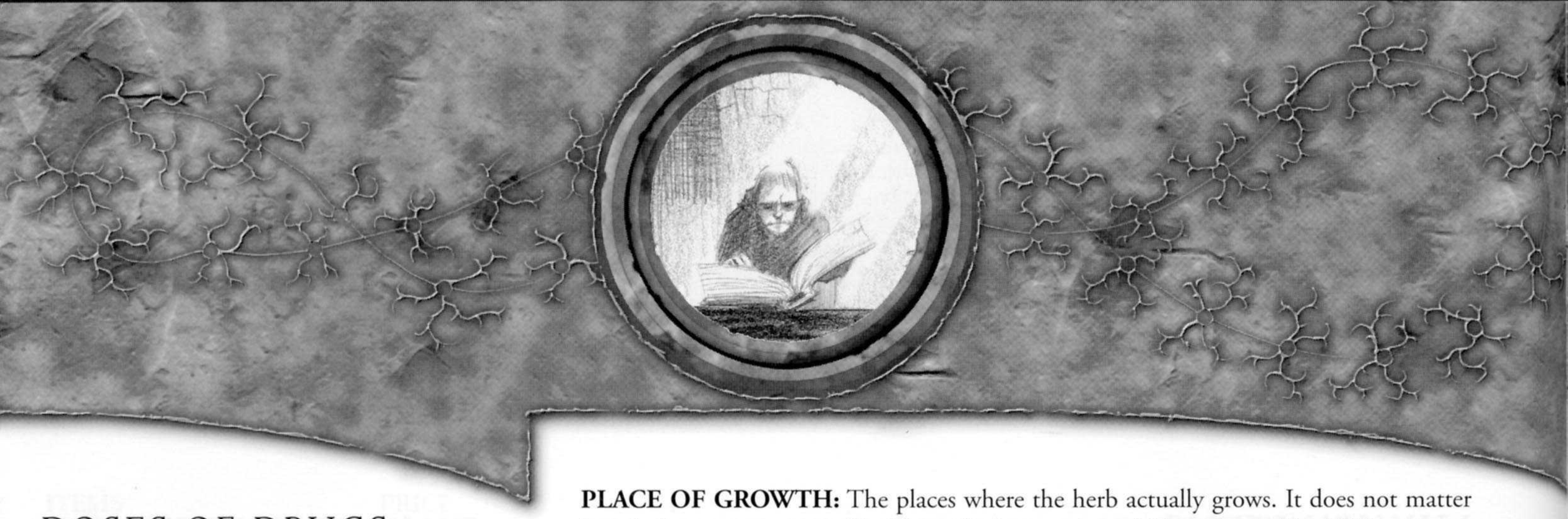
RESISTING POISON

A poison has, just like a character, a strength value (STR), which determines how powerful it is. If a character is poisoned he must succeed with a PHY-roll, with the same difficulty level as the poison's STR, to avoid taking its full effect (a poison with STR 5 would make the difficulty level for the roll -5). If the roll fails the poison does damage. Its STR is compared to the character's endurance to determine how badly wounded the character becomes. The damage takes effect at the same pace as described above.

ANTIDOTE

Antidotes are used to lessen the effect of poisons. For example, it is a classic trick for an assassin to poison both himself and his victim, and then take the antidote when the victim is not looking. In this way you have avoided the possibility that suspicions are directed towards you, at least for the time being.

Antidotes, just like poisons, have a strength value. This strength value is taken away from the poison's strength value immediately after you have taken the antidote. If any of the poisons STR remains you have to make a PHY-roll against the remaining STR as usual.



DOSES OF DRUGS AND POISONS

All values for drugs, poisons, and antidotes, are for one whole dose - the largest amount of the drug or poison you can take without risk of overdose.

To dose a drug correctly you have to succeed with a roll for Learning (or Herb lore if you have the specialization). If the roll's effect is higher than the drugs difficulty level you have dosed correctly, otherwise there is a risk of under/overdosing (the latter is the much more common, and the more dangerous). If the drug is overdosed there is a risk of unpleasant consequences (these are in that case given by Effect in the descriptions). An overdose is as large as the effect that is lacking x 0.1 if the roll for Learning fails.

PRICES FOR HERBS AND DRUGS

A dose of a drug costs its rarityx10 silver pieces, but can cost many times as much if you are in a province where that type of plant does not grow. Furthermore, all deadly poisons (all poisons which damage a person physically) are seen as illegal, which means that there price is multiplied by 4, in the rare cases where you can get hold of them that is.

DESCRIPTIONS

NAME: The plant, tree, or herb's name.
TYPE: What type of drug it is. If it is a poison, healing drug, or capability improving drug.
PLANT: What type of plant it is. If it is a tree, a herb, a berry, or something completely different.
RARITY: A herb or a tree's rarity is shown by a number, usually between 1 and 15. This number shows both how difficult it is to get hold of the herb, and how hard it is to recognize it, and to prepare it in the right way. A herb's rarity is used as a difficulty level if you want to recognize a herb, and if you want to prepare it so that it does not lose its effect.
PLACE OF GROWTH: The places where the herb actually grows. It does not matter how lucky you are, you still will not find a swamp orchid on dry, cold, cliff face, it can only be found in swamps and marshes.
EFFECT: Exactly what effect the poison or drug has. A poison or antidote's effect is given in STR (see above) and in the type of poison. A herb's effect is given in a more general description that includes any technical effects.

POISON OAK SPLINT

TYPE: Muscle poison.
PLANT: Mushroom.
RARITY: 10.
PLACE OF GROWTH: On the south side of poison oaks. The poison oak is found only in oak forests.
EFFECT: The poison oak splint is a poison with strength 8.

BLACK POPPY

TYPE: Healing herb.
PLANT: Black flower with a long stem.
RARITY: 6.
PLACE OF GROWTH: On the south side of slopes.
EFFECT: The black poppy becomes, when it is crushed, warmed, and mixed with equal parts of water, a healing drug, which, if it is applied to a wound, heals one flesh wound per dose.

TOWER BELL

TYPE: Drug.
PLANT: White, bell shaped, flower.
RARITY: 2.
PLACE OF GROWTH: Forests.
EFFECT: If the guard bell is crushed, and smeared over the body, it hides the bodies natural smells with its own, almost odorless, but strong, smell. The guard bell is often used by hunters who need to get really close to their prey, but it is also a popular way of getting past guard dogs.

MAIDEN THISTLE

TYPE: Drug.
PLANT: Fire red thistle.
RARITY: 6.
PLACE OF GROWTH: Dry heaths.
EFFECT: The maiden thistle raises, when it is chewed, a person's awareness. During 1D20 minutes the user's PER is raised by 3.

WOLF TONGUE

TYPE: Poison.
PLANT: Flower.
RARITY: 4.
PLACE OF GROWTH: Forests.
EFFECT: Wolf tongue is a poison with STR 2, but it does no real damage, but is used as a powerful vomiting agent. If the resistance roll fails the subject must vomit uninterruptedly for 1D20 minutes.

THE PORTRAIT

Somewhere in Orschild there is an ancient relic, an icon which portrays Marquis Caedes, one of the first Marquis. The icon disappeared in connection with the Rebellion of the Sovereigns, and has not been found since then. Rumor has it that the icon was supposed to have been stolen from the cathedral in Resna by an enthusiastic agent of some governor. The governor himself is then supposed to have had the icon painted over with his own portrait so that the world would never know that he had it. The icon, which is supposed to have been painted by the Marquis' deathbed since he fell in the battle of Ravarra, has a very great value for the Church, and they are still trying to find out where it is.



SUN CLOVER

TYPE: Drug.
PLANT: Clear orange, clover like, flower.
RARITY: 3.
PLACE OF GROWTH: Fields and heaths.
EFFECT: Sun clover, if it is dried, is a very powerful laxative. If you take in sun clover you have to, whether or not the resistance roll succeeds, spend the next 1D20 hours answering the calls of nature.

SHADOW ANEMONE

TYPE: Drug.
PLANT: Small gray flower with five, arrow shaped, petals.
RARITY: 8.
PLACE OF GROWTH: Marshy, dark, forests.
EFFECT: The shadow anemone is, if you grind it, an excellent sleeping powder (STR 3). If the resistance roll fails, the affected target will begin to feel sleepy and droopy within ten minutes, only to proceed to fall asleep. The sleeper cannot be woken before an hour after the shadow anemones effect has begun to wear off.

GRAY PLISTER

TYPE: Healing drug.
PLANT: Flower.
RARITY: 2.
PLACE OF GROWTH: Forests, fields, plains.
EFFECT: Immediately stops bleeding. When crushed gray plister is applied to a wound the blood congeals and the bleeding stops immediately. Great for treating more serious wounds.

BROWN MONK NECK

TYPE: Poison.
PLANT: Herb with brownish yellow flowers and a square stem.
RARITY: 9.
PLACE OF GROWTH: Clearings, pastures.
EFFECT: The monk neck is a paralyzing poison (STR 4), which often affects the cows and goats that graze in fields, usually with highly comic effects. If the poison takes effect the victim cannot move for the next 20-PHY hours, but is completely paralyzed.

FOX BERRY

TYPE: Poison.
PLANT: Fiery orange berry on a small bush.
RARITY: 8.
PLACE OF GROWTH: Forests.
EFFECT: The fox berry contains a fairly powerful poison (STR 5), furthermore, when it has been prepared, it is slightly sticky, which means that it is very good for spreading on weapons. The poison only takes effect if the weapon gets through the armor and does at least a flesh wound in damage.

BLUE SWAMP ORCHID

TYPE: Antidote.
PLANT: Brown orchid.
RARITY: 15.
PLACE OF GROWTH: Marshes and swamps.
EFFECT: The swamp orchid is the strongest know antidote (one whole dose has STR 15), but it has an extremely dangerous side effect, any overdosing means that the extra antidote works like a poison on the user. So that if you take a half dose of the orchid (STR 15/2 = 8 rounding up) to neutralize a poison of STR 5, 5 of the orchids STR will neutralize the poison and the remaining 3 will work as a STR (8-5=3) poison on the on the user.

MARQUIS' KEYS

TYPE: Poison.
PLANT: Orchid.
RARITY: 13.
PLACE OF GROWTH: Sunny, moist environments, on the south side of hills.
EFFECT: Marquis' keys is an extremely strong poison (STR 15) with the disadvantage of having a very bitter taste, and a prickly smell, and can therefore easily be identified if put in food or drink (DL for the PER-roll +10). In spite of this it is still used diligently (when it can be found) because of its extreme effectiveness.

BARON ROSE

TYPE: Drug.
PLANT: Reddish black rose.
RARITY: 8 (cultivated), 14 (wild).
PLACE OF GROWTH: Rose gardens in monasteries (cultivated), can be found wild only in abandoned monasteries' rose gardens.
EFFECT: The baron rose has been cultivated by monks through cross breeding of different roses, and has a very peculiar property. When you have taken a baron rose petal (usually crushed and mixed with drink), you have to answer truthfully to all questions you are asked. You can make a resistance roll against the strength of the



drug (which is 7) and if it fails the effect lasts for 20-MEN minutes.

MOON SOOT

TYPE: Drug.
PLANT: Gray black flower, with round, moon shaped, petals.
RARITY: 6.
PLACE OF GROWTH: In shadowy woodland in the southern parts of the ancient realm.
EFFECT: Moon soot, when it is crushed and mixed with ash, clear spring water, and salt, gives an increased sensitivity to light, which means that you can see even when it is pitch black. You cannot see in total darkness when there is no light at all, or in magical darkness. The effects last for 1D20 minutes.

WAX HAT

TYPE: Healing drug.
PLANT: Funnel shaped, yellowish fungus.
RARITY: 3.
PLACE OF GROWTH: Evergreen forests.
EFFECT: The wax hat is prepared and eaten, and works as a fever reducing, and numbing agent. When it is used it increases a person's wellbeing by 2 (wellbeing can never be raised above 0 using wax hat though, since it only eases existing pain). The effect lasts for 3 hours.

ELF CLUB

TYPE: Poison.
PLANT: Fungus.
RARITY: 6.
PLACE OF GROWTH: Birch woods.
EFFECT: Elf club works, when its spores are cooked with old wine and strong spices, as a powerful poison (STR 8), which temporarily makes the victim unconscious. If the resistance roll fails the victim immediately enters a state of unconsciousness that lasts for 1D20 minutes, after which the victim wakes up with a terrible headache (-2 wellbeing).

SILK SPIDER LILY

TYPE: Drug.
PLANT: Lily.
RARITY: 4.
PLACE OF GROWTH: Forests.
EFFECT: The silk spider lily is a lean flower which, when it is dried and ground into a powder, has a very strong smell. It is used to wake sleeping or unconscious people and works automatically. The victim gets -2 wellbeing however, which last for the next 1D20 action rounds.

MONASTERY HERB

TYPE: Healing herb.
PLANT: Round stalked plant, with yellow, waxy, petals.
RARITY: 1.
PLACE OF GROWTH: On grassy plains, in forest and fields.
EFFECT: The monastery herb is a disinfectant, and is often included in bandages to minimize infections. The monastery herb is also used by monks in their purifying steam baths, as its effect is also supposed to work on the soul, and it is supposed to harden it against the temptations of sin.

SWINE ROOT

TYPE: Drug.
PLANT: Thorn bush.
RARITY: 7.
PLACE OF GROWTH: In most parts of the provinces, with the exception of mountains and marshes.
EFFECT: The root of the thorn bush, whose form has also given the plant its name, is ground to a powder which is strongly debilitating (STR 8). If the powder is inhaled the victim must make a resistance roll to be able to react at all (wellbeing is automatically decreased by 2 for 1D20 action rounds). A roll must be made every round as long as the effect lasts.

GOAT SPUR

TYPE: Poison.
PLANT: Yellowish white flower, with large, star shaped, leaves.
RARITY: 4.
PLACE OF GROWTH: Dry plains, heaths, and mountains.
EFFECT: Blinding poison (STR 6) which, if the resistance roll fails, makes the victim completely loses their sight for the next 1D20 action rounds.

FALCON LILY

TYPE: Drug.
PLANT: Gray blue lily, with feather shaped leaves.
RARITY: 2.
PLACE OF GROWTH: Deciduous forests.
EFFECT: The falcon lily decreases the victims mental resistance (STR 7), partly against interrogations and other communication situations, but also against magical attacks or manipulation. It is very popular among magicians who use magic to take control of their enemies. If you take falcon lily your MEN is halved for 1D20 minutes.

THE HOLY BONE STAFF OF MARQUIS MAGNIUS

Created to fight the heretic sovereigns during the Rebellion of the Sovereigns, and linked together by blessed steel and bones from uncounted Marquis, Marquis Magnius' staff is one of the Churches most important relics. It has been used to crush rebellions, to spread the word of God, and to carry on the work of the first Marquis. For the believers it signifies faith, honor, struggle, and victory, and since it is made up of bone fragments from close to twenty different Marquis, it is seen as extremely holy. It has always been kept within a holy vault in the cathedral in Kaern, but disappeared without trace almost one hundred years ago, and since then no one has seen it. The Church has promised a very large reward to the one who returns the staff to the cathedral.



FIRE CROWN

TYPE: Drug.
PLANT: Short bush with strongly fiery red flowers.
RARITY: 4.
PLACE OF GROWTH: Plains and heaths, and deciduous- and mixed forests.
EFFECT: The fire crown is a diabolic drug which, if taken for a long time, completely twists a person's perception of reality, and slowly but surely, drives him insane. The fire crown has STR 8, and every time the resistance roll fails the victims MEN is decreased by 1 (recovery happens at a pace of 1 per month after usage has ceased). The user begins to suffer from delusions and is afflicted with powerful phobias (1 per lost MEN), exactly what ones, and how they show themselves, are determined by the Narrator.

STORM WHISTLE

TYPE: Drug.
PLANT: Small, pink, flower.
RARITY: 2.
PLACE OF GROWTH: On moist, sandy, slopes.
EFFECT: The storm whistle raises the user's wellbeing by 2 for 1D20 action rounds, but after this it immediately sinks to 1 less than the original value for the following 1D20 action rounds.

CRONE ROOT

TYPE: Drug.
PLANT: Root from flower, usually formed like a woman.
RARITY: 9.
PLACE OF GROWTH: Close to graveyards.
EFFECT: The crone root enhances mental capabilities, and if it is taken dried and grated, increases the user's MEN by 2 per dose for 1D20 action rounds.

GRAY LEEK

TYPE: Healing drug.
PLANT: Leek plant with light blue flowers.
RARITY: 8.
PLACE OF GROWTH: Fields.
EFFECT: The gray leek is an excellent medicinal plant, which can cure many ailments. If you have a cold you are supposed to inhale a newly cut gray leek, and if you have stretched a muscle, a bandage with steam boiled gray leeks, applied to the cramp, will cure the pain almost immediately.

YELLOW WHIPLING

TYPE: Drug.
PLANT: Pale, yellow, flower.
RARITY: 7.
PLACE OF GROWTH: Deciduous forests.
EFFECT: The yellow whipling is a very effective, taste neutralizing, drug, which is often used to prevent an intended poison victim, from sensing the taste of the poison before it takes effect. If yellow whipling is mixed with a poison the difficulty level to discover it is increased by -4.

BRUSHWOOD RING

TYPE: Drug.
PLANT: Dry brushwood with ring shaped flowers.
RARITY: 4.
PLACE OF GROWTH: Sandy beaches.
EFFECT: Brushwood ring is an antidote with STR 4. See the poison rules above for a more detailed explanation.

DUSK ROSE

TYPE: Poison.
PLANT: Black rose.
RARITY: 9.
PLACE OF GROWTH: Flower gardens.
EFFECT: The dusk rose is a powerful sleeping potion (STR 15), which works immediately after it is taken. The crushed leaves of the flower are mixed with water and have a very piquant taste.

BESTIARY

During their adventures in the world of Gemini, the characters will meet an untold number of people, dwarfs, elfs, animals, and maybe unknown creatures from other worlds. To simplify the description of the world for the Narrator we present a load of different people who inhabit Gemini's world in this section. As we said earlier, these are called Narrator characters or extras. Many of the people and animals that are described in this section have been mentioned earlier in the book (like Knights Templar, dark priests, and wolves). Here you will find further information that you will need to use them in your story.
The Narrator characters are described according to the same template as the player characters, but the description is not as detailed. Instead it is mainly composed of Attributes, Areas of knowledge, and important equipment, which is enough for you to act out the characters in the game without having to improvise too much.



The values which are presented in this section are the average values, and they can (if the Narrator so wishes) vary both upwards and downwards depending on the circumstances.

The bestiary is made up of two sections: animals, and people. Animals are the wild animals that roam around the wildernesses in Gemini's world. People are the humans, dwarfs, and elfs that make the world come to life.

ANIMALS

There are loads of different examples of animals in Gemini's world, so many that the list could be made almost infinite. Here we only present a selection of beasts and pets which the characters, in all probability, will meet sometime in the course of the story.

Animals have no knowledge areas in the way that humans, dwarfs, and elfs do. Instead you make attribute rolls against the unmodified attribute, and only make adjurations according to difficulty level when they want to do something.

Movement is simply how quickly the animals move and is given, just like for human beings, in three different values. Some animals can move in more than one way, for example by both flying and walking. In these cases all the movement values are given.

Natural weapons are simply the weapons the animals have, for example hooves, beaks, claws, and teeth. Damage from natural weapons is worked out in exactly the same way as damage from normal weapons. Under the heading Other, any special abilities the animal has are described. Natural armor, if the animal has got any, is also shown under that heading.

Remember that the descriptions given are for the typical examples of animals that live in Gemini's world, obviously there are variations, for example, there are faster dogs, stronger bears, and larger eagles. How you want to change them is up to you as Narrator.

ANIMALS IN COMBAT

Fighting against animals is very different to fighting a trained, human, opponent. Animals are unpredictable, but if they attack they do so with full force, and are therefore assumed to use the Offensive combat strategy, until they get a serious wound, then they begin to fight Defensively, or try to flee if there is an opportunity. Obviously other factors can change the situation, for example if the animal is afraid of fire and so on. All animals obey the rules for unarmed combat as to parrying and attacking armed opponents when unarmed.

HORSE

	SMALL	MEDIUM	LARGE
STR	15	25	40
AGL	13	11	9
PHY	15	17	19
PER	12	12	12
MEN	6	6	6

MOVEMENT: 10/25/65
NATURAL WEAPONS: Hooves (CS 10, DAM 2)
OTHER: The horse has an encumbrance limit which is twice as large as any human beings i.e. they can carry up to their STR x 2 kg without any movement penalties.

BEAR

	SMALL	MEDIUM	LARGE
STR	12	25	40
AGL	15	14	13
PHY	15	20	25
PER	12	12	12
MEN	6	6	6

MOVEMENT: 8/20/55
NATURAL WEAPONS: Strike (CS 12, DAM 3), Bite (CS 10, DAM 5, half (DB)).
OTHER: The bear is also a skilled swimmer. Natural Armor: Fur AV3.

FALCON

STR 2 AGL 18 PHY 4 PER 20 MEN 6
MOVEMENT: WALKING 1/2/4, FLYING 20/45/110
NATURAL WEAPONS: Beak (CS 10, DAM 3), Claws (CS 12, DAM 1)

DOG

	SMALL	MEDIUM	LARGE
STR	5	10	15
AGL	16	13	11
PHY	8	10	11
PER	15	15	15
MEN	6	6	6

MOVEMENT: 15/30/60
NATURAL WEAPONS: Bite (CS 10, DAM 3), Claws (CS 12, DAM 2)
OTHER: Dogs always have CS +4 when tracking. Dogs are afraid of fire and always fight defensively against anyone that is carrying a torch and using it in combat.

THE HISTORY OF GEMINI

He beheld the moors, a peaceful agricultural landscape in southern Orschild, from his window in the castle tower. He could see beyond the marketplace of Menia, the town the castle had once been raised to defend. In the horizon, where the sky met the land, was the border to Kavarra, heart of the Church. A week ago, protected by the dark of night, Jenius had crossed that border and sought protection in the castle. He was an envoy of the Inquisition, his mission - to infiltrate Lord Gideon's court. Thus far, nobody had suspected anything. Hopefully, nobody would do so until his mission was completed.

Jenius remembered hearing a lot of Orschild's history during his upbringing. In the convent school, the priests had taught him that Orschild's history was the history of the world in miniature. They had said that if the Church were not allowed to reign, the world would suffer the same fate as Orschild. It would fall for the scheming Darkness and decay to heathen barbarism. The Inquisition was convinced that several of Lord Gideon's advisors, some of his court's most prominent nobles, and several of Orschild's governors and bailiffs were already under the influence of the Darkness, but they lacked proof. Jenius was here to change that.

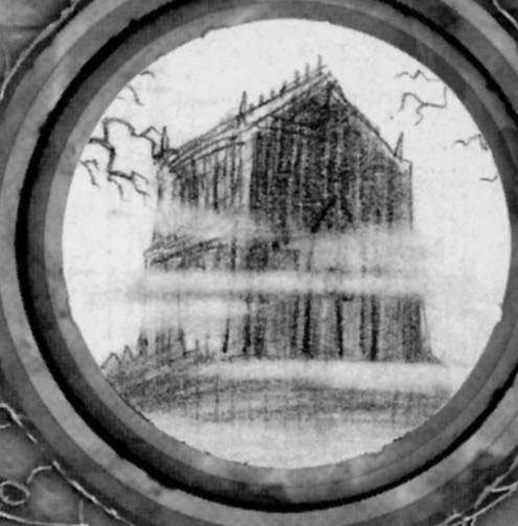
This part of the realm, once united under the Church, had seen everything. It was almost as if he could hear the wing beats of time beneath the old, wooden beams of the tower roof. He intensely wished that the ancient past had been etched into the castle's walls like vivid, living images of great heroics and unforgivable treason. Then, he would have been able to experience history as it had been, not as recollected in the scriptures. There were always at least two sides to every story.

In Orschild the Church, the first Marquis and the realm's proud sovereigns had battled with the lost people from the north and won. In the town of Resna they had raised an enormous cathedral, which had come to be plundered by the elfs as well as by heretic sovereigns. The castle walls had seen the coming of sovereigns and Marquis, and seen their demise. They had witnessed the terrible ravages of the plague, and the culmination of the Dwarf Prosecutions in Nerika.

Jenius was dearly holding on to the hope that these walls would not have to witness the Darkness wash across the land again. If such a calamity befell the world, he was afraid these walls and the world he and his brethren sought to protect, would crumble and fall to pieces.

THE MAUSOLEUM IN NORDEL

In western Orschild lies the rather insignificant monastery town of Nordel, which has been slowly depopulated since the Church was banned from Orschild during the Rebellion of Sovereigns. These days there is almost nobody left. Still, Lord Gideon has stationed a large force by the old monastery, preventing pilgrims from visiting the mausoleum on the moors east of town. The monastery's abbots have been buried in the mausoleum since time immemorial. Among these abbots are Marquis Jerome, who got his religious upbringing in the monastery of Nordel. After having served there as abbot for several decades, he traveled to Ravarra where he was chosen by the Church's highest dignitaries to succeed Marquis Bertold as head of the Mission. On his deathbed he asked to be returned to his old home of Nordel. His wish was fulfilled, and in the mausoleum on the moors he was buried side by side with the other abbots. Jerome is regarded as one of the holiest men in the entire history of the Church. Visiting his grave, and maybe even getting to see or touch his remains, is something all holy persons want to do.



The world of Gemini has a history that stretches across the millennia. From a time when the elfen ancestors, the Elder, still walked the land, through the age when the magnificent stone circles at Yvers and the stone ships on the isle of Luceria were created, to the gloomy present.

Almost nothing remains from the world's infancy. To its people, the time before the Age of Sovereigns is shrouded in myths and legends, not living history. The few chronicles from this age are locked up in the cathedrals, in their deepest and most forbidden chambers where only the most pious are allowed to walk, knowledge of the past is considered too dangerous for the people.

THE AGE OF DARKNESS

(prior to age 251 before the Revelation)

The time before the Church was a time of many faces, a time mankind is doing its best to forget. In church, when a priest speaks of this time it is to paint a discouraging picture of how it is to lead a life without the One; how things can be if your faith is lacking. Man was about to doom himself. Had it not been for the events that followed, mankind would surely have been lost.

During the Age of Darkness mankind had not yet been united. The people of the world were spread across the continent, living in small realms, tribes and clans. They devoted themselves to heathen rites and decadent living. The world was lost in a religious darkness; there were no strong or wise leaders, no divine guidance. They prayed to the skies, to the wind, and appealed to the thunder for rain. They worshipped the life-giving sun for its warmth, and dripped the blood of young animals on their fields, hoping to please the spirits of the earth, granting them a bountiful harvest.

Mankind had yet to understand what was best for them.

They had not yet beheld the light.

THE AGE OF SOVEREIGNS

(year 250-1 b.R.)

The Age of Darkness ends when the first principality, that of Levaria (today part of Sein), was founded. During the next two hundred and fifty years, prior to the Revelation, several of mankind's sovereigns and chieftains grew in strength. An escalating hunger for power spread across the human lands, and one by one the sovereigns went to war. Convinced that they would be the victors of the battle for supremacy of the known world.

For almost a century, terrible battles raged among the world's sovereigns, chieftains and tribal lords. Towns were set on fire, fields were laid to waste, entire realms were obliterated, and people, tribes, and clans annihilated. Man fought man beneath bloody banners, with murder in their eyes. The battles, the willingness to fight, and the consuming megalomania, darkened mankind's minds, preventing them from seeing clearly.

Slowly humanity drifted towards inevitable destruction.

Then came the Darkness.

INVASION FROM NORTH

At the height of mankind's battles, a godforsaken people came marching from the north. The treacherous magic was their law, and they demanded that mankind subject itself immediately! Their armies swept across the human lands as an evil and remorseless whirlwind of biting steel, destroying everything in its path.

They fought and beat army after army, quickly subjecting large domains. The sovereigns were hopelessly divided by internal conflicts, and peace was unthinkable.

The great defeat was imminent and every resistance futile.

All seemed lost. Soon mankind would be doomed to eternal slavery.

IMPORTANT EVENTS

YEAR 175 B.R. - THE BATTLE OF SEVEN SOVEREIGNS. On a moor in what would be known as Galatien, armies of seven sovereigns clash.

YEAR 15 B.R. - ARRIVAL OF THE DARKNESS. From the mountains, an alien warrior people take mankind by surprise. The fate of the dwarfs and elfs living among the mountains is unknown. In any case, they never came to mankind's aid.

YEAR 6 B.R. - THE DARKNESS REACHES BERVOCHE. After a decade of fierce battles, the Darkness reaches the parts of the world today known as Bervoche. Many sovereigns lay down arms in frustration, they capitulate and resign to the Darkness.

THE ENLIGHTENMENT

(year 0-163)

Mankind's sovereigns saw no other option than to resign to the Darkness' onslaught. When defeat was inescapable they traded their realms and their minions for an elevated position side by side with the Darkness' warmasters, hoping to retain some power even under their oppressor's reign.

Only a few pious sovereigns resisted the temptations and continued the battle, convinced their time was yet to come.



THE REVELATION (YEAR 0)

In the darkest hour, when destruction was inevitable and mankind seemed to be doomed to eternal slavery, the One revealed himself to five powerful men, pure of heart and with a strong will to let justice prevail.

Their names were Amarus, Attamens, Caedes, Hymeneus and Torques, and they became the One's first Marquis. He granted them his immaculate gospel and the eternal law and on his divine commandment they founded the Church.

THE CRUSADE AGAINST THE DARKNESS

Religion their weapon, faith in the One their shield, the Marquis succeeded in uniting the sovereigns that had not yet fallen to the Darkness. They organized resistance against the hated Darkness from the north. In the name of the One, they took to arms to liberate the world from the aliens' oppression. Strengthened by their heavenly lord's blessing, the Church started winning battles.

For years, fierce battles raged between the newly founded Church and the heretic invaders. Belief in the One spread, gathering more and more followers as people started recognizing it as their last hope; a shining, bright light in the compact darkness that had descended on mankind. As people's faith grew, so did the power of the Church and the Marquis. Slowly at first, they started abolishing the Darkness from the southern provinces, pressing it back towards the mountains from whence it had once come. Mankind regained hope.

Despite terrible losses, the forces of darkness refused to surrender. Stubbornly they stuck to the northern provinces, and foolishly they held on to their positions despite the Church's assaults. It was then that Marquis Hymeneus performed the bravest deed of heroism in mankind's history.

RAISING THE IRON GATE (YEAR 8)

The Church had long known that the only path to the lands of darkness ran deep beneath the enormous mountains on the edge of the world. They decided to seal up the passage once and for all, forever cutting the dark forces from the ancient powers that ruled them. In utmost secrecy a magnificent gate was wrought from iron. Through the Marquis the gate was blessed by the One, the only force powerful enough to resist the magic.

Escorted by a company of Knights Templar from the Order of the Burning Star, Marquis Hymeneus set out to the mountains in an attempt to reach the spot from whence the evil forces of the Darkness spewed out. Courageously, and with an incredible recklessness, they managed to take the guardians of the subterranean road by surprise. Before news of their deeds had spread, the Iron Gate had been raised by Marquis Hymeneus and sealed with the One's seal. The Darkness had been shut out from the lands of mankind.

Raising the Iron Gate had weakened the forces of darkness still present in the lands of mankind, as magic no longer reached them. With no support troops available, they were forced to make use of the few warriors left. Shortly after Marquis Hymeneus had raised the Iron Gate, the few remaining alien forces were obliterated in the Battle of Ravarra.

Mankind had been saved from the oppressing Darkness, and a new realm with the Marquis as unquestionable leaders, was founded.

THE FRUITS OF ENLIGHTENMENT

For the next centuries mankind lived in harmony. It was an age of new hope, unity, mutual understanding, and justice. The five Marquis, chosen instruments of the One's will, ruled the world. Slowly but surely, enlightened missionaries spread the warm light of the Church to the most remote corners of the realm. Love for the One was strong in every man and woman's heart, and the sovereigns were grateful to the Marquis for having saved them from the unthinkable horrors of the Darkness.

Man felt almighty. The world was at his feet, and he thought he, like the One, was invincible. History would prove him wrong.

IMPORTANT EVENTS

YEAR 0 - THE ONE REVEALS HIMSELF. The five Marquis, chosen by the One, leaders of the Holy Church, founded the Church and the First Congregation.

YEAR 8 - THE IRON GATE IS RAISED. Marquis Hymeneus succeeds with the impossible – to block the route from the dark realm to the lands of mankind. The gate is sealed with an almost unbreakable lock. Its only weakness is that it can be opened every five hundred years, during total solar eclipse.

YEAR 11 - THE BATTLE OF RAVARRA. The last followers of the Darkness still present in the lands of mankind are obliterated on the fields outside the marketplace of Ravarra. Sadly, Marquis Caedes falls to an enemy scythe. To honor their dead brother the Marquis decide to build the capitol of the new realm on the battlefield of the final confrontation with the Darkness.

YEAR 65 - THE CATHEDRAL OF RAVARRA IS FINISHED. Marquis Attamens, ridden by mortal illness and extremely weakened by old age, consecrates the cathedral in the last mass of his life.

ICONS

The walls of every cathedral and every church are adorned with portraits of ancient Marquis, elevated to sainthood after their death. In times of hardship, you should give one of these Marquis a gift, or at least so the tradition says. In return you are granted help with whatever you may wish to achieve. The gift usually consists of asking a monk, or a master goldsmith, to coat part of an icon, portraying the Marquis sought help from, with gold. Different Marquis are worshipped at different times, all according to the deeds they are renowned for. For instance, Marquis Namens is supposed to have been the first faith healer and people grant him gifts if a close friend or relative is ill.



THE FIRST ELF WAR

(year 163-195)

A century after the Darkness had been abolished from the realm, enlightenment reached its greatest heights. All the people of the realm – from Avernus and Luceria in the west, to Merodak's easternmost headland – were devote followers of the Church. Goodness, fairness and certainty reigned, and all people were well. The One's laws were the foundations of the realm, and the people loved their divinely chosen sovereigns.

Men of the Church realized how profoundly faith in the One had changed the people, and they realized they should not keep the faith for themselves solely. The One's gospel had to be spread further, to the other races, allowing them to also take part of the One's love.

THE ULTIMATE HUMILIATION

The Marquis turned their gaze towards the mountains, to the realms of the dwarfs and elfs. They thought even non-humans deserved to experience the wonderful gift of belonging to the Church, taking part in the One's divine wisdom. Marquis Nuelius equipped a lavish delegation whose mission was to spread the word of the One's love to the elfs, an effort that lead to disaster due to a ruthless heretic's treason.

As the delegation arrived, the elves greeted them by the portals to the elfen realm. The delegation members were treated as guests in the elfen halls and Marquis Nuelius was granted the honor of visiting Queen Ketura's chambers. He explained his errand, but his offer was, not unexpectedly, kindly but firmly refused. The elfen Queen explained that the only gods her people would ever acknowledge were the Elders, those who had given them the gift of life. Marquis Nuelius accepted her refusal, and started preparing his departure immediately. It was then that the unthinkable happened.

Even though Marquis Hymeneus had raised the Iron Gate and the armies of darkness had been destroyed, knowledge of the Darkness had lived on in the memories of mankind. One of the delegation members was devoted to studying the forbidden scriptures, and he had fallen for the temptations of darkness. With one misdeed he did mankind more damage than anyone before him had achieved.

The night before the delegation's departure, after a banquet in the marvelously beautiful, glass-floored halls, the heretic torched the elfen birthing chambers. Flames consumed the life-giving cocoons and the foundation of all elfen people's continued survival was near to being totally destroyed. Luckily, the fire was discovered before all the cocoons had been consumed, but the damage to the elfen race was immense, and their wrath even greater.

The elfen Queen, Ketura, was convinced that the fire was meant as a revenge for her refusal of the Marquis' proposal. Without remorse she answered with the same mint. With vengeance she slew the entire delegation, including Marquis Nuelius. Thus the First Elf War began.

ELFEN ASSAULTS

Soon the elfen armies marched from the mountains, letting the full force of their wrath bear on mankind. With their misdeeds, man had threatened the continued survival of the elfen people. They would now pay the price of their folly. Jethrus' disciplined forces, Malachdrim's wild warriors, Salem's proud warmasters, and Gamiel's unpredictable fighters marched against their enemy, fast assure of punishing mankind for their crimes against the elfen people.

Victory was not as immediate as they had expected. Mankind had decided not to let themselves fall to the elfs as they had fallen to the Darkness and resisted fiercely with all the force they could muster. And so the war raged on.

Haunted by the two armies, the land was being destroyed. The Knights Templar, soldiers strong in their faith, and devoted warrior monks from the holy monasteries resisted the elfen assaults. At the same time as they were defending themselves against the elfen onslaught, the Church was looking for evidence of what had really transpired that fatal night in the elfen realm. Maybe the truth would ease the elfen fury.

After thirty years of perpetual war, as the elfen armies stood on the threshold of the heart of the human realm, the cathedral city of Ravarra, the Church finally found proof of what had transpired. In a monastery where the heretic monk had received his upbringing, servants of the Church had found what they had been looking for, forbidden scriptures and confused scribbling bearing the heretical monk's name. When Queen Ketura was given these texts, she understood how things really were. As proof of her ancient wisdom, she granted mankind mercy. The peace treaty of Ravarra was signed, and the Marquis were bound to never more create discord in the elfen realms.

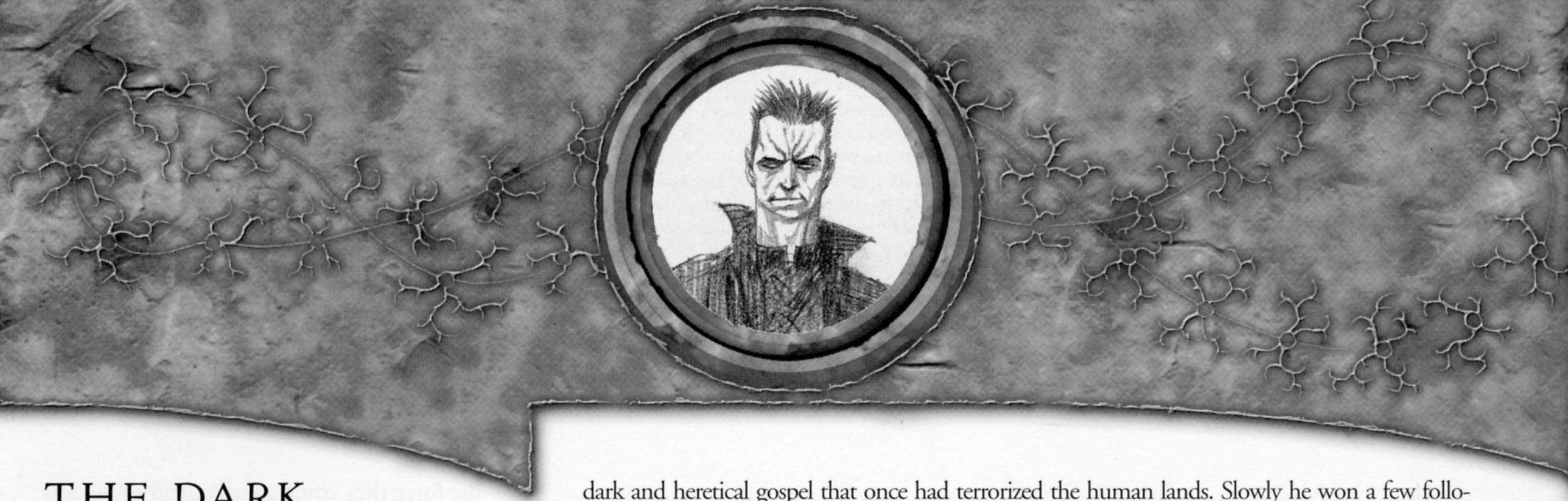
IMPORTANT EVENTS

YEAR 163 - THE FIRST ELF WAR IS IGNITED. As the clerical delegation is killled in the halls of the elfen realm.

YEAR 175 - THE LAST STAND IN ORSCHILD. Alone, the Brotherhood of the Rose makes, for two weeks, a heroic last stand against an enormous elfen army.

YEAR 181-186 - SIEGE OF MERLOCH. The Knight Templar headquarters in Merloch is besieged for five years by the elfen vassal Jethrus' forces. The headquarters never fall, and in the end Jethrus abandons the effort.

YEAR 196 - THE PEACE TREATY OF RAVARRA. The elfs are on the outskirts of Ravarra, heart of the Church, but show mercy to mankind. The First Elf War comes to a close as both sides sign a peace treaty.



THE DARK CENTURIES
(year 196-554)

After the First Elf War's massive losses, mankind entered a dark and disheartening period. A period filled with strife, frustration and disbelief. The period was later to be known as the Dark Centuries.

Mankind was defeated, broken, but not destroyed. Embittered they wondered what had gone wrong. Within the Church, wrath and anger was prevalent. Among the people, doubts about the One's powers were spreading. Some wondered how the Darkness could exercise its influence from beyond the Iron Gate. They feared the war with the elves had only been a taste of things to come.

Thousands of questions swirled in the air, but none had any answers. All seemed hopeless.

Then came the plague.

THE BLACK PLAGUE

From the sins of the city of Murgia, the dreadful plague spread through the realm like wildfire. It affected everybody, as ruthless as the war, and totally uncompromising. People were defenseless against the plague. Not even steel or thick walls could prevent it from exercising its punishment. It was invisible, intangible, and it always showed up uninvited, like a ruthless murderer without a face.

Cyrus, the Dark Martyr, was born during the ravages of the black plague. He was brought up within the Church, but fell for the temptations and false freedom offered by the ancient and unknown. In the nether-most, innermost chambers of the library of the cathedral of Ravarra, he found forbidden scriptures from a time when the Darkness still reigned the world. Cyrus interpreted what he read as being the truth and devoted himself to penetrating the mysteries of the Darkness instead of the teachings of the Church. His struggles did not go unnoticed by the Dark Inheritors, and he was the first they chose to make an attempt at opening the Iron Gate. As he came of age he left the protective walls of the cathedral, and started preaching the dark and heretical gospel that once had terrorized the human lands. Slowly he won a few followers, and in those he did not convert he sowed the seed of distress. And all the time total eclipse was closing. The first after the Church's founding.

When the celestial bodies were closing to their original positions on the firmament, and the total eclipse was creeping closer, Cyrus and his disciples left for the Iron Gate. Through studying secret scriptures from the time of the gate's construction they had learnt that the only time the Iron Gate could be opened was during total eclipse. Fortunately, Cyrus was betrayed by one of his disciples and suffered a martyr's death by the Iron Gate - slain by Marquis Dantero's blade.

THE GREAT DIVIDING

It was during the Dark Centuries that the dwarfs marched from their homes in the mountains. Through a terrible act of treason, three dwarfen lords had succeeded in killing the leaders of the other dwarfen kin. They had attempted to create a tyrannical triumvirate to rule the entire dwarfen people. But the leaderless kin refused to bow to the treasonous tyrants, and chose to leave the dwarfen realm instead. They fled to the human lands, and spread across the continent as leafs spread on a windy autumn day.

As the three had broken the ancient dwarfen fealty oath, no dwarf would ever trust a dwarf of another kin.

The Great Dividing was a fact.

FOUNDING OF THE INQUISITION

In an immediate response to the misdeeds Cyrus the Heretic had achieved with his corrrupt evangelization, and by spreading knowledge of magic, Marquis Denuntius founded an organization made up of the foremost Knights Templar, the holiest monks and the most pious priests. The organization's mission was to root out and punish heresy and magic in all its forms. To achieve this, they got an unlimited commission.
The imminent decay had to be stopped, no matter the cost. The Church could not loose its grip on the people. The Darkness had caused enough damage to the world through Cyrus' preaching and his disciples' spreading of magic. The Inquisition was given the mission to make sure that mankind remained pure in mind and spirit. Mankind could not decay back to the barbarous state – they could not start longing for the time before founding of the Church, to the Dark Ages.

THE WITCH-HUNTS

During the next two centuries, the Inquisition's witch-hunts came to set its mark upon the land. Inquisitors of the Church searched through the realm, constantly looking for signs of heathens, corruption or dark practices. Wherever they came, they were feared, and the people fell on their knees to the divine overpower. During the ravages of the Inquisition, people devoted themselves to religion in a way not seen before. They were more afraid than ever of being branded as heretics and rebels, bringing shame and eternal misfortune on their family. But in some unfaithful human souls, distress grew, and their doubts about the Church's divinity grew even stronger.

IMPORTANT EVENTS

YEAR 253-259 - THE PLAGUE. Plague ravages the entire realm. The provinces of Bervoche and Cavala are hit especially hard, almost half their populations die.
YEAR 256 - THE DARK MARTYR IS BORN. Cyrus was born in a small town outside of Nernes.

THE SANATORIUMS

At all larger cathedrals, churches, and monasteries there is a sanatorium. Ill and dazed people are taken to the sanatoriums in order to be taken care of. A sanatorium is always made up of two separate wards. An open ward that treats those who are hurt and those who are not too ill. The other ward is closed, and is found deep beneath the monastery. The patients are locked behind thick doors, chained to the walls, and in especially difficult cases, fitted with iron masks, to prevent them from hurting themselves. The poor souls incarcerated in the closed ward of the sanatorium are people who have suffered terrible losses, or been driven insane by beholding the evil face of Darkness. If a sanatorium patient bears any sign of possession, he is immediately turned over to the Inquisition.



YEAR 277 - CYRUS STARTS PREACHING.
YEAR 280 - THE FIRST ECLIPSE SINCE FOUNDING OF THE CHURCH. Cyrus suffers a martyr's death as he tries to open the Iron Gate to welcome the Darkness, but is surprised by Marquis Dantero and the White Angels.
YEAR 281 - FOUNDING OF THE INQUISITION. Marquis Denuntius founds the Inquisition to stop the decay of faith among the population.
YEAR 284 - BLOODBATH IN THE CLIFF HALLS. The dwarfen kins Naur, Kathoe and Vuriche commit a terrible treason by killing all the other dwarfen kin's leaders in the worst bloodbath in dwarfen history. The three proclaim themselves rulers of the dwarfen realm.
YEAR 285 - THE GREAT EXODUS. As a result of the bloodbath in the Cliff Halls, almost all dwarfs leave their mountainous realm and set out for the human lands.
YEAR 475 - THE WITCH TRIALS REACH ITS ZENITH BY PONESTA.

THE REBELLION OF SOVEREIGNS
(year 555-764)

The Inquisition's ravages, while trying to protect mankind, disgusted and puzzled many people for whom the light of enlightenment had faded long ago. Especially the nobility was abhorred by the way their privileges had been seriously diminished. In many provinces and fiefs people from the Church replaced sovereigns, dukes and bailiffs. The Inquisition wanted to make sure that those ruling the people were pure of soul and mind, and the only ones they could trust were the Church's own servants.

Members of the nobility had quickly forgotten the good done them by the Church during the war against the Darkness. As their power diminished, they started viewing the Church as their enemy, not as it really was: the just and pure defender of mankind. Slowly, discontent spread across the realm. In councils and at the courts people were whispering for action.

The nobility could not sit idly by as they were deprived of their power. They were forced to react.

THE REBELLION IS INITIATED

Fall 555. The first rebellion starts in the remote provinces of Avernus and Galatien. The sovereign's men had decided to set measure to measure to show they were serious. They refused to arm their knights for assembly in the orders of the Knights Templar. They imprisoned inquisitors and tried them before courts assembled by the people where they were convicted by angry mobs. For the resentful and unenlightened, people who had seen their friends' lives disrupted by the Inquisition's zealous hunt for heretics and witches, there was only one punishment – death. The sovereign's executioners were only eager to carry out these sentences, to punish those they viewed as their oppressors.

When news of the trials reached Ravarra, it was already too late. The rebellion had started to spread across the realm. Yet another long period of strife was initiated. What had first started out as the nobility's rebellion against the almighty Church, would evolve into the longest running war in the history of the realm.
For two centuries the sovereigns' men fought the pious champions of the Church in an effort to decide the realm's rightful ruler. The divine decree of the Marquis was pitted against the stately family trees of the nobility. Battle upon battle was fought on old battlefields. Where the sovereigns had once fought for the Marquis against the hated Darkness, they now fought those they should worship respect and obey.

DARKENING OF THE LAND

By the end of the rebellion, finally finished after two hundred years, several provinces had torn free from the Church. The provinces of Avernus, Bervoche, Galatien, Luceria and Orschild were no longer under its sway. In these provinces priests were absent, and faith in the One was banned. Ecstatic mobs tore the holy monasteries and stately cathedrals down stone by stone, misguided by their sovereigns' confused megalomania. Slowly mankind was approaching the inevitable fate. Slowly their minds were darkened.

IMPORTANT EVENTS

YEAR 555 - THE REBELLION OF SOVEREIGNS IS INITIATED IN AVERNUS AND GALATIEN. The nobility takes to arms against the Church, whom they consider to have gained too much power through the ravages of the Inquisition.
YEAR 674 - THE BATTLE OF MARI MOORS. On a moor in the southwestern Ravarra the Church destroys an entire army of rebellious knights, squires and peasants from Aretas, Galatien and Merodak. Seven knights of sovereign family fall on the battlefield.
YEAR 764 - THE BATTLE OF VERON. The Battle of Veron ends the Rebellion of Sovereigns. The battle is fought between Lord Lucero of Bervoche and the Brethren of the Cross, one of the Church's orders of Knights Templar. The Knights Templar and their henchmen are annihilated, and the Church withdraws from Bervoche.

THE YEARS OF SILENCE
(year 765-1136)

The centuries after the Rebellion of Sovereigns is characterized by stillness, inactivity and spiritual decline. It was an age of silence, an age of wondering, destroyed hopes and quiet contemplation. In the provinces that had torn free from the Church, people



fell back to the old heathen traditions practiced prior to the One's revelation. They forgot everything the Church had taught them, and the sovereigns did their best to make sure faith in the One was not practiced. What they did not understand was that the further they grew from the One, the more vulnerable to the Darkness they became.

THE SECOND ECLIPSE

In the dwarfen triumvirate, left to its own fate in the mountains as the betrayed dwarfen kin left for the human lands, life had been quiet. They had not taken part in the conflicts raging around them. As the second eclipse since the founding of the Church was imminent, the Dark Inheritors sought a new ally to complete what Cyrus had started. Their choice fell on the head of Vuriche kin, Vaun Vuriche.

In all secrecy they closed in on the power-hungry dwarf and promised him the power to unite all dwarfen kin under his rule. He accepted their offer, and the Dark Inheritors bestowed him with the forbidden magic. That knowledge was shared with neither Naur nor Kathoe kin. Vaun Vuriche meant to complete the treason of his ancestors by allying with the Darkness. Vaun Vuriche and his best warriors had no problems finding the Iron Gate, the mountains were their home and they were used to travelling long distances. Silently they waited for hours on the ridge overlooking the gate and its guardians. At total eclipse the dwarfs charged downhill, weapons raised and shouting their kin's war cries. In middle of the dwarfen force was Vaun, preparing the ritual for the opening of the gate. The assault of his warriors pressed the guardians back, while Vaun made his way to the Iron Gate.

Luckily, Vuriche kin had failed in fooling their dwarfen brethren. Both Naur and Kathoe kin had all the time, without Vuriche's knowledge, been spying on the traitors. Furthermore, they had followed Vaun and his warriors as they wandered towards the Iron Gate. Horrified by what they were witnessing, the extent of Vuriche's treason dawned on them.

Filled with wrath they charged downhill towards their old allies and the Iron Gate. In front of the gate, a terrible battle ensued. The only survivors were a few Knights Templar from the Order of the Burning Star. The knights sent a messenger to the cathedral in Ravarra, telling of the failed attempt by the dwarfs to redeem the Darkness. And so, rumors of the dwarfen ill intent spread across the human lands.

THE DWARF PERSECUTIONS

There was only one thing during the Years of Silence that shook the sundered realm to its foundations, and that was the culmination of the terrible Dwarf Persecutions. Rumors of the dwarfen attempt at opening the Iron Gate horrified many, even in the independent provinces. The Inquisition started searching for magic-users among the dwarfen ranks. Dwarfs marked by the Curse were thought to be branded by the Darkness and were lynched by ecstatic mobs in the provinces of the Church as well as in the independent provinces. And among the dwarfs, hatred of mankind grew.

There came a time when the dwarfs thought they had suffered enough, and they started fighting back. Their ruthless acts of vengeance to protect their own freedom escalated quickly in a spiral of brutal violence. Almost all provinces were on the verge of civil war.

When the Aretian town of Nerika burnt to the ground after an anti-dwarf rally, many thought war would break out for sure. But through the decisive actions of the Lord of Aretas, war was avoided. He wrote a manifest branding Dwarf Prosecutions as illegal and punishable only in the strongest way. Soon the Church followed suit, and then the other sovereigns did as well.

DAWNING OF A NEW AGE

During the last two centuries of the Years of Silence, there was peace throughout the old realm. Broken trade routes between the independent provinces were reopened and the land was slowly regaining the wealth it had had at the height of enlightenment. The countryside prospered, the cities were teeming and alive. For most, living was good, but not all viewed peace in the same light. For some it was shameful and an utmost sin to live in an age whose like was not found in history.

Within the Church, a secret faction calling themselves Brethren of the Old Times worked on how to restore the past glory of the Church. How they could get the sovereigns to once more crawl at the Marquis' feet.

Their leader, Marquis Geniah of Merodak, came up with an ingenious and devilish plan. He was to become the elfen Queen's lover and ally. With her armies, they would repress the heretics and restore the old realm. That she, a millenium ago, almost had obliterated the Church, was of no concern to him. His secret allies were certain to give him enough power to outsmart a queen older than his own realm. The powers of Darkness were greater than anyone had ever thought.

IMPORTANT EVENTS

YEAR 780 - THE SECOND ECLIPSE SINCE THE FOUNDING OF THE CHURCH. Battle of the Iron Gate.

YEAR 869 - THE RALLY OF NERIKA. Large parts of the Aretian town Nerika burns to the ground after a rally. The sovereign proclaims all disagreements between dwarfs and humans illegal. The other provinces follow suit.

PENALIZATION

Most monasteries have strict rules for how to behave in order not to suffer penalization. To break a monastery's rules is usually not considered a mortal sin (if so the Inquisition would have been called for). It is usually not worse than that it might be repented through penalization. Previously, especially right after the Rebellion of Sovereigns, penalization was much harder than it is today. Still, some reactionary forces within the Church long for the old days.



YEAR 875 - SYNOD OF MERLOCH. The Church decides to equal Dwarf Prosecutions with heresy. Thus the Dwarf Prosecutions end even in the provinces of the Church.

YEAR 1134 - FOUNDING OF THE BRETHREN OF THE OLD TIMES. A small, but powerful and influential group of Knights Templar, priest and monks are founded under Marquis Geniah's leadership.

THE SECOND ELF WAR
(year 1137-1195)

Marquis Geniah's foolhardy plan worked. Through artful seduction and a constant, treasonous play, he succeeded in winning the elfen Queen's love and was granted the honor of becoming her first human lover. To make place for Marquis Geniah, the Queen banished Salem, her oldest lover. He and his entire people were forced into exile and told not to return, except if his Queen called him back.

Marquis Geniah was an artful player, and in a secret way revealed to nobody, except his closest men, he started playing the elfen court's factions against each other. This way he achieved what he had been planning all along, to have his revenge on the heretic sovereigns. The Queen promised him that her armies would fight side by side with his proud Knights Templar, inquisitors and warrior monks on the battlefield. When the Queen gathered her three remaining vassals to tell of what was happening, Jethrus and Gamiel stood by her side. But Malachdrim had suspected what was going on when Salem was forced to leave the realm, and he refused to provide the Marquis his help. He had never believed the Church's explanation of the disaster that took place in the birthing chambers almost a millenium ago, the event that spurred the First Elf war. And even if the humans had told the truth then, they were lying this time around.

As punishment for his disobedience, Malachdrim was exiled. The four vassals, were now two and Malachdrim was all alone in the world, with no home, no queen and no allies.

OUTBREAK OF WAR

The outbreak of war took the other Marquis by surprise. They were not prepared at all for their allied, brother and leader to try what they had realized was impossible long ago. Despite not wanting another war, the One's laws bade them to support Marquis Geniah and Queen Ketura in battle against the sovereigns.

The Church's victory seemed certain for a long time, much thanks to the huge elfen armies. But the sovereigns got aid from an unexpected direction.

Malachdrim, the elfen vassal, let his people join the sovereigns' armies in exchange for a promise of a permanent free city in one of their provinces. Strengthened by the rejected lover's wrath, the sovereigns rose, and the open hostilities were ended after the battle of Catament.

On an enormous field where the provinces of Bervoche, Ravarra and Cavala meet, four human armies clashed beneath the blue skies. On the sovereigns' side the Lords of Galatien, Orschild and Bervoche fought. For the Church Marquis Geniah, Marquis Mertius and Queen Ketura's armies fought. The battle lasted for a week, only resting when darkness prevented fighting. Innumerable men were killed in the battle. Marquis Tarano fell to Malachdrim's blade, and Lord Berius of Bervoche fell to Marquis Mertius' morning-star.

On the eighth day, the fighting ceased. Not because any one side had been beaten, but simply because the armies were too exhausted to continue. They had given everything, but none had emerged victorious. Thus the Second Elf war was ended, with no winner, just the entire mankind as a loser.

IMPORTANT EVENTS

YEAR 1137 - SALEM IS BANISHED. Marquis Geniah starts courting the elfen Queen Ketura, and becomes one of her lovers. As a result the vassal Salem is forced to leave the elfen realm with his people.

YEAR 1140 - MALACHDRIM IS EXPELLED. The vassal Malachdrim is forced to leave the elfen realm with his people because he refuses to support the Queen in her struggle against the human sovereigns.

YEAR 1144 - NEW ALLIANCES. Queen Ketura confirms her support of the Church in their struggle against the human sovereigns.

YEAR 1195 - BATTLE OF CATAMENT. The Lords of Bervoche, Orschild and Galatien, supported by the elfen vassal Malachdrim, fight an enormous Church army at Catament. On both sides, the losses are immense, and the elfs break with the Church when it is revealed that Marquis Geniah had planned to sacrifice the elfs for a tactical advantage.

YEARS OF WORRIES
(year 1196-1279)

After the Second Elf Wars had ended the divided realm was characterized by constant worries for the possible outbreak of violence. Since neither side had really been victorious, and there had not been drawn a peace treaty, the atmosphere was strained, and among the people the worry was prevalent. War was the last thing anybody wanted. Despite that the frail peace was constantly being broken by insignificant border skirmishes between different Lords and the Church.

The treason of Marquis Geniah had shattered the trust between the provinces built during the years of silence, and the misgivings grew strongly. Even within the Church. But no one sins without being punished, and so the foolish Marquis was sentenced to death by the council of Marquis for the damage he had caused the Church, for the loss of invaluable fields and for having mocked the God through his folly and selfish actions.



MALACHDRIM IS SNARED

As the Second Elf War came to an end, several of Malachdrim's drones and warriors had entered the Withering. Slowly their life force flowed from them, and they laid themselves to die in front of the castle of Lothren, their new home, granted Malachdrim by Lord Cavallius of Galatien. Malachdrim was forced to find a solution to his predicament, fast, lest his people would perish. There had to be a way of ensuring oneself of the continued survival of one's kin. In his search, Malachdrim turned to the Darkness.

Marquis Lazarus, who had already progressed far in his studies of the mysteries of darkness, became aware of Malachdrim's search and offered him an alliance. Malachdrim accepted the offer hoping, that with the Darkness' aid, he would be able to take his revenge on those who had wronged him.

IMPORTANT EVENTS

YEAR 1198 - THE EXECUTION OF MARQUIS GENIAH. The marquis faces his death proudly in the cathedral of Ravarra, where he had been imprisoned since the end of the war.

YEAR 1275 - THE ALLIANCE OF GALATIEN. Marquis Lazarus has discovered Malachdrim's search and offers him protection. Malachdrim hesitates, but accepts the offer.

THE TWILIGHT

(year 1280 and counting)

Immediately after having sealed their unholy pact, Marquis Lazarus and Malachdrim intensified their search for the answers to the mysteries of the Iron Gate. They had come to realize that if the gate could be opened the entire world would be at their feet. So far, they still acted in utmost secrecy. The time would come soon enough for the world to see what they were about to do.

THE IRON GATE IS OPENED (1280)

On the tenth day of the 1280th year's seventh month, for the third time since the founding of the Church, the celestial bodies reached their original positions on the firmament. At the same moment, Malachdrim the elf fell on the guardians of the Iron Gate, and with his furious warriors he killed the guardians and broke the seal keeping the gate locked. The celestial bodies froze in their positions on the firmament, shrouding the sun for all eternity. And twilight fell on the world.

THE RETURN OF CYRUS

Through the Iron Gates stepped the Dark Martyr Cyrus, who had been chosen by the corrupted lords of darkness as the one to seize the human lands. Over the Iron Gate he built his mighty fortress, and slowly he let evil seep through to spread across the lands, waking the slumbering demons, arousing human curiosity, and slowly preparing them for the final rebaptism.

SPREADING OF THE DARKNESS

The Church was paralyzed. What they had never dreamt, even in their vilest nightmares, had come true, and they could do nothing to prevent it from happening. Desperately they started strengthening their defenses by enlisting more knights for the knightly orders and forcing even the most pious monks to start training with weapons. As the news reached the sovereigns they started arming themselves, training the militias to raise a durable resistance and across the lands the light from smithies shone through the night. All preparations were in vain. The Darkness' assault let wait for itself, and the evil powers bided their time by the edge of the world. For a short while mankind let out a sigh of relief. Maybe this time around they would avoid the Darkness?

But they fooled themselves. Servants of the Darkness were already among them. In secrecy heretic forces worked all the time, spreading like a disease from one person to another, recruiting new henchmen, new slaves beneath the influence of darkness.

TODAY!

These are troubled times in the once glorious and impenetrable realm. Fear of the slowly waking Darkness is great, but in many places, against better knowledge, people fear the enlightenment of the Church as much as they loath the way darkness twists humans.

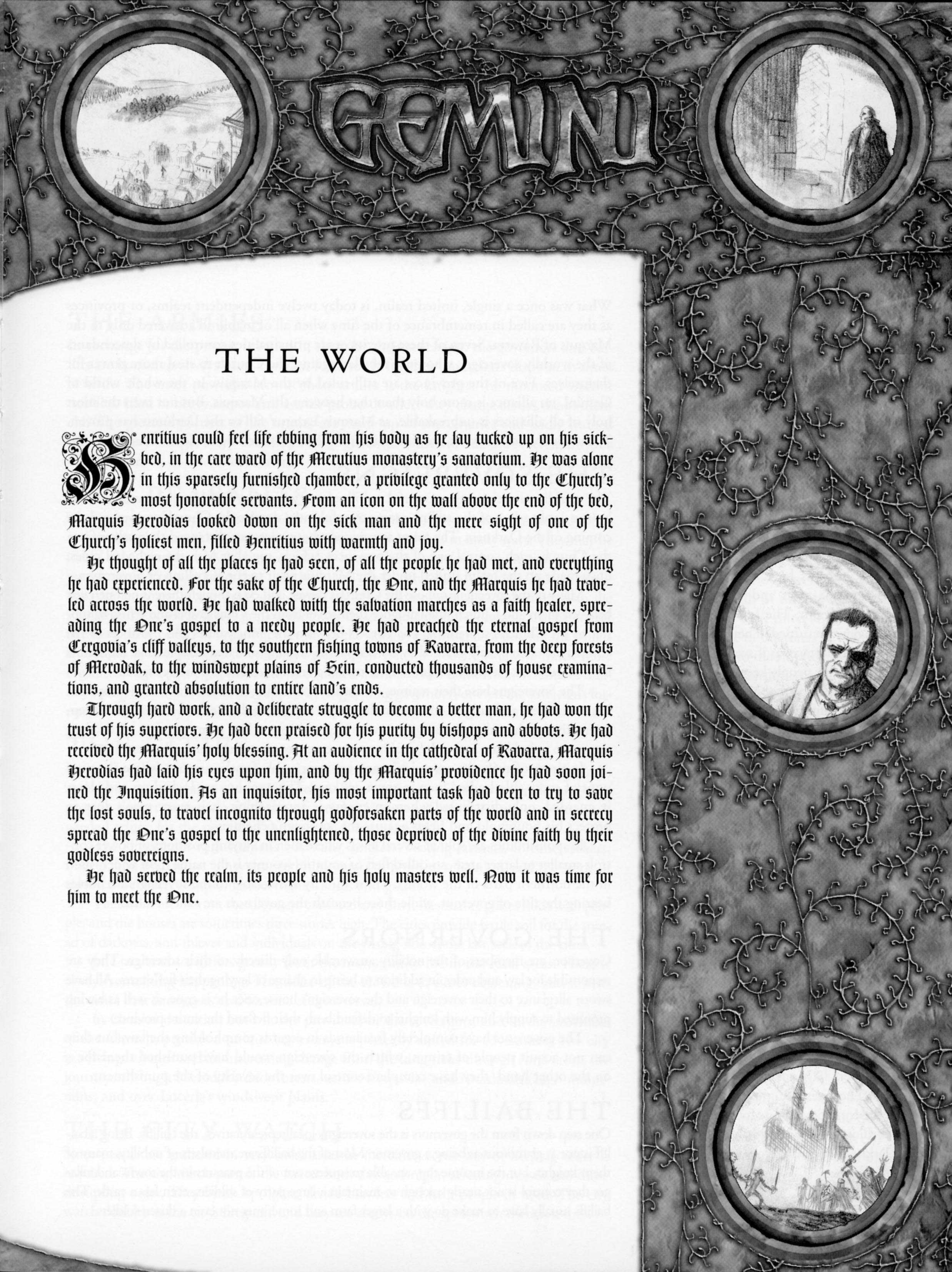
The two most prominent servants of the Darkness in the human lands are the converted Marquis Lazarus and his protege, Malachdrim the elf. Lazarus controls the infiltrating heretic priests and the spreading of the Darkness' truth, while Malachdrim is trying to prevent an ancient prophecy from being fulfilled. He has to find a boy-child possessed by the One's immortal soul.

IMPORTANT EVENTS

YEAR 1280 - THE THIRD ECLIPSE. Malachdrim the elf opens the Iron Gate and releases the Darkness into the lands of man. The Church is completely unaware, and can do nothing to prevent Malachdrim. The twins are born in Avernus.

YEAR 1281 - THE CONVERSION IN MERODAK. Marquis Lazarus proclaims that he has turned from the One and is now hailing the Darkness. All his servants and minions are commanded to follow his example.

YEAR 1292 - TODAY! The Darkness is slowly spreading across a world in constant twilight and the resistance is divided. The sovereigns, the Church, and the elfs can't possibly agree, and while the struggle between them continues the Darkness' grip of the world of Gemini grows stronger.



THE WORLD

Henritius could feel life ebbing from his body as he lay tucked up on his sickbed, in the care ward of the Merutius monastery's sanatorium. He was alone in this sparsely furnished chamber, a privilege granted only to the Church's most honorable servants. From an icon on the wall above the end of the bed, Marquis Herodias looked down on the sick man and the mere sight of one of the Church's holiest men, filled Henritius with warmth and joy.

He thought of all the places he had seen, of all the people he had met, and everything he had experienced. For the sake of the Church, the One, and the Marquis he had traveled across the world. He had walked with the salvation marches as a faith healer, spreading the One's gospel to a needy people. He had preached the eternal gospel from Cergovia's cliff valleys, to the southern fishing towns of Ravarra, from the deep forests of Merodak, to the windswept plains of Sein, conducted thousands of house examinations, and granted absolution to entire land's ends.

Through hard work, and a deliberate struggle to become a better man, he had won the trust of his superiors. He had been praised for his purity by bishops and abbots. He had received the Marquis' holy blessing. At an audience in the cathedral of Ravarra, Marquis Herodias had laid his eyes upon him, and by the Marquis' providence he had soon joined the Inquisition. As an inquisitor, his most important task had been to try to save the lost souls, to travel incognito through godforsaken parts of the world and in secrecy spread the One's gospel to the unenlightened, those deprived of the divine faith by their godless sovereigns.

He had served the realm, its people and his holy masters well. Now it was time for him to meet the One.



For humans in the world of Gemini, the known world consists of the twelve provinces that once made up the united realm ruled by the Church and the Marquis. It stretches from the Aretas Archipelago's most remote islands in the south, to the Firmament Mountains in the north. From Avernus in the west, to the eastern shores of heretic Merodak. Everything beyond is foreign land, unexplored continents and strange worlds. Scholars debate if there really is anything beyond the realm's borders. Maybe the endless void waits on the other side of the oceans?

Very few humans have ever dared to venture out on the great and stormy seas surrounding the realm. The few who have done it have never returned. They have disappeared without a trace, as if swallowed by the sea. Despite this, people keep equipping expeditions, in the hope that one day a ship will return with fantastic stories of a newfound paradise, and a world without the threat of the Darkness.

THE PROVINCES

A long time ago, when the world was still united under the righteous Church's enlightened rule; the realm was made up of twelve provinces. Each and every one of these was ruled by a Marquis or by an archbishop answerable directly to the Marquis. But throughout history the Church's power has diminished in proportion to the growth of mankind's folly, in some areas, dropping to the same level of influence as before the Enlightenment. When megalomania and greed have succeeded in conquering the love for mankind as professed by the Church, the foundations for the Darkness' scheming powers have unconsciously been laid down. The tiresome war against the elfs, the discontented and foolish sovereigns' rebellion, and the fiendish scheming of the Darkness, are all factors working to sunder the realm.

What was once a single, united realm, is today twelve independent realms, or provinces as they are called in remembrance of the time when all of mankind answered only to the Marquis of Ravarra. Seven of these provinces are principalities controlled by descendants of the worldly sovereigns who once rebelled against the Church to steal more power for themselves. Five of the provinces are still ruled by the Marquis. In the whole world of Gemini, no alliance is more holy than that between the Marquis. But not even the most holy of all alliances is unbreakable, as Marquis Lazarus' fall to the Darkness has proven. Today, the bonds between the four remaining Marquis are forged closer than ever.

THE SOVEREIGNS

The worldly sovereigns, the powerful nobility from which the first Marquis came, are without a doubt some of the realm's most powerful men, despite the Church's power and the coming of the Darkness. The seven sovereigns whose ancestors distanced themselves from the Church, each control one of the provinces, which, together with the cathedral cities, once made up the realm united under the Marquis prior to the Rebellion of Sovereigns.

Many of the sovereigns oppose the Church's power, and even though there is no open war between them and Church, they distance themselves from the One's gospel and refuse to submit to the Church's supremacy. The borders between the principalities and provinces of the Church are often closely guarded by border patrols, making sure that no spies, like inquisitors for instance, make it across to spread their teaching and undermine the lordly regime.

The Sovereigns base their regimes on control, on having their trusted men – comptrollers, excisemen, and judges – as close to the people as possible. In the rural areas there is a representative of the ruling sovereign in every city and town. The representatives all do their utmost to uphold law and order, making sure sentences are carried out and taxes are paid.

In times of strife the sovereign's men are responsible for the armory, where the weapons of every able-bodied man in town are kept. The weapons are locked up and closely guarded, only distributed when an enemy is approaching. It is every man's duty to protect his household and fields against the sovereign's enemies.

Responsibilities are split at several levels where men in varying positions of power controls smaller or larger areas, so-called fiefs or counties (county is the name most widely used in the northern parts of the world). Those directly answerable to the sovereign are nobles bearing the title of governor, while those beneath the governors are called bailiffs.

THE GOVERNORS

Governors are members of the nobility answerable only directly to their sovereign. They are responsible for law and order, in addition to being in charge of levying their fief's taxes. All have sworn allegiance to their sovereign and the sovereign's house once he is gone, as well as having promised to supply him with knights to defend both their fief and the entire province.

The governors have completely free hands in regards to upholding the law, but they can not acquit people of crimes, which the sovereign would have punished them for – on the other hand, they have complete control over the severity of the punishment.

THE BAILIFFS

One step down from the governors is the sovereign's local representatives, the bailiffs. Being a bailiff is not as glamorous as being a governor. Most of the bailiffs are members of nobility, many of them knights, but the income they are able to squeeze out of the peasants in the towns and villages they control is not nearly enough to maintain a large party of soldiers, even less a castle. The bailiffs usually have to make do with a larger farm and sometimes not even a dozen soldiers.

THE BLACK STORMS

Ever since the celestial bodies were fixed in their original positions and the sun was shrouded, the weather has changed. Mighty storms build up above the plains without warning. Black clouds gather in the horizon, unleashing terrible thunder and lightning. Powerful whirlwinds sweep across the landscape leaving trails of senseless destruction. The people call this phenomena "the black storms", and their appearance seem to be completely random. They can rage for a week with enormous intensity, only to dissipate, fade away and appear in another area a couple of months later, ravaging the countryside, tearing off roofs, pulling up trees from their roots, and sucking the unwary into the deadly tornadoes.



THE ARMIES

In exchange for the powers invested in them by their sovereign, the governors and bailiffs are bound to always keep a certain force ready for their sovereign's disposal in times of strife. The most powerful arm of these armies is the knights, the mounted warrior nobility. Clad in heavy armor and astride proud destriers they charge across the battlefield. The greatest portion of the armies are made up of mercenaries and badly trained militia. Every village, every bailiff and every governor must provide the sovereign with a certain number of able-bodied men.

THE PEASANTS

The peasants are completely in the nobility's sway. Since the nobility controls the judicial courts and the law, the peasant's situation may seem hopeless, which it is in many ways. They may be forced to pay unreasonably high taxes and they have to bear the nobility's oppression and harsh punishments. But sometimes they fight back, and rebel against their high lords. Peasant rebellions are common in the world of Gemini, but they seldom result in much more than the strengthening of the nobility's grip on the lower classes. Sometimes the peasants are able to tear free for a short period of time. They set fire to the nobility's farms and castles, kill the bailiffs and refuse to acknowledge the nobility's supremacy. But the nobility is always much more organized, have better equipment and more skilled warriors. Their domination in terms of military strength, and sometimes the support of neighboring governors', or even the sovereign's forces, means that they prevail in the end.

THE CITIES

Large, fortified cities surrounds the largest governors' castles, the Marquis' cathedrals, and the most prominent bishops' churches. They are centers for the vital trade, and they provide perfect protection from enemy attacks. In times of war the cities provide much needed refuge for the people of the surrounding countryside.

The cities teem with humans - artisans, soldiers, visiting farmers, fortune seekers, thieves, and merchants. They are seething centers of political scheming, and the scene of conflicts between competing merchant houses and guilds.

The streets are narrow, the alleyways confined and dirty, the market places filled with people, and the houses are sometimes three stories high. The cities provide fertile soil for the spread of darkness, and thieves and individuals on the wrong side of the law seek to the cities.

Life in the cities differs greatly from the monotonous life in the rural areas. There is always something happening. The noise of the crowd is at times deafening, and it is to the cities that foreigners and fortune seekers travel.

In Gemini the cities, both in the provinces of the sovereigns, and in the provinces of the Church, provide a unique environment perfectly suited for adventures. The city is a living, vibrant and an interesting change from the long treks through rural areas, the journeys through Merodak's dark forests, across Cergovia's and Mordinan's high mountains, and over Luceria's windswept plains.

THE CITY WATCH

Since people are gathered in very small areas in the cities, some way of keeping order is required. The city watch patrols the streets both day and night, arresting thieves and those disrupting order. They break up fights, divide brawlers and help people in need. The city watch doubles as the city's fireguard and they are always on the spot when there is a fire.

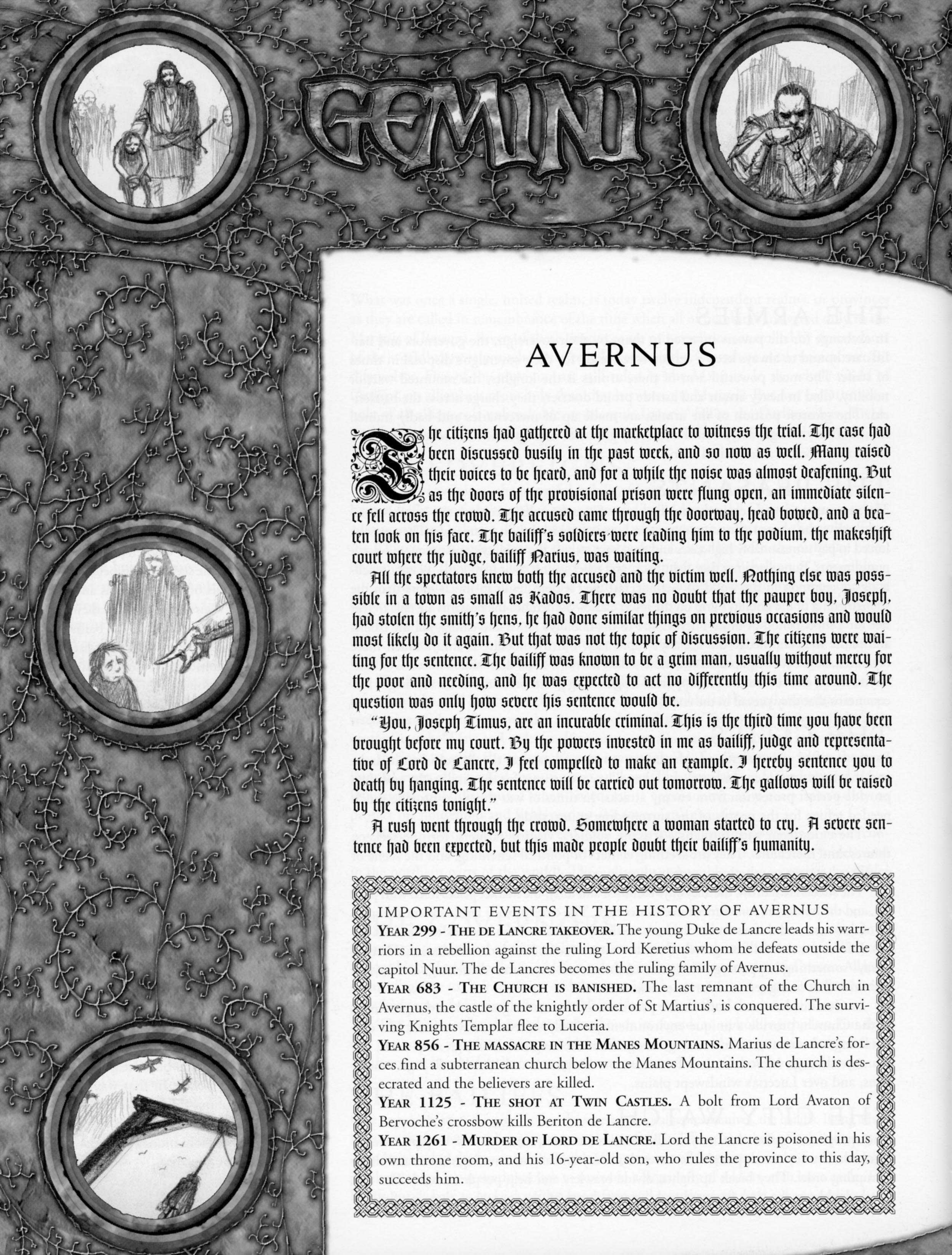
In the cities, crowded with wooden houses, a fire may be completely devastating. The city watch normally wear their sovereign's or governor's livery. They have one or more prisons at their disposal, which are usually located in the city castle or a house in the city.

INNS AND TAVERNS

The inns and taverns are a whole lot more crowded and numerous in the cities than in the rural areas. At the end of the day, many artisans, off-duty soldiers, travelers, merchants, fortune seekers, and peddlers seek to the beer halls of the city's inns and taverns, to quench their thirst and still their hunger. They relax to the tones of the bards' ballads and listen to the storytellers' fantastic fables. A city's establishments vary as much as the city's population and their wealth. For every inn that serves exquisite food at exorbitant prices, there are innumerable pubs and taverns that serve edible food and drinkable wine at reasonable prices. Inns and taverns are natural meeting points for different groups in a city, and often practitioners of a specific trade or groups of friends meet at certain establishments. There is always a pub where off-duty watchmen meet, a tavern to which the merchants seek, and a dive for sailors and laborers. The tavern is a perfect place for events. You never know what awaits in the smoky gloom.

THE MERCHANT HOUSES

Another faction of power in the teeming cities are the merchants and their trading houses. Merchants buy cheaply, and sell to the highest bidder. In that way they build fortunes comparable to those of the nobility. It is not uncommon that a city's trading houses have more money than the reigning sovereign or governor.



AVERNUS

The citizens had gathered at the marketplace to witness the trial. The case had been discussed busily in the past week, and so now as well. Many raised their voices to be heard, and for a while the noise was almost deafening. But as the doors of the provisional prison were flung open, an immediate silence fell across the crowd. The accused came through the doorway, head bowed, and a beaten look on his face. The bailiff's soldiers were leading him to the podium, the makeshift court where the judge, bailiff Narius, was waiting.

All the spectators knew both the accused and the victim well. Nothing else was possible in a town as small as Kados. There was no doubt that the pauper boy, Joseph, had stolen the smith's hens, he had done similar things on previous occasions and would most likely do it again. But that was not the topic of discussion. The citizens were waiting for the sentence. The bailiff was known to be a grim man, usually without mercy for the poor and needing, and he was expected to act no differently this time around. The question was only how severe his sentence would be.

"You, Joseph Timus, are an incurable criminal. This is the third time you have been brought before my court. By the powers invested in me as bailiff, judge and representative of Lord de Lancre, I feel compelled to make an example. I hereby sentence you to death by hanging. The sentence will be carried out tomorrow. The gallows will be raised by the citizens tonight."

A rush went through the crowd. Somewhere a woman started to cry. A severe sentence had been expected, but this made people doubt their bailiff's humanity.

IMPORTANT EVENTS IN THE HISTORY OF AVERNUS

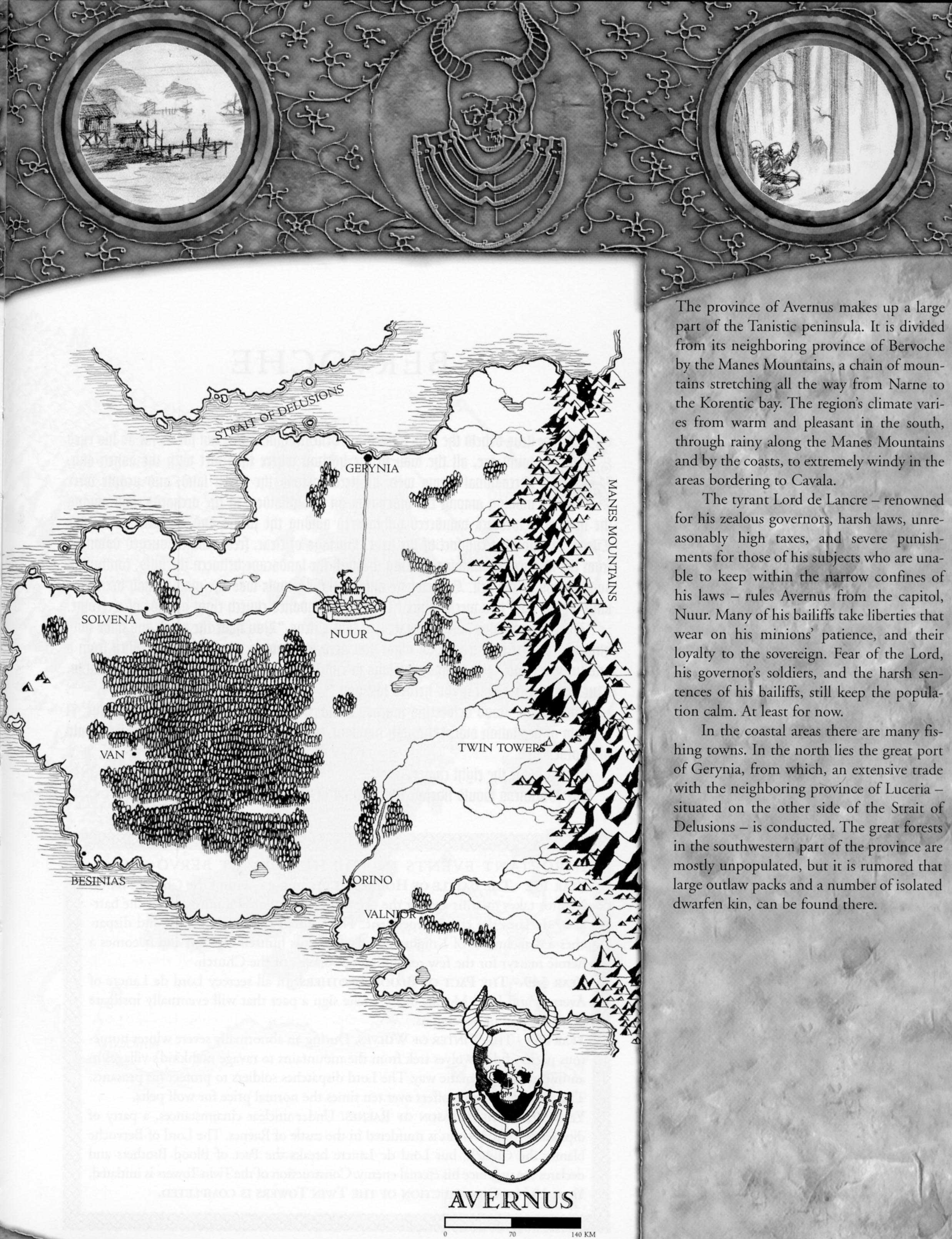
Year 299 - The de Lancre takeover. The young Duke de Lancre leads his warriors in a rebellion against the ruling Lord Keretius whom he defeats outside the capitol Nuur. The de Lancres becomes the ruling family of Avernus.

Year 683 - The Church is banished. The last remnant of the Church in Avernus, the castle of the knightly order of St Martius', is conquered. The surviving Knights Templar flee to Luceria.

Year 856 - The massacre in the Manes Mountains. Marius de Lancre's forces find a subterranean church below the Manes Mountains. The church is desecrated and the believers are killed.

Year 1125 - The shot at Twin Castles. A bolt from Lord Avaton of Bervoche's crossbow kills Beriton de Lancre.

Year 1261 - Murder of Lord de Lancre. Lord the Lancre is poisoned in his own throne room, and his 16-year-old son, who rules the province to this day, succeeds him.



The province of Avernus makes up a large part of the Tanistic peninsula. It is divided from its neighboring province of Bervoche by the Manes Mountains, a chain of mountains stretching all the way from Narne to the Korentic bay. The region's climate varies from warm and pleasant in the south, through rainy along the Manes Mountains and by the coasts, to extremely windy in the areas bordering to Cavala.

The tyrant Lord de Lancre – renowned for his zealous governors, harsh laws, unreasonably high taxes, and severe punishments for those of his subjects who are unable to keep within the narrow confines of his laws – rules Avernus from the capitol, Nuur. Many of his bailiffs take liberties that wear on his minions' patience, and their loyalty to the sovereign. Fear of the Lord, his governor's soldiers, and the harsh sentences of his bailiffs, still keep the population calm. At least for now.

In the coastal areas there are many fishing towns. In the north lies the great port of Gerynia, from which, an extensive trade with the neighboring province of Luceria – situated on the other side of the Strait of Delusions – is conducted. The great forests in the southwestern part of the province are mostly unpopulated, but it is rumored that large outlaw packs and a number of isolated dwarfen kin, can be found there.



GEMINI



BERVOCHE

Sitros beheld the hills spread out beneath him. They ran for as far as his eyes could see, all the way to the horizon where they met with the ashen sky. Occasional farms were scattered across the green land, and people were moving among the vineyards on the hillsides, in the orchards, and among the houses. Livestock wandered unhindered among the farms and seemed, exactly like Litros, to enjoy the comfort of the heat. Springs of clear, fresh, water, surged downhill from the Manes Mountains, cutting through the landscape between the hills, continuing southwards to the sea. Somewhere among these people was the man he had been seeking for the past two weeks since he left the abandoned church right outside of Lercome.

"He will know you" the Purgate had told Litros. "You have the mark and have nothing to fear. He will teach you what you need to know, a way of seeing reality from a totally new angle. When your tutelage is ended, you will return to lead your brethren. Our fight for freedom needs heroes like you."

Now, as he stood before his journey's end, doubt came to him for the first time. A shadow of hesitation swept through his soul, but he gathered himself and got back onto his horse.

He had made the right choice.

The Darkness would liberate him and all of Bervoche.

IMPORTANT EVENTS IN THE HISTORY OF BERVOCHE

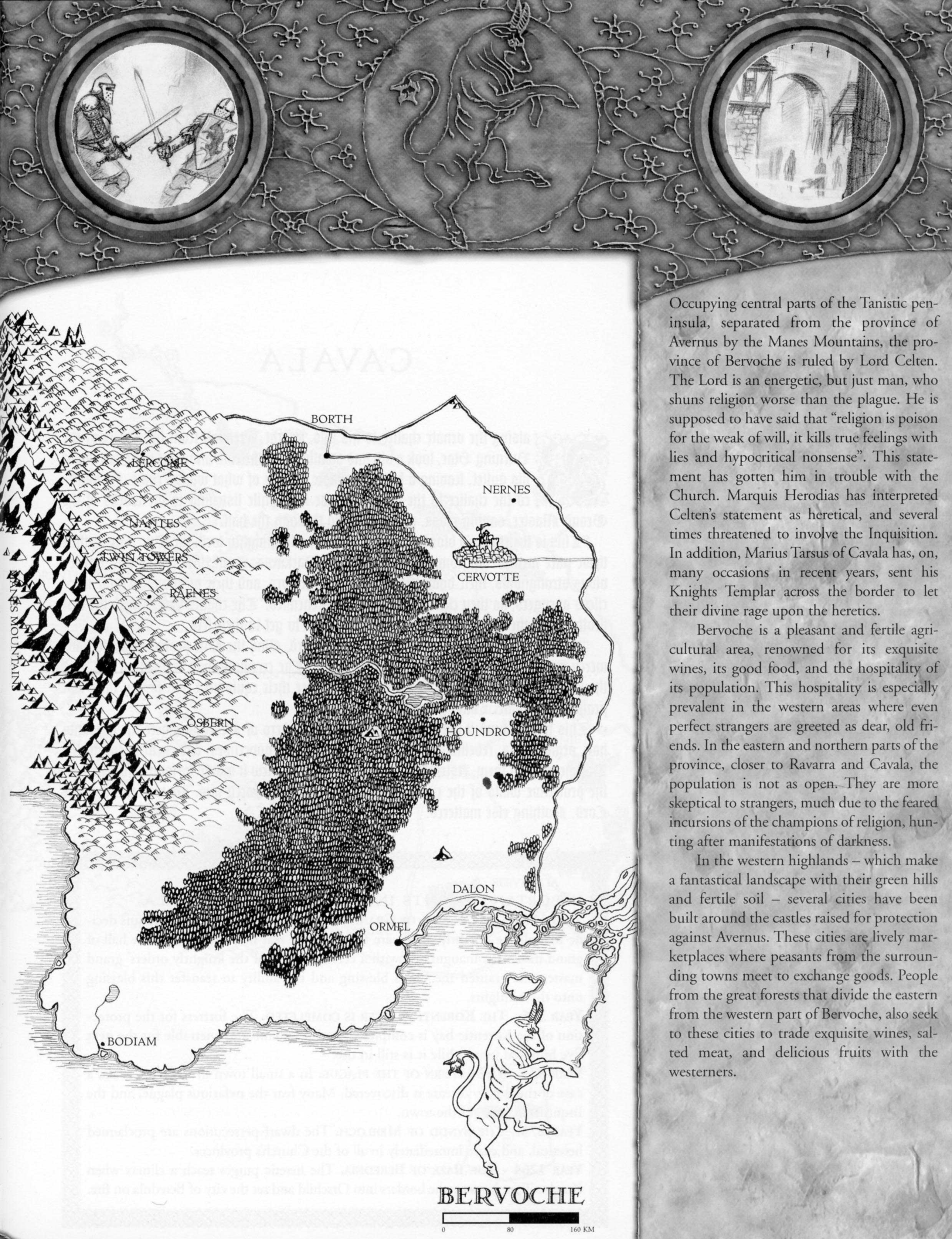
Year 132 - The Battle of Houndros. As an opponent of the Church, Baron Mantos takes to arms against the priests in the city of Houndros. After the battle he declares the city independent. The Church responds quickly, and dispatches a detachment of Knights templar. Mantos himself is killed and becomes a heroic martyr for the few remaining opponents of the Church.

Year 549 - The Pact of Blood Brothers. In all secrecy Lord de Lancre of Avernus and Lord Morius of Bervoche sign a pact that will eventually instigate the Rebellion of Sovereigns.

Year 854 - The Winter of Wolves. During an abnormally severe winter numerous packs of dire wolves trek from the mountains to ravage mankind's villages in an uncannily systematic way. The Lord dispatches soldiers to protect his peasants. The next ten years he offers over ten times the normal price for wolf pelts.

Year 993 - The Treason of Raenes. Under unclear circumstances, a party of diplomats from Avernus is murdered in the castle of Raenes. The Lord of Bervoche blames the Church, but Lord de Lancre breaks the Pact of Blood Brothers and declares the province his eternal enemy. Construction of the Twin Towers is initiated.

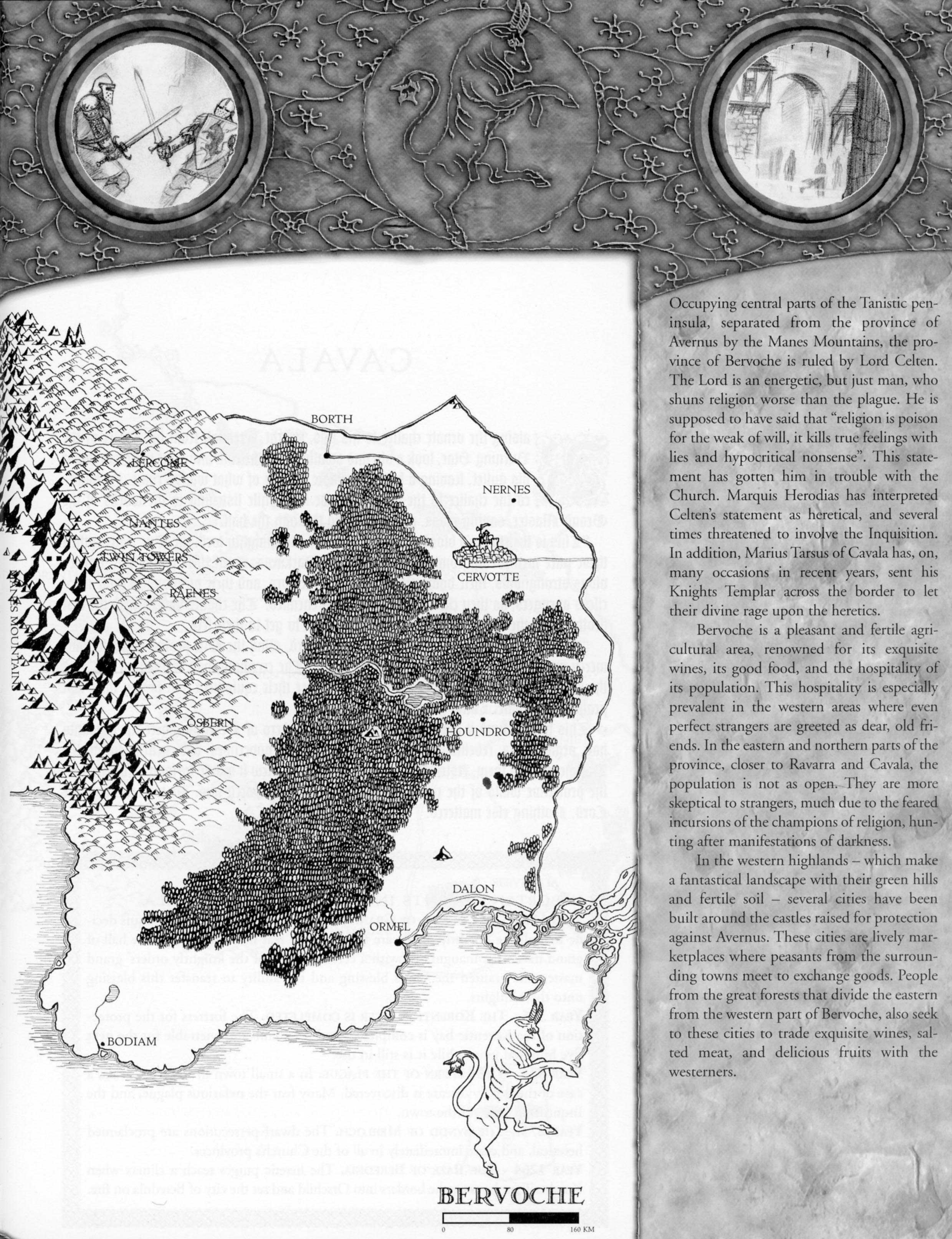
Year 1044 - Construction of the Twin Towers is completed.



Occupying central parts of the Tanistic peninsula, separated from the province of Avernus by the Manes Mountains, the province of Bervoche is ruled by Lord Celten. The Lord is an energetic, but just man, who shuns religion worse than the plague. He is supposed to have said that "religion is poison for the weak of will, it kills true feelings with lies and hypocritical nonsense". This statement has gotten him in trouble with the Church. Marquis Herodias has interpreted Celten's statement as heretical, and several times threatened to involve the Inquisition. In addition, Marius Tarsus of Cavala has, on, many occasions in recent years, sent his Knights Templar across the border to let their divine rage upon the heretics.

Bervoche is a pleasant and fertile agricultural area, renowned for its exquisite wines, its good food, and the hospitality of its population. This hospitality is especially prevalent in the western areas where even perfect strangers are greeted as dear, old friends. In the eastern and northern parts of the province, closer to Ravarra and Cavala, the population is not as open. They are more skeptical to strangers, much due to the feared incursions of the champions of religion, hunting after manifestations of darkness.

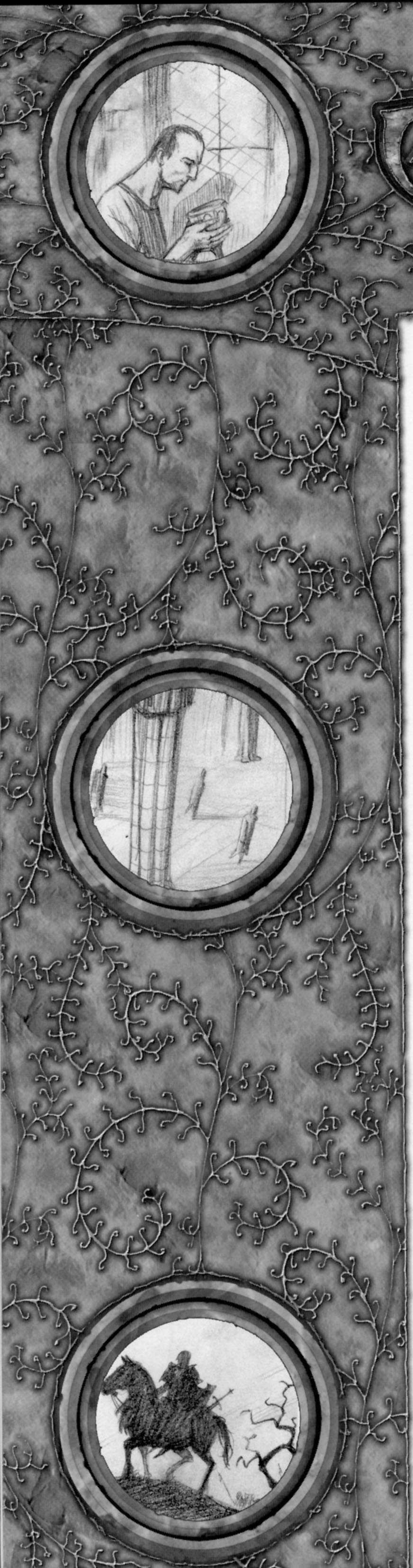
In the western highlands – which make a fantastical landscape with their green hills and fertile soil – several cities have been built around the castles raised for protection against Avernus. These cities are lively marketplaces where peasants from the surrounding towns meet to exchange goods. People from the great forests that divide the eastern from the western part of Bervoche, also seek to these cities to trade exquisite wines, salted meat, and delicious fruits with the westerners.



Occupying central parts of the Tanistic peninsula, separated from the province of Avernus by the Manes Mountains, the province of Bervoche is ruled by Lord Celten. The Lord is an energetic, but just man, who shuns religion worse than the plague. He is supposed to have said that "religion is poison for the weak of will, it kills true feelings with lies and hypocritical nonsense". This statement has gotten him in trouble with the Church. Marquis Herodias has interpreted Celten's statement as heretical, and several times threatened to involve the Inquisition. In addition, Marius Tarsus of Cavala has, on, many occasions in recent years, sent his Knights Templar across the border to let their divine rage upon the heretics.

Bervoche is a pleasant and fertile agricultural area, renowned for its exquisite wines, its good food, and the hospitality of its population. This hospitality is especially prevalent in the western areas where even perfect strangers are greeted as dear, old friends. In the eastern and northern parts of the province, closer to Ravarra and Cavala, the population is not as open. They are more skeptical to strangers, much due to the feared incursions of the champions of religion, hunting after manifestations of darkness.

In the western highlands – which make a fantastical landscape with their green hills and fertile soil – several cities have been built around the castles raised for protection against Avernus. These cities are lively marketplaces where peasants from the surrounding towns meet to exchange goods. People from the great forests that divide the eastern from the western part of Bervoche, also seek to these cities to trade exquisite wines, salted meat, and delicious fruits with the westerners.



CAVALA

Raising the ornate chalice to his lips, knight Jeremiah from the Order of the Burning Star, took a sip and swallowed. The cold and sour wine ran down his gullet, leaving a bitter aftertaste, a taste of what was to come. He handed the chalice to the brother beside him while listening to the words of the Grand Master, saying mass, as they echoed through the hall.

"This is the enemy's blood, extracted for you, our almighty lord, the One. Strengthen these pure men for the coming battle with the Darkness. Turn their minds into impervious strongholds, their bodies to impenetrable armors, and their weapons to your merciless avengers, as they clash with your worst enemies." The chalice had reached the last brother, and the Grand Master signaled to them to get to their feet.

"Blessed be thee, radiant champions of the Lord. May the One protect you and have mercy on your souls. Fight well, dear brothers." The ceremony had reached an end, and the knights spread throughout the castle to gather their equipment and to say their last prayers in private. Later, grim reality waited.

This time around it was a little town on the borders of Orschild where the peasants had organized a rebellion. Lord Gideon's heretic governors and henchmen of the Darkness aided them. Astride his stallion, Jeremiah knew it would be long before he saw the protective walls of the castle again. But it did not worry him. He was to serve the Lord. Nothing else mattered.

IMPORTANT EVENTS IN THE HISTORY OF CAVALA

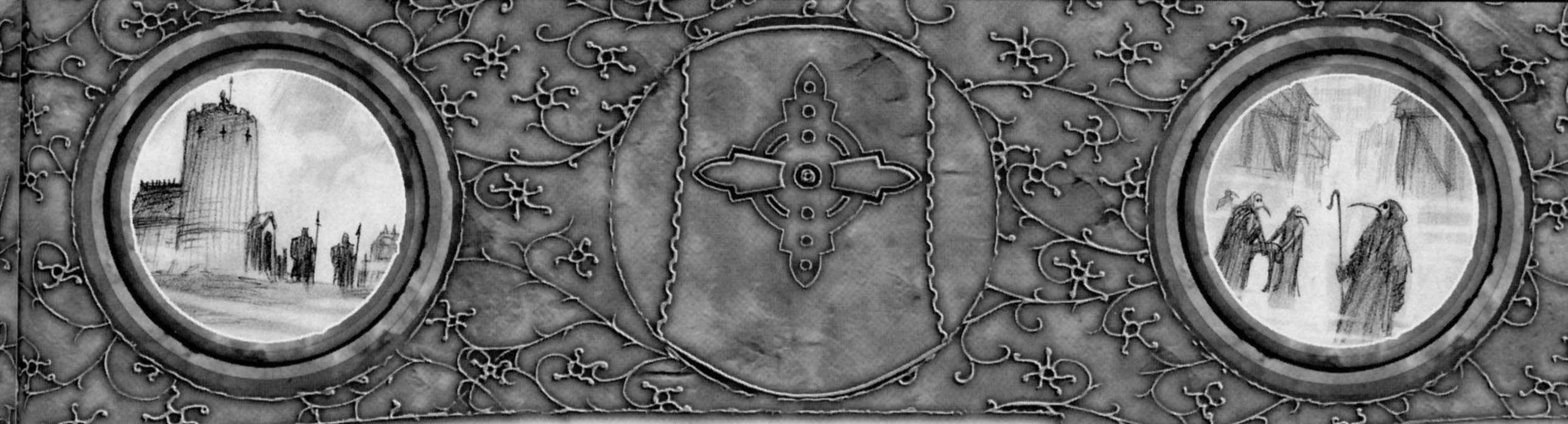
Year 116 - The Council of Grand Masters is founded. The Marquis decide that all the knightly orders are to have their seat in Merloch, and the hall of grand masters is inaugurated with a ceremony. All of the knightly orders' grand masters are granted the One's blessing and the ability to transfer this blessing onto their knights.

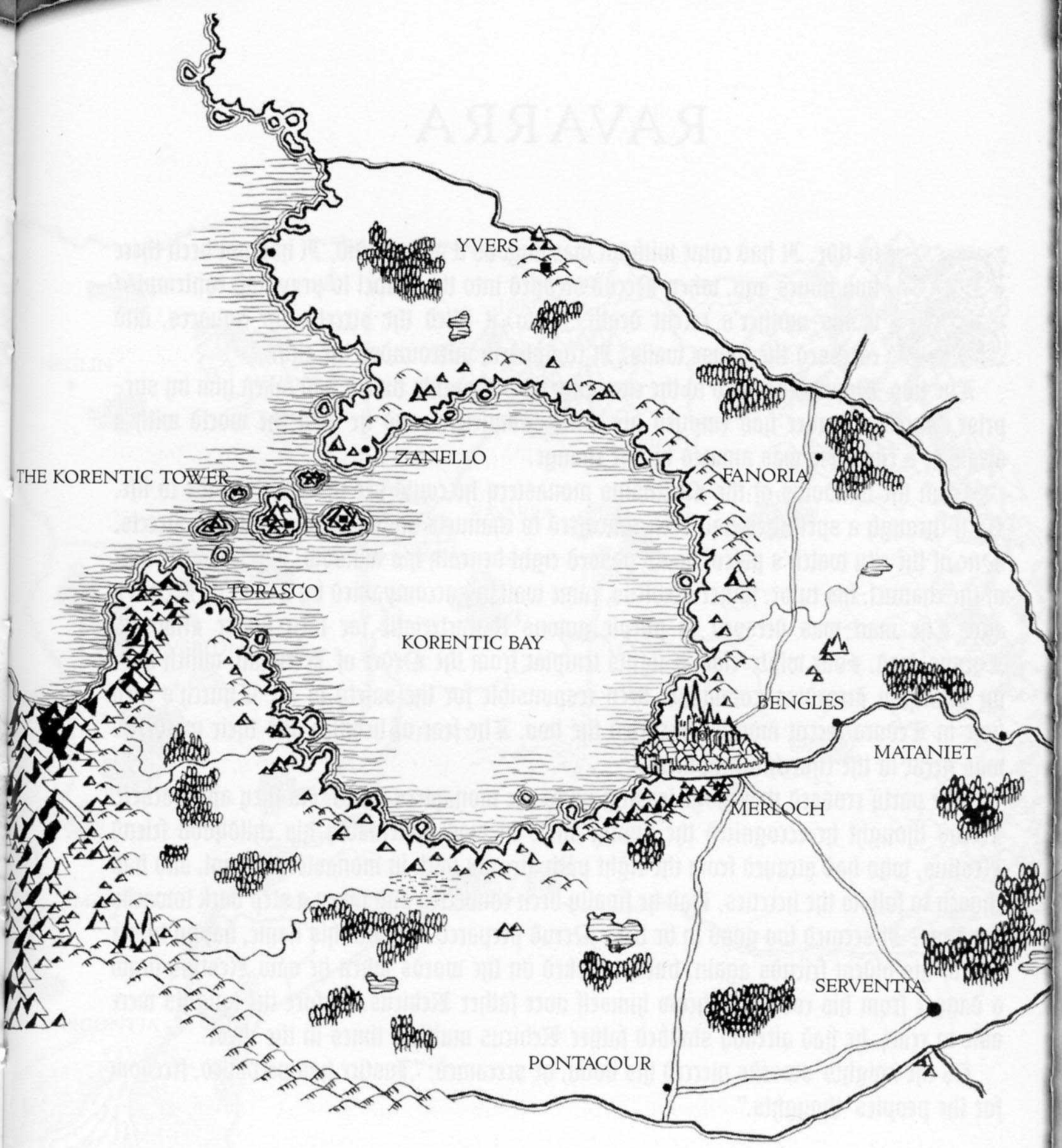
Year 345 - The Korentic Tower is completed. The fortress for the protection of the Korentic bay is completed, and it remains impenetrable for the next five hundred years while it is still in use.

Year 824 - The return of the plague. In a small town in eastern Cavala, a case of the deadly disease is discovered. Many fear the nefarious plague, and the Inquisition seals off the town.

Year 875 - The Synod of Merloch. The dwarf persecutions are proclaimed heretical, and cease immediately in all of the Church's provinces.

Year 1264 - The Raze of Berednia. The heretic purges reach a climax when Knights Templar cross the borders into Orschild and set the city of Berednia on fire.





CAVALA

0 65 130 KM

Cavala is one of the Church's mightiest strongholds. All of the countryside's population is deeply religious, and nowhere, except maybe in Ravarra and Sein, has devotion reached the same heights. The many roadside chapels, churches, and small chantries, are always filled with people submerged in prayer, and in almost all cities there is at least one Templar castle.

The coastal areas of Cavala are largely made up of the inner Korentic Bay, infamous for being one of the most treacherous waters in the world. In the bay, the last peaks of the Manes Mountains break the water's surface, creating sharp skerries, or they are submerged just beneath the deceptive surface, threatening ships as dangerous shallows, easily capable of tearing any of mankind's vessels apart. Trying to navigate through the bay without knowing the waters is considered one of the most insane acts any sailor can partake. Only the local fishermen pilots know the safe routes, and they are not found on any charts.

Cavala's landscape consists mainly of rolling plains occasionally broken by scattered woods or small lakes. The capitol, Merloch, is the center of the province, and all of the province's main roads lead through the city gates. The borders to the godless province of Bervoche are heavily fortified and constantly patrolled by several knightly orders. The Church is not willing to risk an incursion of heretics.



GEMINI





RAVARRA

The tide. It had come without warning, as it always did. It had not been there two hours ago, when Nerud stepped into the chapel to pray and contemplate his mother's recent death. Now, it filled the streets, the squares, and caressed the house walls. It completely surrounded the city.

The tide. Nerud was used to the changing tide. But this time it had taken him by surprise. Intense prayer had emptied his mind completely, and he saw the world with a stranger's eyes. He was amazed by the change.

From the windows of the Mettusius monastery he could see the streets come to life. As if through a spell they had been converted to channels instead of dry, cobbled streets. One of the city watch's patrol boats passed right beneath his window. On the other side of the channel, his tutor, father Rebicus, came walking accompanied by a man of Nerud's age. The man was dressed in purple gowns characteristic for men under Marquis Tarsus' lead. Four white-clad Knights templar from the Order of Jeremiah, which had, on Marquis Herodias' command, been responsible for the safety of the Church's men here in Tedora recent months, escorted the two. The fear of heretics and their misdeeds was great in the churchly provinces.

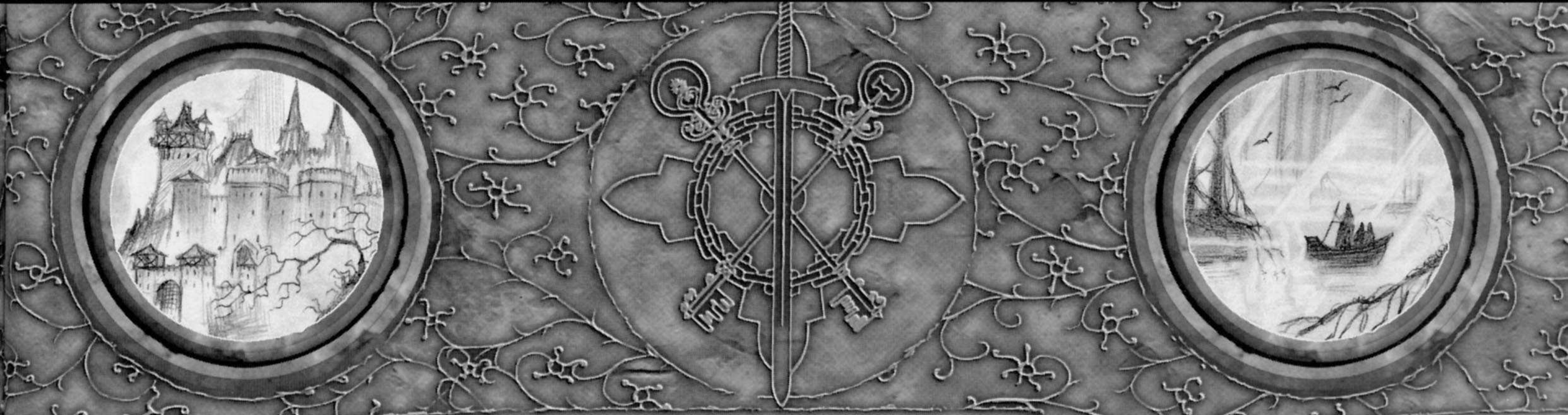
The party crossed the bridge leading up to the monastery gates. As they approached, Nerud thought he recognized the young man. It was undeniably his childhood friend Restius, who had strayed from the right path already back in monastery school, and had chosen to follow the heretics. Had he finally been converted and taken a step back towards the One? It seemed too good to be true. Nerud prepared to shout his name, happy to see one of his oldest friends again, but he choked on the words when he saw Restius draw a dagger from his robe and throw himself over father Rebicus. Before the knights were able to react, he had already stabbed father Rebicus multiple times in the chest.

As the knights' swords pierced his body, he screamed: "Justice has prevailed, freedom for the peoples' thoughts."



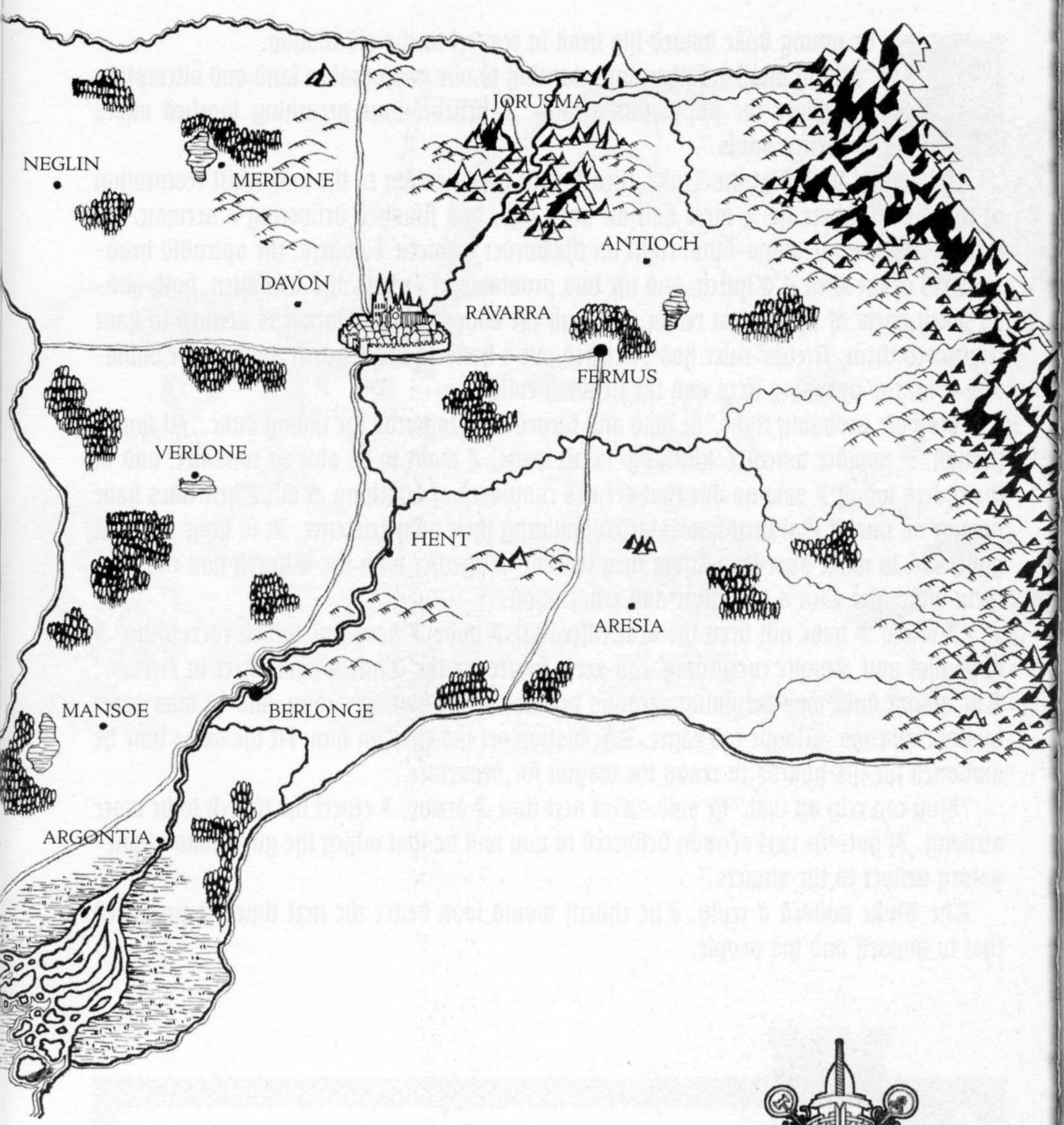
IMPORTANT EVENTS IN THE HISTORY OF RAVARRA

Year 945 - The deluge. The great river Monesora floods, and several cities are covered by the enormous water masses. The Marquis speak of a deluge, brought on mankind for their lacking devotion. Great masses to prove mankind's will of sacrifice are organized. After a couple of months the water recedes and leaves severely damaged cities in its wake.



The province of Ravarra is, in many ways, the ancient realm's still pulsating center. It has always been a center of trade because of its central positioning beside the continent's greatest river, and in the middle of the world. Since the One's teachings were granted to mankind almost 1300 years ago it has also become a center of religion. The most powerful of the Church's Marquis, the head of the Inquisition, has resided in Ravarra, and pilgrims from across the world have traveled to visit the place of the final battle between the Darkness and the first Marquis.

In eastern Ravarra lie the high Pendarens, stretching from the Bay of Varus all the way to the mountains in the north, that mark the end of the known world. The province has several large cities, among them the city of tides, Tedora, Marquis Herodias' place of birth Fernius, and the northern, heavily fortified city of Jorusma, home of the Holy Order of the Black Rose Brethren. The landscape is rather arid, but in the southern parts bordering the Neveres Bay, the bountiful river Monesora ends in a largely unexplored delta.



RAVARRA

0 75 150 KM



ARETAS

The young duke bowed his head in respect to the old bishop.

"Many thanks, father, for returning to our godforsaken land and attempting to restore the population's faith. I believe your preaching touched many saddened souls."

The bishop looked at the Duke, then turned his attention to the makeshift restoration of the church where he, a mere half an hour ago, had finished delivering a sermon. He was in a moral no-mans-land, right on the border between Ravarra, the splendid headquarters of the One's Church, and the two provinces of Aretas and Galatien, both godforsaken parts of the ancient realm. Though the advent of the Darkness seemed to have frightened them. Aretas' ruler had stretched out a hand to the Church, hoping for salvation from the cleansing fires and the fiendish evils.

"You are probably right," he said and turned back towards the young duke. "At times, though, I wonder whether 'touching' is an issue. I want to be able to convince, and in the church today I saw no one that seemed convinced of anything at all. Their lives have become so unreal that they have started doubting their own existence. It is your job as a governor, to make sure they know they're alive. Together with the Church you can keep them under the One's discipline and exhortation."

"I know I have not been the best ruler, but I hope I have not ruined everything. I hope that you, despite everything, can see a future for the Church again here in Aretas." The young duke was becoming nervous because of the bishop's calm, and he was eager to make amends. Maybe too eager. The bishop set his eyes on him. At the same time he motioned for his guards to ready the wagon for departure.

"You can rely on that," he said. "But next time I arrive, I expect the church to be more striking. If not, the next sermon delivered to you will be that which the guardians of purgatory deliver to the sinners."

The Duke nodded a reply. The church would look better the next time, he promised that to himself and his people.

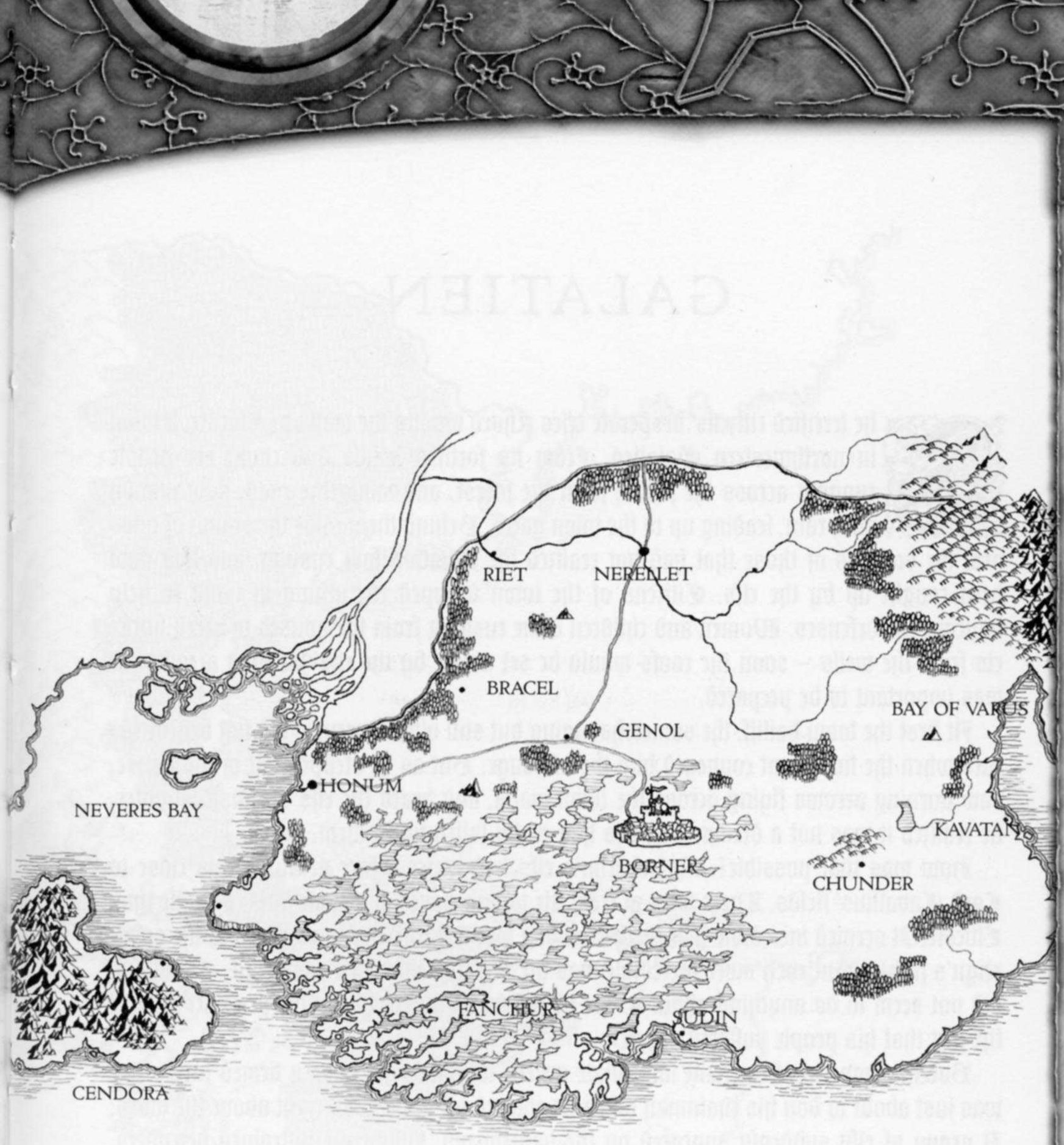
IMPORTANT EVENTS IN THE HISTORY OF ARETAS

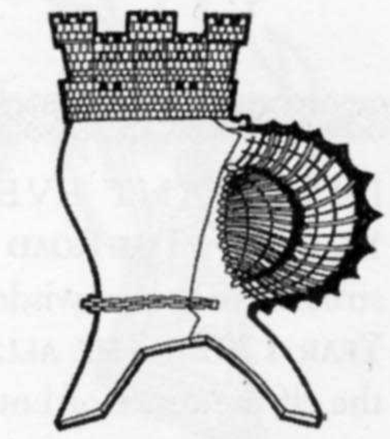
Year 869 - The rally of Nerika. Large portions of the city Nerika is burnt to the ground during a rally caused by the extensive dwarf prosecutions.

Year 1075 - Sea battle outside of Tedora. Two war fleets, one Ravarran and the other Aretian, clash off shore from Tedora. One of the ships implicated, the trading vessel Galten, sinks to the bottom of Neveres Bay with a valuable treasure.









ARETAS

0 100 200 KM

The young sovereign Seth, ruler of Aretas, has a rather precarious problem. He feels threatened by the growing Darkness and the rumors of spreading heretic cults. He is therefore approaching the Church, but the ongoing trade war, where Bervoche too is involved, is making the situation extremely difficult. The Church will assuredly demand trade with Aretas in exchange for expanded cooperation. Bervoche, on the other hand, will assuredly break off trade if Aretas approaches the Church. The young sovereign has planned to suggest a "sham trade war" to the Church's dignitaries, so that Aretas will be able to keep up its good relations with Bervoche, something that would profit both parties. But still no decisions have been made.

The province of Aretas is suffering severely under the young lord's indecisiveness in the pressing matters troubling the province during the last few years. He lacks the ability to see things in depth and makes quick decisions instead of lasting changes. This inability has rubbed off on his representatives throughout the province, and it has contributed to Aretas' slow but steady decline. Too much of the sovereign's treasury is spent on financing the nobility's amusements, and he completely fails to understand the predicaments of poverty, which in the long run will give him great problems.

All of southwestern Aretas is a web of thousands upon thousands of lakes tied together in a fantastic blue pattern of rivers. Surrounding these lakes are innumerable towns that survive on the bountiful fishing and the lakes' secrets. The mountain range of Pendarens makes up eastern parts of the province, and is a natural border to the provinces of Sein and Galatien in the north. In the northwest, the landscape levels out and turns gradually more hilly until it becomes the province of Ravarra.

GALATIEN

The terrified citizens' desperate cries echoed among the walls in Elveste, a town in northwestern Galatien. From its fortified walls you could see people running across the fields, from the forest, and along the road, now muddy with rain, leading up to the town gates. Behind them came the sound of hooves, the screams of those that had not realized the situation fast enough, and had now been caught up by the elfs. Citizens of the town dropped everything at hand to help improve the defenses. Women and children came rushing from the houses to carry buckets from the wells – soon the roofs would be set ablaze by the elfs' burning arrows. It was important to be prepared.

At first the town bailiff, the somewhat aging but still vital Barenne, did not believe his ears when the lieutenant conveyed him the message. But as he stepped out of his house, saw burning arrows flying across the town walls, and heard the elfs' fiendish laughter, he realized it was not a dream. The elfs had really fallen upon them.

How was that possible? Malachdrim's elfs had never before ventured this close to Lord Cavallius' fields. There were at least six towns closer to Malachdrim's castle than Elveste. It seemed incredible that the heretic dog would break the vows given to the sovereign's father. But even more incredible was the fact that the mock sovereign, Cavallius, did not seem to do anything about it. He let Malachdrim remain in the province despite the fact that his people suffered severely.

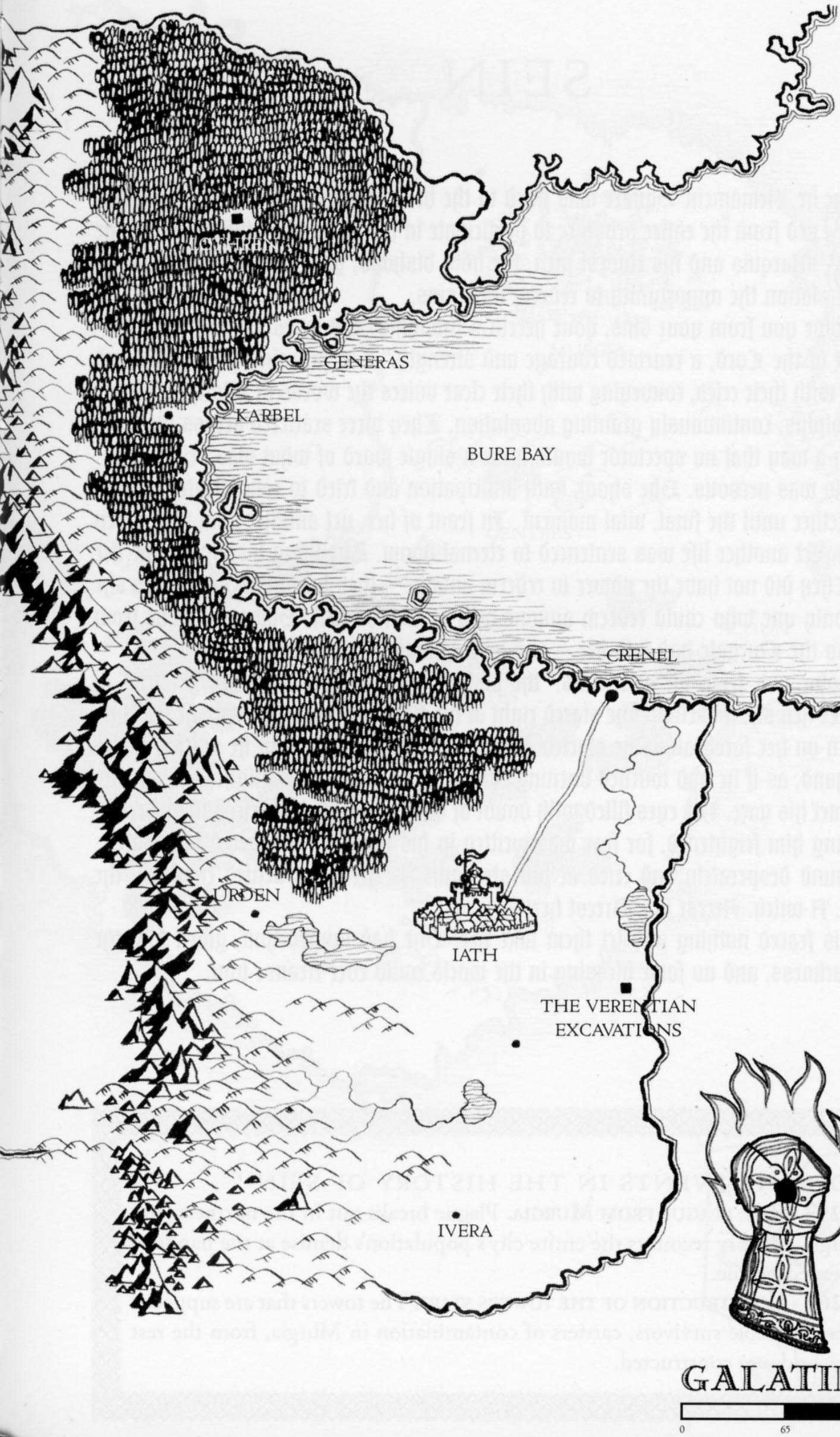
Barenne gave his lieutenant immediate orders to gather the town's armed forces. He was just about to don his chainmail when he glanced up at the wall right above the gates. A group of elfs suddenly appeared on the battlements, killing the untrained defenders, making their way inside. If they reached the gates and succeeded in opening them, Elveste and all its citizens would be lost. It was unthinkable. Barenne drew his sword and rushed towards the town gates. Freedom above all, he thought. Freedom above all.

IMPORTANT EVENTS IN THE HISTORY OF GALATIEN

Year 344 - The Road of a Thousand Pillars is finished. The road was constructed to spread wisdom to everyone who travels along this holy stretch of land.

Year 1202 - The alliance of Galatien. Lord Cavallius grants Malachdrim the elf the castle of Lothren, and they swear allegiance to each other.





Lord Cavallus nominally rules Galatien, but the lord is a weak-willed, old man, who no longer has the energy to listen or to care. He is a useless survivor from times passed, and the only reason why he is still on the throne is because the nobility fears that one of his sons will want to succeed him. They may show themselves strong enough to reign the nobility more tightly than their father.

The countless governors of Galatien look after themselves and are industriously intriguing and plotting against each other. At the same time they are busily defending themselves against the heretical onslaught of the fiendish elfs. Under the fallen vassal Malachdrim, the elfs have taken over almost the entire northern part of the province. Malachdrim was granted a fief there by the current sovereign's grandfather in appreciation for the aid that Malachdrim provided the sovereigns during the Second Elf War. After the old sovereign's death, Malachdrim considered himself free of his vows, and since then he has been constantly expanding his territory.

The intense struggle for power between the governors is taking its toll on the province's population as they are constantly plagued by high taxes, and forced to participate in the various militia weapons training exercises. Several governors have even forced women and children to take part in the war (this happened, for instance, in the battle of Urden).

The province is narrow but long, stretching from the north to the south. It is narrowest at Bure Bay, and is separated from the northern parts of the known world by the mountain range of Pendarens in the west. The entire northern parts of the province are covered by the dense Revenner Forest, which stretches further northwards, across the borders of Marquis Lazarus' Merodak and Marquis Natanael's Cergovia, all the way to the White Sea.



SEIN

The Firmament Square was filled to the brim. People and dwarfs had arrived from the entire province to participate in the yearly absolution, where the Marquis and his closest men, the holy bishops, gave the province's population the opportunity to redeem their sins.

"I absolve you from your sins, your heretical thoughts, and invest in you, the faithful servant of the Lord, a renewed courage and strength." The massing priests washed the square with their cries, conveying with their clear voices the words of Marquis Lector and his bishops, continuously granting absolution. They were scattered across the square in such a way that no spectator would miss a single word of what was being said.

Neramis was nervous. She shook with anticipation and tried to concentrate, keeping her act together until the final, vital moment. In front of her, yet another soul was given absolution, yet another life was sentenced to eternal doom. The lying bishops made her feel sick. They did not have the power to redeem anyone – they knew that as well as she did. The only one who could redeem anyone was mankind itself. Salvation came from within – so the Purgate had told her – and he was right.

"I absolve you from all your sins," the bishop's words tore her from her trail of thoughts. When she looked up she stared right at his fingers. For a moment she felt their moist touch on her forehead as he started drawing the One's sign, but he quickly withdrew his hand, as if he had touched burning coal. She shuddered in delight. Self-assuredly she met his gaze. His eyes filled with doubt of about what he had felt, and she relished in seeing him frightened, for fear was written in his eyes. He staggered backwards, looked around desperately and cried at full strength: "A heretic, a defiled envoy of the Darkness. A witch. Arrest her. Arrest her!"

Neramis feared nothing and let them take her. She had tainted him, given him the mark of darkness, and no false blessing in the world could ever cleanse him.

IMPORTANT EVENTS IN THE HISTORY OF SEIN

Year 253 - The plague from Murgia. Plague breaks out in the northern city of Murgia. History recounts the entire city's population's demise at the hands of the dreaded plague.

Year 262 - Construction of the towers start. The towers that are supposed to isolate possible survivors, carriers of contamination in Murgia, from the rest of the world, are constructed.





MURGIA

GENTRES

TAIM

ACLIUN

PENTER

CAUTES

HEAUNE

SEIN

0 80 160 KM

Sein borders the province of Aretas in the west, Galatien in the north, and the large, unknown ocean in the south and east, beyond which, no man has ever gone and returned to tell the tale. It is from the unknown void beyond the eastern seas that the powerful winds blow in the winter, bringing the rainfalls that sometimes wash entire fishing towns, houses and boats, to sea. Many fishermen leave their towns in the winter to work as laborers in the larger cities where they are at least safe from the wind and weather. In the spring they return to the coast to see if their houses are still standing.

Sein has an incredibly varied landscape. From being craggy, cold, and windswept in the coastal areas, it turns bountiful further inland. The southern, and especially the southwestern parts, are largely covered with forests, and in the north an infertile stone desert spreads from the tainted city of Murgia, where the plague once started.

Marquis Lector, an incredibly charismatic and strong man who never hesitates to give of himself, rules Sein. He is convinced that the way to salvation is through him, and he is willing to help his minions escape eternal torment in purgatory. To reach as many people as possible he commmands his bishops and Knights Templar to gather people as often as time permits, with force if need be, for extensive outdoors masses with several thousand participants. To strengthen the mass hysteria and the compelling mass suggestion, he impels his followers to take an active part in the masses by making them recite the prayers of absolution together with him, and by summoning the One. As the cleansing culminates, Lector lets himself be filled with the God to prove his boundless will of self-sacrifice to his minions. He starts shivering, he bleeds from the eyes, mouth and nose, and wounds blossoms all over his body until he collapses over the altar, exhausted but hailed by his followers while whispering: "I have saved you, again.".



LUCERIA

Darkness had fallen on the Lucerian countryside a long time ago. The shrouded sun was no longer able to penetrate the dense clouds and heat up the cold night. The powerful winds tore the veils of cloud at low altitudes, but there were no winds on the ground, something, which was unusual in Luceria at this time of the year. It was beautiful, but nothing the province's inhabitants thought of or rejoiced. Bad weather would come soon enough.

Hermus was happy that it had not rained in a couple of weeks. Rain would have made the fields moist. Now he did not have to freeze as he lay in his hideout spying on his father. He had asked himself for a long time where his father went on those late evenings and nights, as he walked the moors all by himself, rarely returning before sunrise. Now he knew.

He had gone to the forbidden stone circles. He was standing there, now, in the light of a few torches, side by side with several other persons whom Hermus recognized as town citizens. Their attention was towards a man standing in the middle of the circle. His face was paler than the face of the moon, his eyes tired, almost saddened. He emanated a dignity and authority never before beheld by Hermus. It felt as if the man his father and the other people had gathered around, knew the answers to all of life's questions, and when he spoke, his words and his voice touched Hermus' inner being.

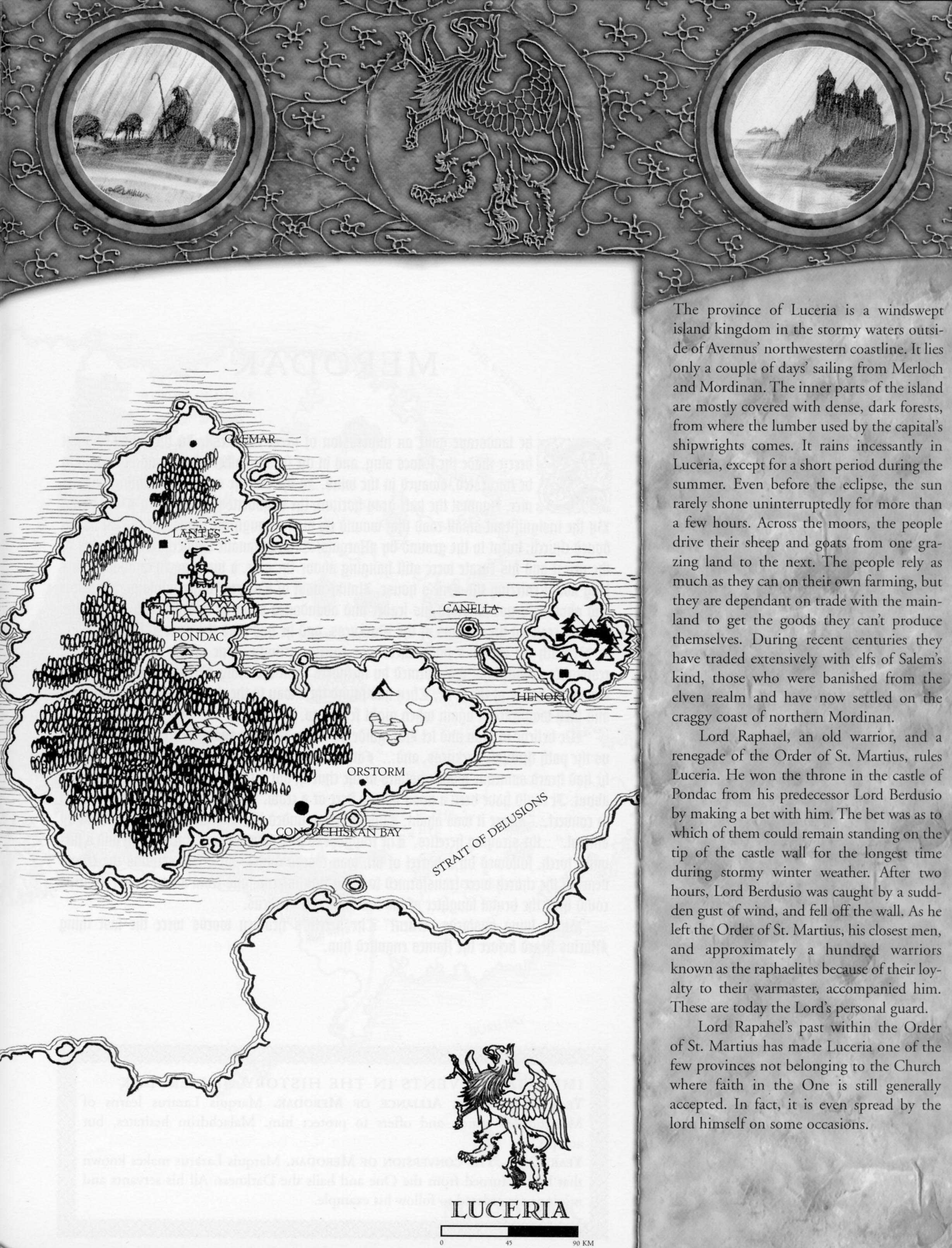
"Brothers and sisters," said the man. "When Cyrus shared his gospel with mankind they banned him. Only when it was too late did they realize what they had done. They had regrets, but regret is never enough. Action is what we need. I am here to give back the savior, to let you unite with me in the Darkness. Come to me, and I shall let you behold reality as it really is. I will grant you the truth. Do you want to live in truth?"

The congregation answered with a booming "yes", and their joy of life filled the air. Hermus realized he had found home.

IMPORTANT EVENTS IN THE HISTORY OF LUCERIA

Year 134 - Henoki. Archbishop Anatius starts building his capitol, Henoki, with a cathedral surpassing even that of Ravarra. The construction is stopped because of the Rebellion of Sovereigns, and the ruins of Henoki stand empty till this day.

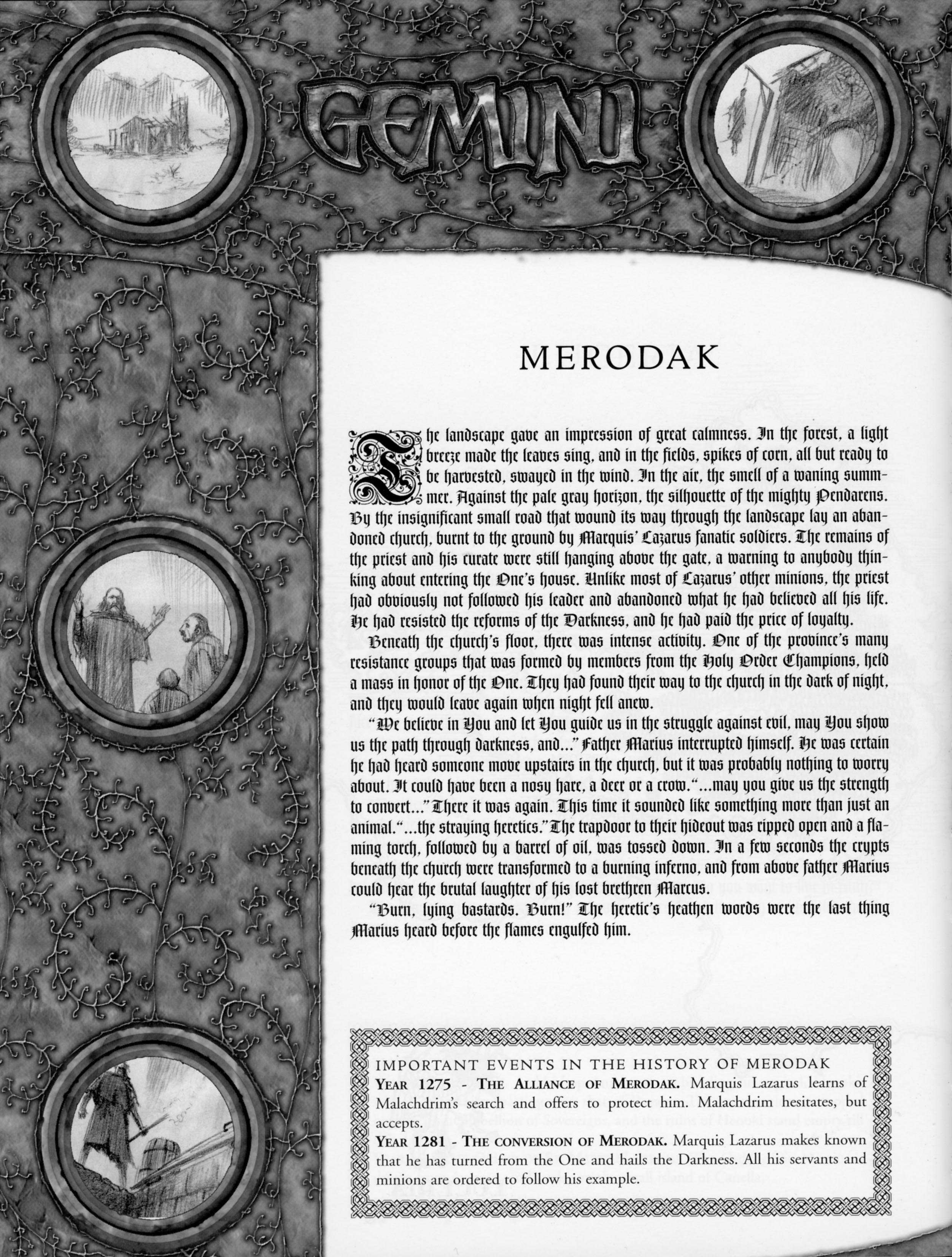
Year 69 - The Order of St. Martius' arrival. The Order of St. Martius is driven from Avernus, and settles on the small island of Canella.



The province of Luceria is a windswept island kingdom in the stormy waters outside of Avernus' northwestern coastline. It lies only a couple of days' sailing from Merloch and Mordinan. The inner parts of the island are mostly covered with dense, dark forests, from where the lumber used by the capital's shipwrights comes. It rains incessantly in Luceria, except for a short period during the summer. Even before the eclipse, the sun rarely shone uninterruptedly for more than a few hours. Across the moors, the people drive their sheep and goats from one grazing land to the next. The people rely as much as they can on their own farming, but they are dependant on trade with the mainland to get the goods they can't produce themselves. During recent centuries they have traded extensively with elfs of Salem's kind, those who were banished from the elven realm and have now settled on the craggy coast of northern Mordinan.

Lord Raphael, an old warrior, and a renegade of the Order of St. Martius, rules Luceria. He won the throne in the castle of Pondac from his predecessor Lord Berdusio by making a bet with him. The bet was as to which of them could remain standing on the tip of the castle wall for the longest time during stormy winter weather. After two hours, Lord Berdusio was caught by a sudden gust of wind, and fell off the wall. As he left the Order of St. Martius, his closest men, and approximately a hundred warriors known as the raphaelites because of their loyalty to their warmaster, accompanied him. These are today the Lord's personal guard.

Lord Rapahel's past within the Order of St. Martius has made Luceria one of the few provinces not belonging to the Church where faith in the One is still generally accepted. In fact, it is even spread by the lord himself on some occasions.



MERODAK

The landscape gave an impression of great calmness. In the forest, a light breeze made the leaves sing, and in the fields, spikes of corn, all but ready to be harvested, swayed in the wind. In the air, the smell of a waning summmer. Against the pale gray horizon, the silhouette of the mighty Pendarens. By the insignificant small road that wound its way through the landscape lay an abandoned church, burnt to the ground by Marquis' Lazarus fanatic soldiers. The remains of the priest and his curate were still hanging above the gate, a warning to anybody thinking about entering the One's house. Unlike most of Lazarus' other minions, the priest had obviously not followed his leader and abandoned what he had believed all his life. He had resisted the reforms of the Darkness, and he had paid the price of loyalty.

Beneath the church's floor, there was intense activity. One of the province's many resistance groups that was formed by members from the Holy Order Champions, held a mass in honor of the One. They had found their way to the church in the dark of night, and they would leave again when night fell anew.

"We believe in You and let You guide us in the struggle against evil, may You show us the path through darkness, and..." Father Marius interrupted himself. He was certain he had heard someone move upstairs in the church, but it was probably nothing to worry about. It could have been a nosy hare, a deer or a crow."...may you give us the strength to convert..." There it was again. This time it sounded like something more than just an animal."...the straying heretics." The trapdoor to their hideout was ripped open and a flaming torch, followed by a barrel of oil, was tossed down. In a few seconds the crypts beneath the church were transformed to a burning inferno, and from above father Marius could hear the brutal laughter of his lost brethren Marcus.

"Burn, lying bastards. Burn!" The heretic's heathen words were the last thing Marius heard before the flames engulfed him.

IMPORTANT EVENTS IN THE HISTORY OF MERODAK

Year 1275 - The Alliance of Merodak. Marquis Lazarus learns of Malachdrim's search and offers to protect him. Malachdrim hesitates, but accepts.

Year 1281 - The conversion of Merodak. Marquis Lazarus makes known that he has turned from the One and hails the Darkness. All his servants and minions are ordered to follow his example.







The province of Merodak lies in the northeastern part of the continent surrounded by mountains in the west, dense forests in the south, and the endless ocean in the north and the east. Along its coastline, there are innumerable small fishing camps. After Marquis Lazarus turned to the Darkness, the scattered trading towns have been infrequently visited by traders willing to risk the Church's wrath, or not willing to risk the Marquis' wrath. Further inland, farming is bountiful. The forests are continuously being chopped down to facilitate larger fields, and for the lumber needed to enhance the fleet, and to fortify yet more towns along the borders to Galatien, Orschild, and Cergovia.

The province of Merodak is, beside its mass conversion to the Darkness, also known for the extraordinary hunting offered in the northern mountains, where large packs of mountain wolves and angry bears hunt for prey. Also found within the mountains is the infamous quarry, where prisoners of war, criminals, and fools stubborn enough to refuse conversion, are made to work, winning the stone used to build the new fortresses, fortify cities, and strengthen the province's defenses for the coming battle.

As Marquis Lazarus turned to the Darkness, seduced by the Dark Martyr Cyrus' promises of infinite powers, a decree was issued by his court. The decree commanded all priests and servants of the Church to abolish their old faith. They were to burn their churches, leave their monasteries, and let their conversion be known to the Purgates, envoys of the Darkness, who were travelling through the province escorted by Lazarus' personal guard, the Brethren of the Bleeding Eye. Those who opposed the Marquis' decree were killed, imprisoned or driven from their churches, which were set alight, torn down and desecrated. There would be no immaculate houses of the One anywhere in the province when the conversion was completed. During the great conversion many people were killed, but even more people went through with the dark baptism, defiled by the mark of evil, and were turned from the holy vows by the new faith's promise of better times.



MORDINAN

The morning mist lay like an impenetrable veil over the bay's dark waters. From the ledge where Nathan was standing he could hear the surfs breaking on the sharps reefs, the steadfast boom of water hitting rock. The air was cold and damp. It clung to him like wet cloth and made him shiver. He had been waiting for four hours now, but he was still completely calm. He knew how long it could take. Elfs were not like humans – they had no respect for the passage of time, they seemed to lack an understanding of how immensely important it was to mankind.

Suddenly he could hear something interrupting the steady beat of the surfs, the sound of powerful oar strokes cutting through the water, and soon he could see the elfen ship tearing itself free of the fog. Morel was standing at the fore, just as he had promised. He was carrying a red cloak, which he had pulled around himself almost like a shroud. Nathan hurried down the cliffs to meet his friend and brother in arms, but the ship did not dock as he had hoped. Instead, it stayed five yards from the cliffs.

"What is it," Nathan shouted, "aren't you able to dock?"

He could not see any change in the elf's expression, and he made no attempt to answer Nathan's question.

"I have spoken with the Lord. He proposes an alliance. I believe he wants to fight alongside you against Marquis Natanael. He says you can have half the gold we are able to mine from the mines in northwestern Cergovia. What say you?"

Morel made a sign to his rowers to turn the ship. He was still standing motionless in the stem, gazing silently away from Nathan, across the western oceans.

"Morel!?" Nathan cried.

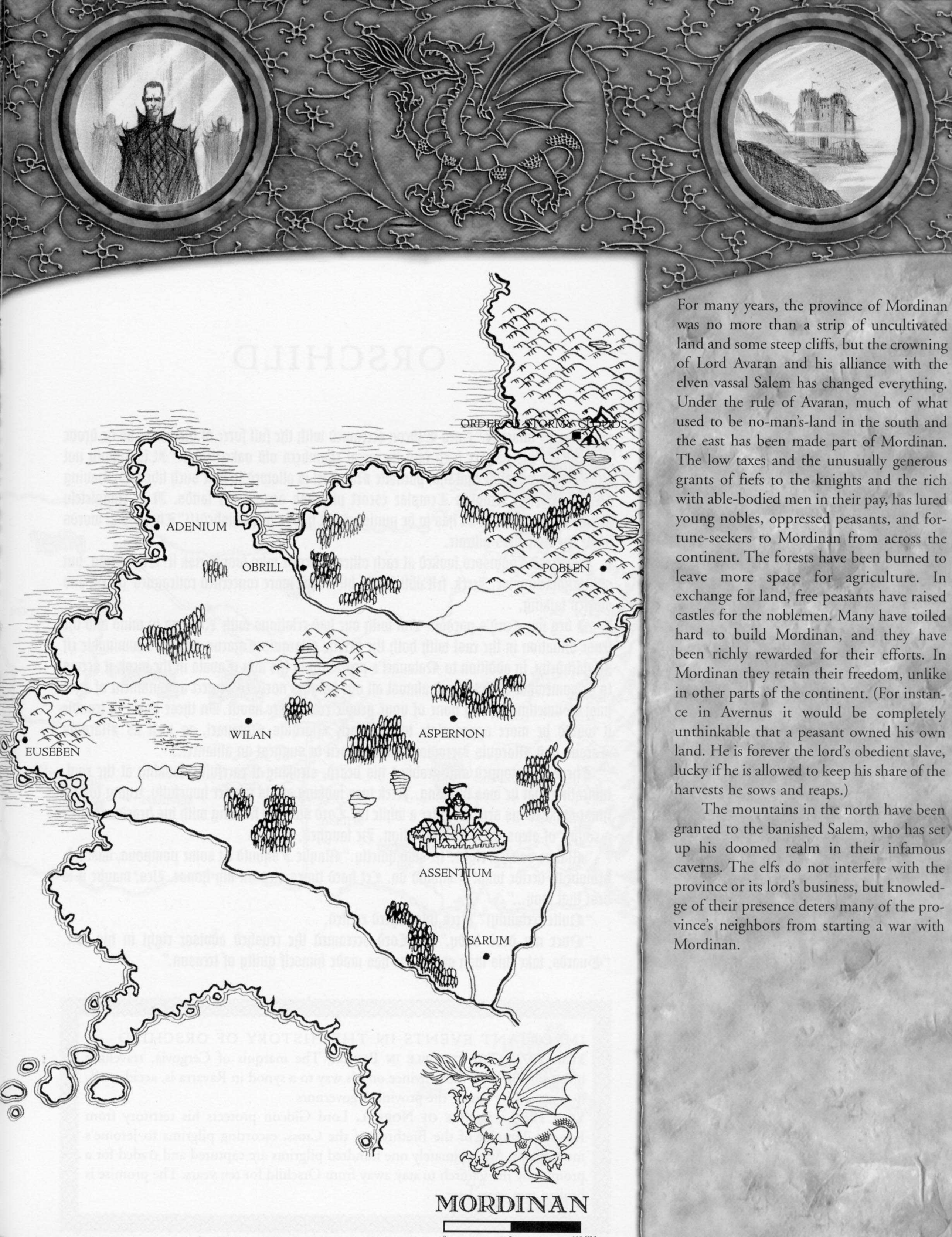
"Calm," Morel answered, a whisper so silent it could barely be heard over the breaking surfs. "Sometimes even I have to take heed of my mortality." With those words the elf disappeared in the fog. Nathan was left behind alone, cold and confused on the steep cliffs of Mordinan.

IMPORTANT EVENTS IN THE HISTORY OF MORDINAN

Year 971 - The ruin of the Golden Tide.

Year 1273 - Coronation of Lord Avaran. Lord Avaran pronounces the remote fief of Mordinan independent from the mother province of Cavala, breaking with the Church and driving out the few remaining Knights Templar present in the new province.

Year 1278 - Alliance with Salem. The banished elven vassal Salem comes to Lord Avaran's attention, and they commit to a pact of non-violence. The exact contents of the pact are unknown, but it deters the Church from attacking the Lord as they fear Salem's kind.



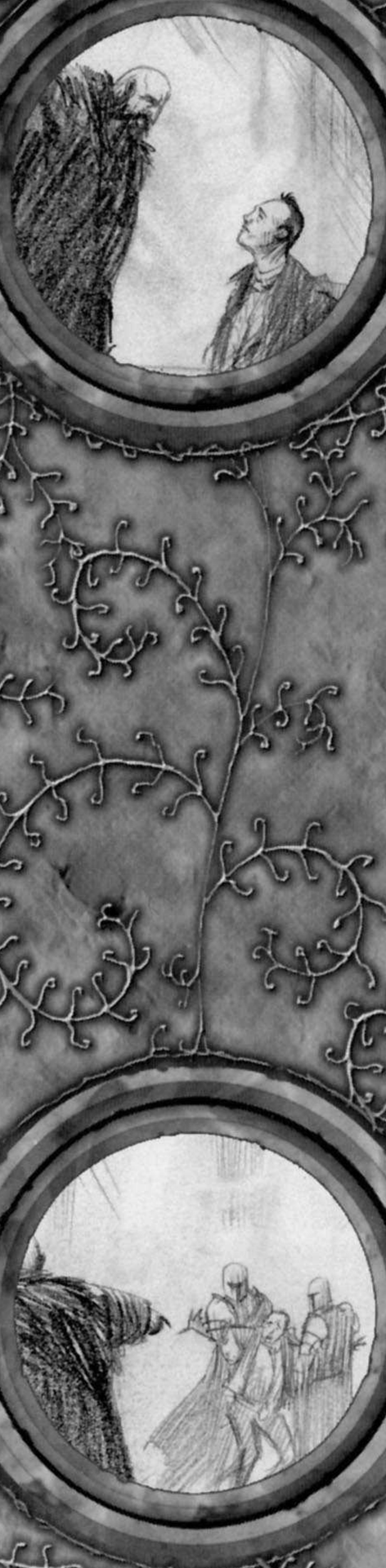
For many years, the province of Mordinan was no more than a strip of uncultivated land and some steep cliffs, but the crowning of Lord Avaran and his alliance with the elven vassal Salem has changed everything. Under the rule of Avaran, much of what used to be no-man's-land in the south and the east has been made part of Mordinan. The low taxes and the unusually generous grants of fiefs to the knights and the rich with able-bodied men in their pay, has lured young nobles, oppressed peasants, and fortune-seekers to Mordinan from across the continent. The forests have been burned to leave more space for agriculture. In exchange for land, free peasants have raised castles for the noblemen. Many have toiled hard to build Mordinan, and they have been richly rewarded for their efforts. In Mordinan they retain their freedom, unlike in other parts of the continent. (For instance in Avernus it would be completely unthinkable that a peasant owned his own land. He is forever the lord's obedient slave, lucky if he is allowed to keep his share of the harvests he sows and reaps.)

The mountains in the north have been granted to the banished Salem, who has set up his doomed realm in their infamous caverns. The elfs do not interfere with the province or its lord's business, but knowledge of their presence deters many of the province's neighbors from starting a war with Mordinan.





GEMINI



ORSCHILD

"Nonsense," Lord Gideon screamed with the full force of his lungs as he drove his dagger deep into the great chambers old oaken table. "It is simply not possible that that parasite Natanael is allowed to take such liberties. Having his Knights Templar escort pilgrims across my lands. It is completely absurd, insane, crazy! It has to be punished. It has to be punished!!!" These final words made the chambers vibrate.

The Lord's advisors looked at each other to decide who would risk it. The young, but still scholarly wise, Jerek, felt obliged by his older, more concerned colleagues' gazes, and started talking.

"I beg my Lord's pardon. But with our bad relations with Ravarra in mind and the tense situation in the east with both the heretic Marquis Lazarus and the abominable elf Malachdrim, in addition to Natanael's proximity to his ally Cavala in the west, it seems to be somewhat rash to send almost all our knights north to protect a monument of ages past. Something which none of your people really care about. In these times of trouble it would be more appropriate to approach Marquis Natanael, as well as Marquis Tarsus and Marquis Herodias. Maybe even to suggest an alliance..."

The Lord stopped and grabbed his beard, stroking it carefully, looking at the roof, indicating that he was thinking. Jerek was looking at his master hopefully, trying to will him to take to his senses. After a while the Lord stopped fiddling with his beard and took a couple of steps in Jerek's direction. He laughed.

"Maybe you are right," he said quietly. "Maybe I should let some pompous, bastard, browbeat, decide what I should do. Let hard times step on my honor. Yes, maybe it is best that way..."

"Quite certainly!" Jerek interrupted excited.

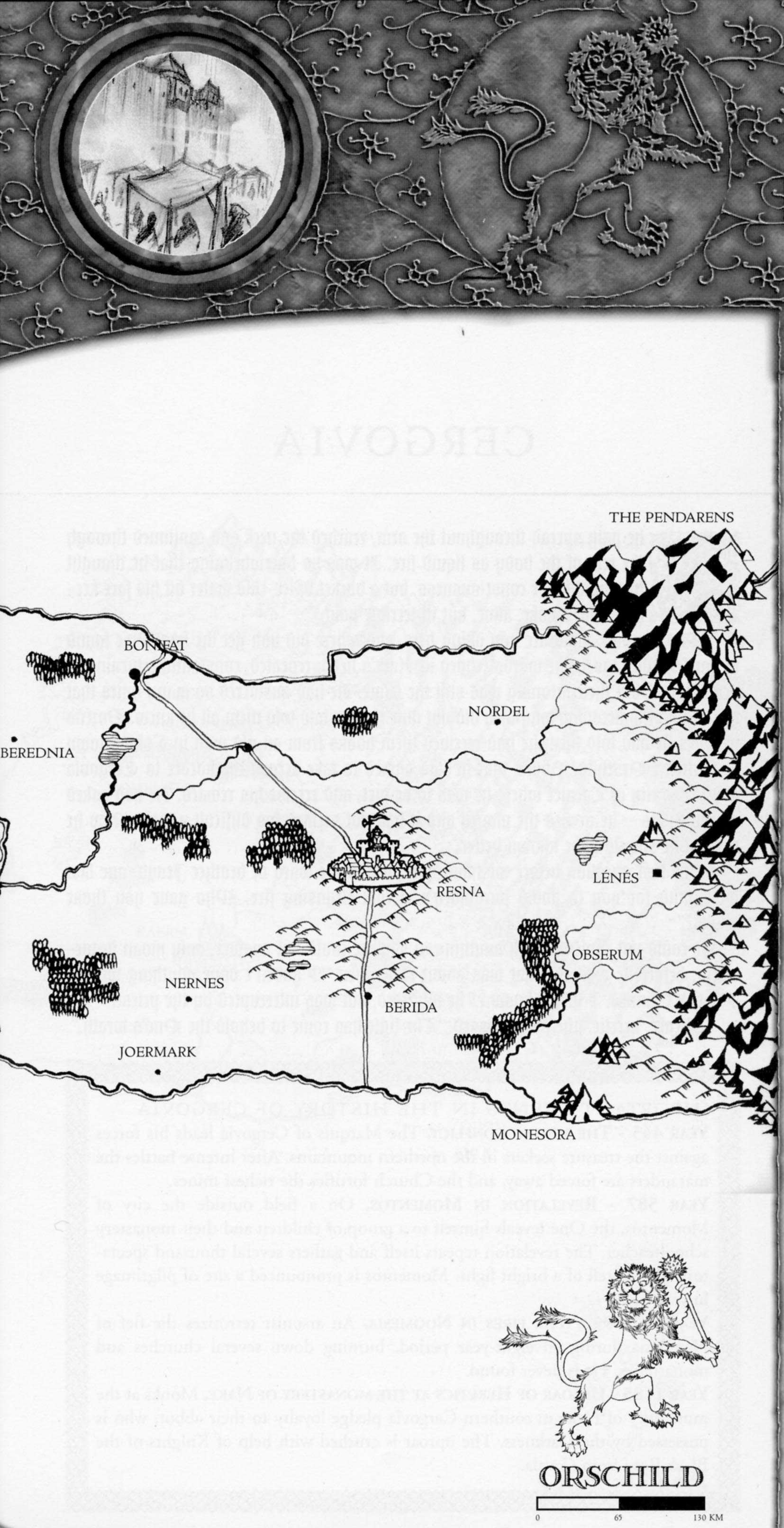
"Over my dead body," the Lord screamed the crushed advisor right in his face. "Guards, take this man away. He has made himself guilty of treason."

IMPORTANT EVENTS IN THE HISTORY OF ORSCHILD

Year 797 – The trouble in Berida. The marquis of Cergovia, travelling incognito through the province on his way to a synod in Ravarra is, accidentally captured by one of the province's governors

Year 1286 - Battle of Nordel. Lord Gideon protects his territory from Knights Templar of the Brethren of the Cross, escorting pilgrims to Jerome's mausoleum. Approximately one hundred pilgrims are captured and traded for a promise by the Church to stay away from Orschild for ten years. The promise is broken two years later.





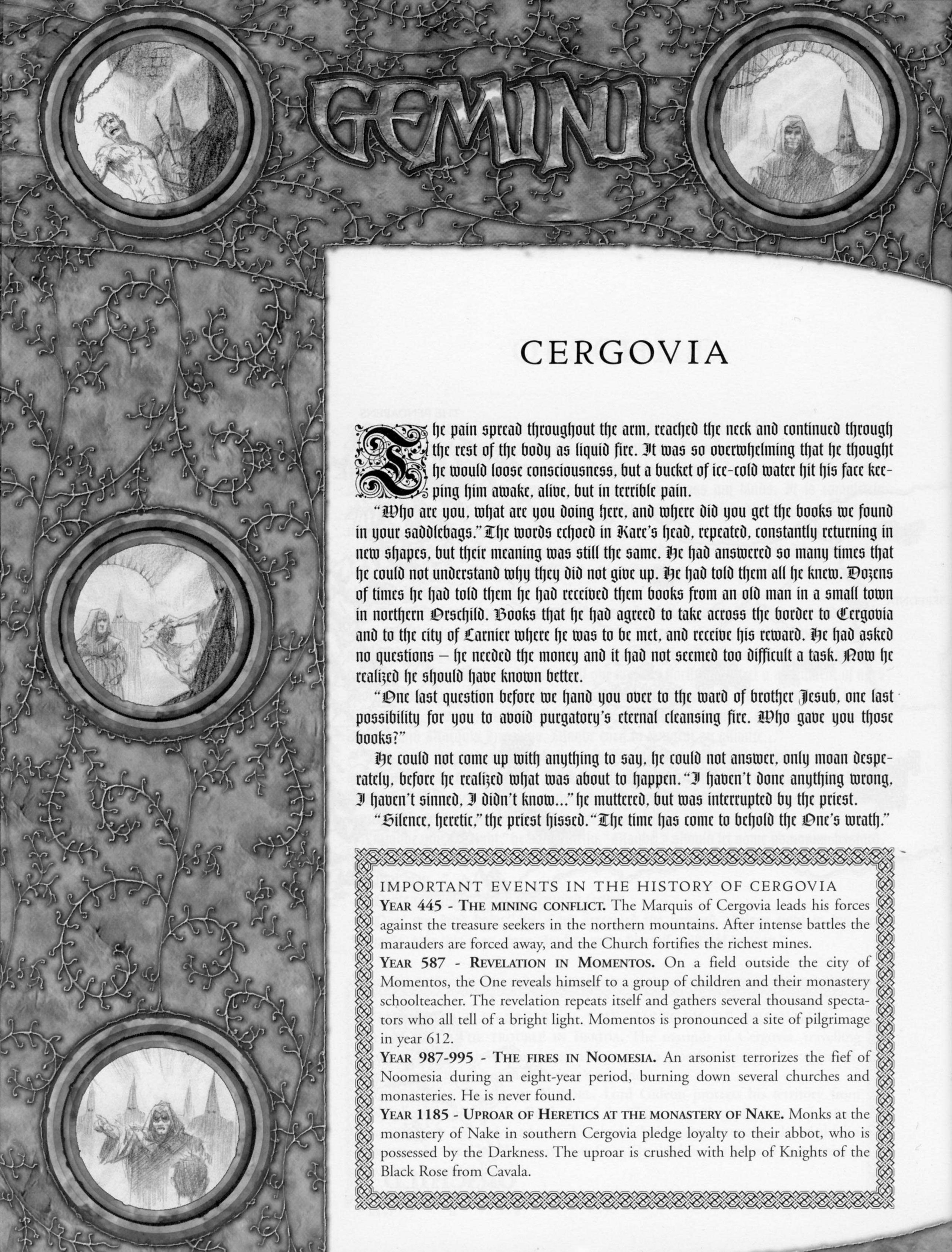
ORSCHILD

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The province of Orschild is squeezed in among the Church's three greatest strongholds – Ravarra, Cavala, and Cergovia – and threatened by the heretic Marquis Lazarus, as well as by the elf Malachdrim. The hotheaded Lord Gideon rules Orschild. Most sovereigns would admit defeat, or at least ally with the Church, ensuring their support in a war against the Darkness, but Lord Gideon does the complete opposite. He stubbornly continues to claim his independence from the Church's supremacy, and interferes decisively with anyone who has official ties to the One's Church in his province.

The people of Orschild are like people are, and they are usually indulgent towards their sovereign's strange antics. When the Lord decides to imprison or execute yet another incompetent advisor he has the people's consent, and few of his minions would want to see anybody but Lord Gideon on the province's throne in the castle of Resna. Since the Darkness' arrival and the Church's intensified actions to recruit new followers in the border areas, many peasants have moved to the cities, since the Church's men do not dare to travel that far into the country. The urbanization of the peasants has lead to a population problem and temporary refugee camps have been raised outside several of the cities' walls.

Central parts of Orschild are rolling highlands, full of natural fortifications. Through the northern parts of the province flow several large rivers, and from the mighty Pendarens, a natural border to the west, runs Monesora, the clear blue artery of the world.



CERGOVIA

The pain spread throughout the arm, reached the neck and continued through the rest of the body as liquid fire. It was so overwhelming that he thought he would loose consciousness, but a bucket of ice-cold water hit his face keeping him awake, alive, but in terrible pain.

"Who are you, what are you doing here, and where did you get the books we found in your saddlebags." The words echoed in Kare's head, repeated, constantly returning in new shapes, but their meaning was still the same. He had answered so many times that he could not understand why they did not give up. He had told them all he knew. Dozens of times he had told them he had received them books from an old man in a small town in northern Orschild. Books that he had agreed to take across the border to Cergovia and to the city of Carnier where he was to be met, and receive his reward. He had asked no questions – he needed the money and it had not seemed too difficult a task. Now he realized he should have known better.

"One last question before we hand you over to the ward of brother Jesub, one last possibility for you to avoid purgatory's eternal cleansing fire. Who gave you those books?"

He could not come up with anything to say, he could not answer, only moan desperately, before he realized what was about to happen. "I haven't done anything wrong, I haven't sinned, I didn't know..." he muttered, but was interrupted by the priest.

"Silence, heretic," the priest hissed. "The time has come to behold the One's wrath."

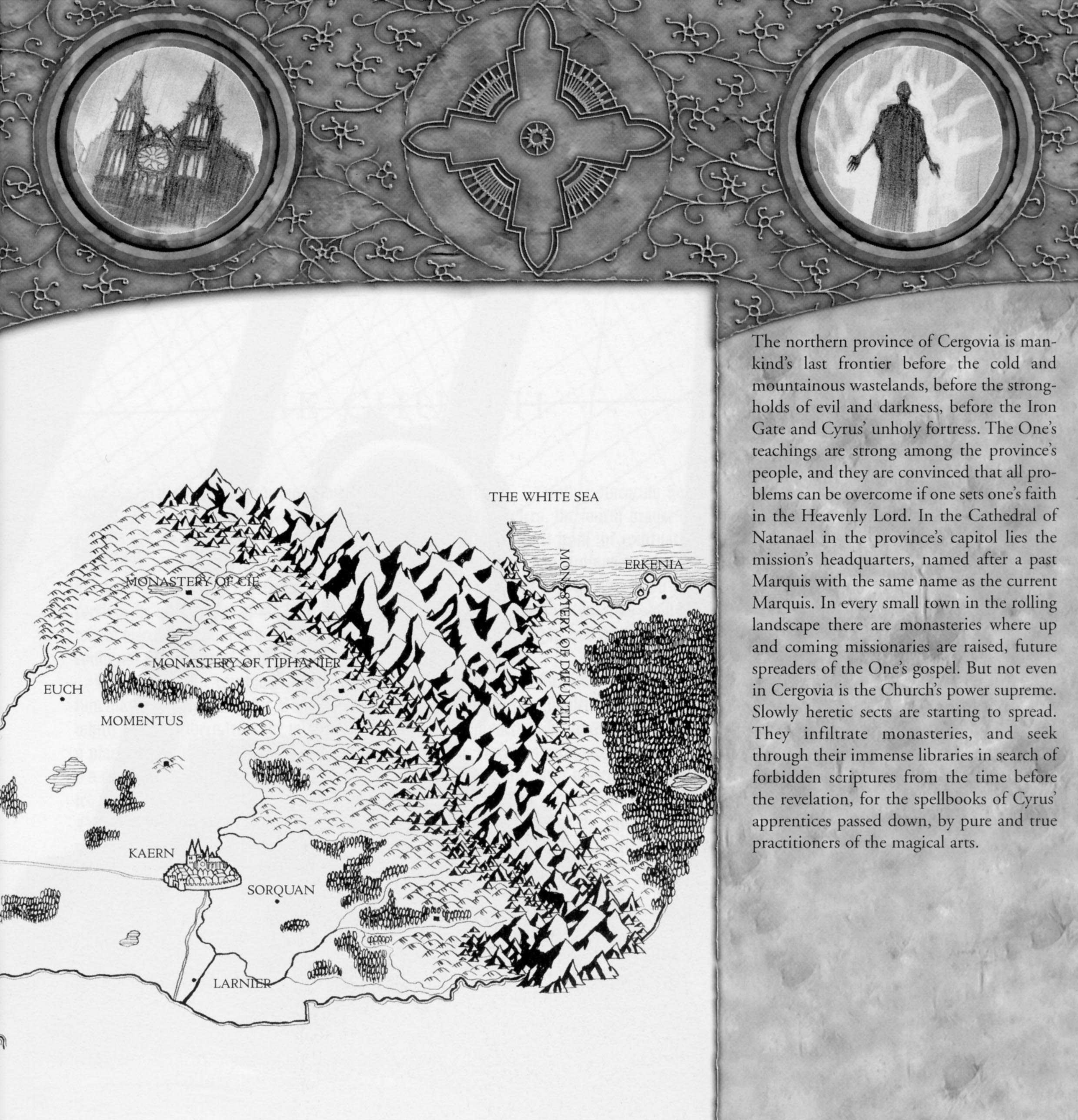
IMPORTANT EVENTS IN THE HISTORY OF CERGOVIA

Year 445 - The mining conflict. The Marquis of Cergovia leads his forces against the treasure seekers in the northern mountains. After intense battles the marauders are forced away, and the Church fortifies the richest mines.

Year 587 - Revelation in Momentos. On a field outside the city of Momentos, the One reveals himself to a group of children and their monastery schoolteacher. The revelation repeats itself and gathers several thousand spectators who all tell of a bright light. Momentos is pronounced a site of pilgrimage in year 612.

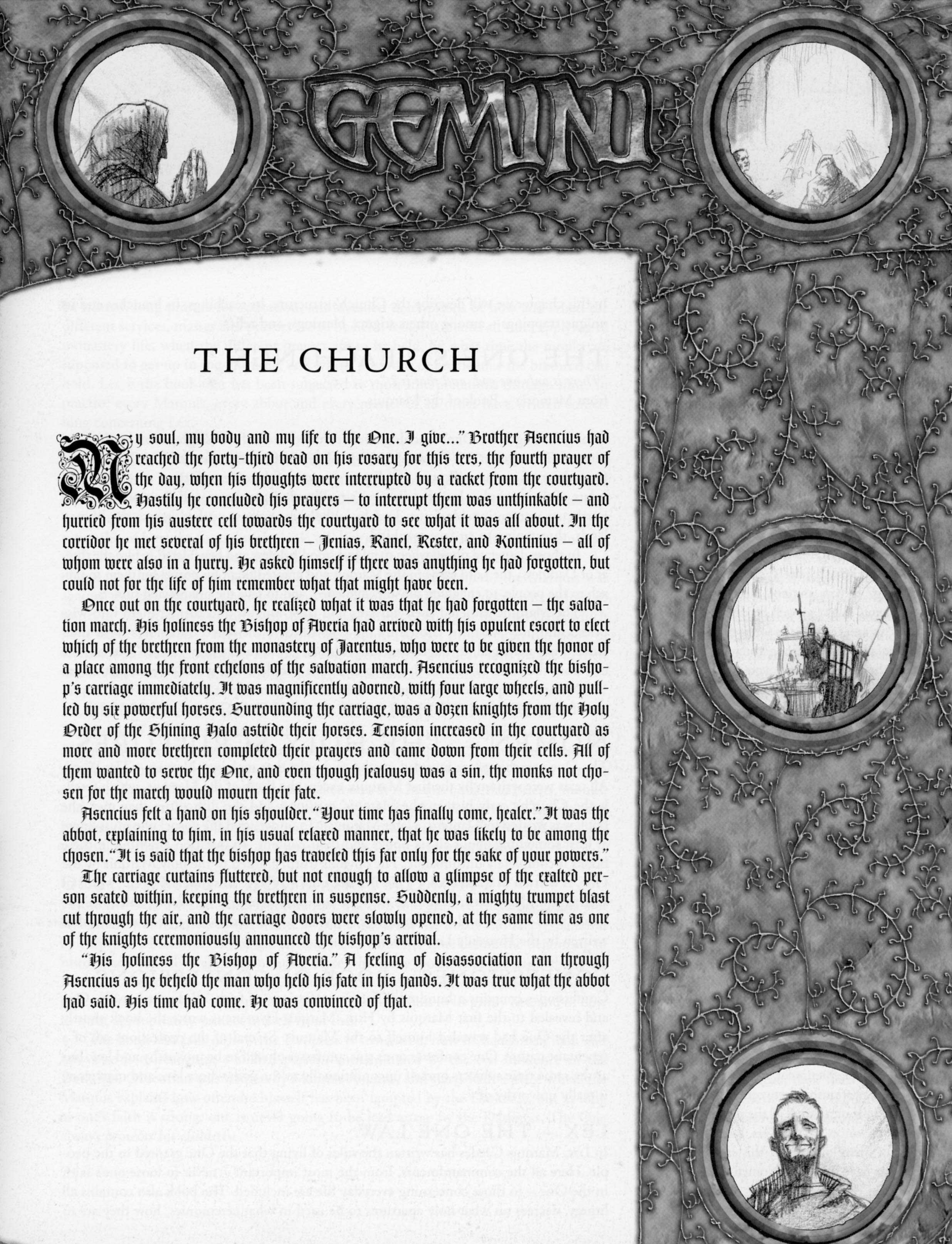
Year 987-995 - The fires in Noomesia. An arsonist terrorizes the fief of Noomesia during an eight-year period, burning down several churches and monasteries. He is never found.

Year 1185 - Uproar of Heretics at the monastery of Nake. Monks at the monastery of Nake in southern Cergovia pledge loyalty to their abbot, who is possessed by the Darkness. The uproar is crushed with help of Knights of the Black Rose from Cavala.



The northern province of Cergovia is mankind's last frontier before the cold and mountainous wastelands, before the strongholds of evil and darkness, before the Iron Gate and Cyrus' unholy fortress. The One's teachings are strong among the province's people, and they are convinced that all problems can be overcome if one sets one's faith in the Heavenly Lord. In the Cathedral of Natanael in the province's capitol lies the mission's headquarters, named after a past Marquis with the same name as the current Marquis. In every small town in the rolling landscape there are monasteries where up and coming missionaries are raised, future spreaders of the One's gospel. But not even in Cergovia is the Church's power supreme. Slowly heretic sects are starting to spread. They infiltrate monasteries, and seek through their immense libraries in search of forbidden scriptures from the time before the revelation, for the spellbooks of Cyrus' apprentices passed down, by pure and true practitioners of the magical arts.

GEMINI



THE CHURCH

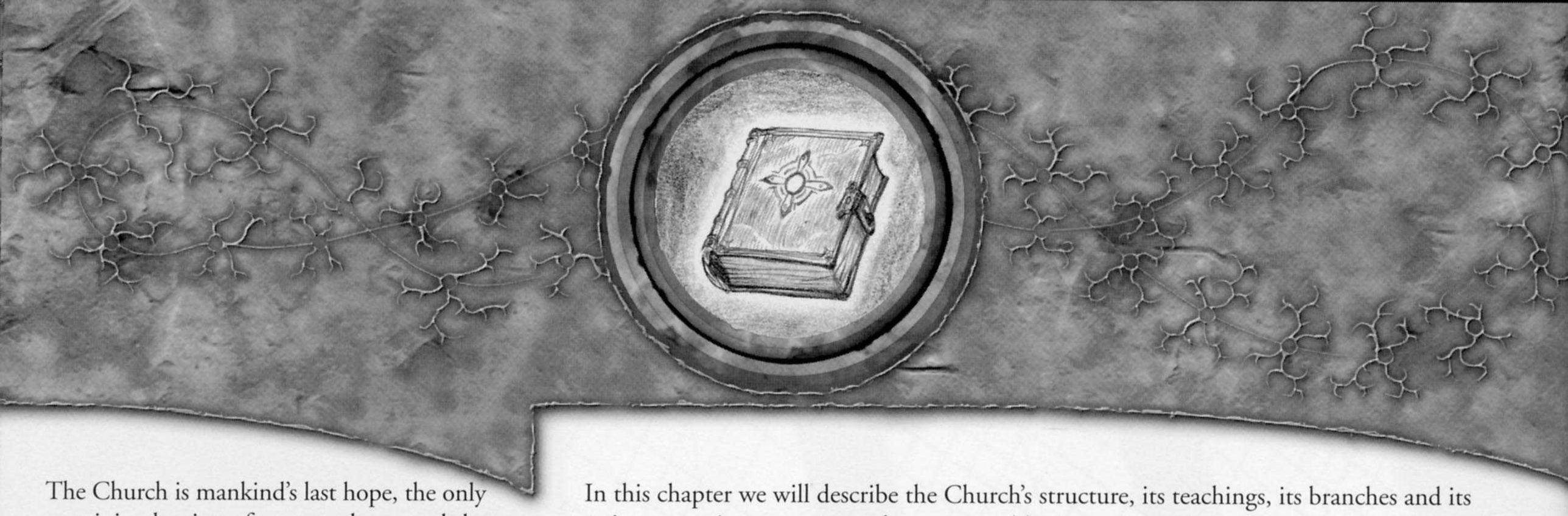
My soul, my body and my life to the One. I give..." Brother Asencius had reached the forty-third bead on his rosary for this ters, the fourth prayer of the day, when his thoughts were interrupted by a racket from the courtyard. Hastily he concluded his prayers – to interrupt them was unthinkable – and hurried from his austere cell towards the courtyard to see what it was all about. In the corridor he met several of his brethren – Jenias, Kanel, Kester, and Kontinius – all of whom were also in a hurry. He asked himself if there was anything he had forgotten, but could not for the life of him remember what that might have been.

Once out on the courtyard, he realized what it was that he had forgotten – the salvation march. His holiness the Bishop of Averia had arrived with his opulent escort to elect which of the brethren from the monastery of Jarentus, who were to be given the honor of a place among the front echelons of the salvation march. Asencius recognized the bishop's carriage immediately. It was magnificently adorned, with four large wheels, and pulled by six powerful horses. Surrounding the carriage, was a dozen knights from the Holy Order of the Shining Halo astride their horses. Tension increased in the courtyard as more and more brethren completed their prayers and came down from their cells. All of them wanted to serve the One, and even though jealousy was a sin, the monks not chosen for the march would mourn their fate.

Asencius felt a hand on his shoulder. "Your time has finally come, healer." It was the abbot, explaining to him, in his usual relaxed manner, that he was likely to be among the chosen. "It is said that the bishop has traveled this far only for the sake of your powers."

The carriage curtains fluttered, but not enough to allow a glimpse of the exalted person seated within, keeping the brethren in suspense. Suddenly, a mighty trumpet blast cut through the air, and the carriage doors were slowly opened, at the same time as one of the knights ceremoniously announced the bishop's arrival.

"His holiness the Bishop of Averia." A feeling of disassociation ran through Asencius as he beheld the man who held his fate in his hands. It was true what the abbot had said. His time had come. He was convinced of that.



The Church is mankind's last hope, the only remaining bastion of true goodness, and the only power that can possibly withstand the assault of darkness. Only the Church's servants can unite mankind in the struggle against the heretics, but to avoid that all is lost the sovereigns have to swallow their pride, and the elfs have to conquer their distrust for the Church. Only if Queen Ketura realizes that the evils inflicted on her people were due to the scheming Darkness, can a united force conquer the evil hordes.

For many humans in the world of Gemini, the Church is the most important part of their life, a part that overshadows everything. If you are not faithful to the Church, you might as well be dead. This is still true in areas where the Church's grip on the population is as strong today as it was prior to the Rebellion of Sovereigns and the Elf Wars. There heretics and heathens are tracked down and faced with an ultimatum – immediate conversion or death.

Where the Church is still powerful, where egotistical sovereigns, power-hungry elfs, or henchmen of the Darkness have not repressed it, it permeates everybody's lives. Almost everyone – from the highest Church dignitary to the poorest laborer – is extremely devout. The Church permeates everything they do, and the five commandments echo constantly through the mind of a true believer, no matter what he is doing or where he is. Thoughts about the One and his omnipotence are a part of everyday life, but at the same time very hard to grasp for many.

Ordinary peoples' contact with the Church is through long journeys to attend masses in the cities, and the rare salvation marches visiting their town to check up on the progress of enlightenment. This somewhat paradoxical relationship between the Church and the people means that all the people of the churchly provinces are believers, but nowhere near all of them know what this entails, and even fewer have ever read Nomen - the holy scriptures.

In this chapter we will describe the Church's structure, its teachings, its branches and its unique trappings – among others stigma, blessings, and relics.

THE ONE'S TEACHINGS

"There is only one god, and that is I."
from Memoria – Book of the Marquis.

A long time ago, the One's teachings were revealed to the first congregation by the God himself. The chosen few became the first Marquis, holy founders of the Church, and forefathers of its magnificence. All five were powerful nobles, glorious sovereigns and rulers of their peoples, but the alien evil's ruthless ravages threatened their power. From north, an unmentionable force, lead by unholy magicians, washed across the human lands, threatening to enslave mankind.

In those desperate times, when mankind stood helpless and bewildered before the threat of Darkness', the Lord came to the Marquis and granted them his gospel for them to preach to the people, to enlighten the unenlightened, and to save the unknowing sinners.

The Marquis gathered their advisors and their knights and turned them into wise priests and holy warriors, chosen by the One to drive the hated outlanders from their lands. They managed, through preaching, blessed swords and a holy gate, to shut out the evil from the lands of mankind, and to unite the people of the world in one, just realm.

No one can question the Marquis without having to answer to Him, the most supreme of all judges.

NOMEN – THE HOLY SCRIPTURES

The One's teachings are founded on the six books that make up Nomen – The Word. All texts were written by the first Marquis, except the Book of the Marquis, which retells the Church's early history, the Marquis' missions, and the difficulties they met (the book was written by Dantero, a later Marquis). To understand the gospel one must know at least something about all six books and their content. To question anything in these books is completely unthinkable. The obvious truth, granted to the holy Marquis by the One, is written in these books. That the Marquis may have misunderstood the words of God is considered unthinkable, as the One is omnipotent and inviolable, and since the books were written under his influence, they are considered to have been more or less written by the Heavenly Lord himself.

CONFESSIONES – BOOK OF CONFESSIONS

Confessiones contains a hundred different professions of faith, all devoted to the One and revealed to the first Marquis by Him. Marquis Hymeneus wrote the book shortly after the One had revealed himself to the Marquis. Several of the professions are of a repentant nature. One confesses one's sins, professes oneself to be unworthy and low, but at the same time subjects oneself unconditionally to the god, whose love and mercy one is really unworthy of.

LEX – THE ONE LAW

In Lex, Marquis Caedes has written the rules of living that the One granted to the people. Here all the commandments, from the most important – never to loose one's faith in the One – to those concerning everyday life are included. The book also contains all liturgy, decrees on what holy apertures to be used in what ceremonies, how they are to

THE SACRIFICE OF MARQUIS LATIUS

A tale that is widely popular among the people, and especially in the sovereigns' provinces, but denied by the Church, is the tale of Marquis Latius who gave up his power and privileges for the love of a peasant girl. The Marquis handed all his riches over to the Church and chose the simple life as a peasant by his beloved's side in a small town in the Ravarran countryside (the name of the village has long been forgotten). Nearly a year after his fall from the Church the Marquis was brutally murdered in his cottage. The Church denied any knowledge of this heinous act and blames the sovereigns, but the agitated town citizenry still blames the Inquisition for what happened.



be treated, long prayers for recitation, and detailed descriptions of how and when the different services, masses and prayers are to be held. It also contains all rules applying to monastery life, when the different prayers are to be held, by what time the monks are supposed to get up in the morning, and which positions of confidence the brethren can hold. Lex is the book that has been subjected to most interpretations through time. In practice every Marquis, every abbot and every master of an order have written something concerning Lex.

DIVINATIO - BOOK OF DIVINATIONS

Divinatio is a collection of the, at least according to legend, clairvoyant Marquis Attamens' visions; as put down by himself – always directly as he received the visions that brought him messages from the future. The prophecies are colorful, vivid and frightening tales of how the future might look, all depending on the path chosen by mankind, the Church and its servants. Marquis Attamens is thought to have prophesized the plague, the heretic Cyrus' birth and his defeat by Marquis Dantero, the Marquis war against the elfs and the sovereigns, and the Church's millennial decay. According to some, he also prophesized the elven vassal Malachdrim's opening of the Iron Gate, which he is supposed to have been very deliberate about. The last prophecy in the Book of Divinations contains scenes of the end of the world as the One leaves his people to their fate because their faith is not strong enough to warrant his attention.

ILLUMINO - BOOK OF ENLIGHTENMENT

The Book of Enlightenment contains words of wisdom written by the just and wise Marquis Torques. Several times during the Church's early history, he succeeded in converting heathens by vivid examples that made them realize that the only way, was the way the One and his holy servants had staked out. It is in this book that priests, monks, and holy warriors find the words of wisdom, which they let themselves be lead by, and besides, they are perfect for discussions. There is nothing that as effectively closes a discussion, no matter the subject, as a servant of the Church reciting Illumino.

OBSCURITAS - BOOK OF TWILIGHT

Before the One revealed himself to the first Marquis and granted them his gospel and laws, there was darkness in the world. It had come from the north and taken mankind by surprise. Obscuritas tells of the terrible secret from the time before the beginning of history, an irresistible temptation luring those who came too close to the truth about the Darkness, into misery. Obscuritas tells how the unthinkable, called the Darkness, approaches to forge its own terrible plans, ensnare mankind's souls in its grimy net, and of how to most appropriately protect oneself from this.

The book also tells of how the Darkness is structured, how its henchmen look and how one is to recognize a sullied person, contaminated by the evil influence of the Darkness. Obscuritas was written by Marquis Amarus, and starts with a piece where the Marquis explains how often he himself has been tempted by the Darkness, but as long as one's faith is strong, one is never going to be lead astray by the Darkness. The One always protects his children.

MEMORIA - BOOK OF THE MARQUIS

Memoria – or Book of the Marquis as it is called by some – is the tale of the first Marquis' efforts to succeed with the founding of the Church. It tells about their struggle and of how they fought an almost invincible force, and that constantly having the One by their side made them win in the end. Every sermon held in churches across the land includes examples of how the Marquis acted in different situations to solve certain problems. This is to show believers how they are to act if they find themselves in similar situations. In addition Memoria is used as guidance for how one is to interpret the laws and decrees of Lex. Memoria was written by Marquis Amarus' successor, Dantero, Marquis Hymeneus great-great-great-great-great-grandson. Dantero is supposed to have read the first Marquis' diaries and the first Marquis as well as the One are to have revealed themselves to him. It was with the help of their stories that he created the tales found in the Book of Marquis.

AFTERLIFE

The Church provides no unanimous view of the world, but most of its servants agree that there is an afterlife. The souls of the sinners are going to be mercilessly thrown into the torturous flames of purgatory, where they will stay until their sins have been redeemed. Those who have proven their loyalty towards the Church and the One throughout their lives will be rewarded with a life in a heavenly paradise where they will live close to the One. Those who are neither sinners nor especially true in their faith will not live on after death, instead, their souls are destroyed in the moment of death. They have deserved neither punishment nor reward.



THE CHURCH'S STRUCTURE

The Church is a very strict hierarchical organization, founded on the Marquis' revelations and put in writing in Lex – the Law. In short, the Church is structured like this. On top in the hierarchy are the five Marquis. They are the foremost religious leaders of the Church, each controlling a cathedral as proof of his supreme power. Under the Marquis there are a number of bishops who are in control of churches in the rest of the cities where the Church is present (they may be compared to the governors of the sovereigns).

The bishops who serve under each Marquis make up a church council, one for every province. In these church councils the religious development of the area is discussed. Under the bishops are the priests, who largely provide for the sermons, being responsible for the collect, and for the maintenance of the holy buildings, so that the churches, chapels and other holy areas are completely immaculate. The priests are the part of the clergy most closely in contact with the people.

The Church has three pillars that its organization rests on and is built around: the Mission, the Inquisition, and the Knights Templar. A separate Marquis with unlimited provisions controls each of these three organizations. The great three, as they are sometimes called, are among the most powerful men in the world, and the remaining two Marquis have had a tendency of disappearing in their shadow, something which both Marquis Geniah, as well as Marquis Lazarus, have tried to change.

THE MARQUIS

"And the light of the Marquis shall lead the way through the eternal twilight. Through times of darkness, creeping fear, growing frustration, and a slowly approaching darkness, the Marquis' wisdom will lead the One's people steadily to a new era of freedom, justice, and understanding. Nothing will interfere with them, and nothing will lead them from the ways of wisdom. The Marquis will be sacrosanct – they will be God's holy instruments."

From Divinatio by Marquis Attamens.

The five Marquis are the Church's sacrosanct leaders, chosen for their tasks by the One himself. The only ones who can question a Marquis' dignity and holiness are the other four Marquis, in which case the complaint must be acclaimed by at least three of them. If so happpens, and thus far it has only happened on two occasions, with Marquis Geniah after the Second Elf War and with Marquis Lazarus after his fall to the Darkness, extensive investigations are held by the Inquisition. If those investigations find the Marquis guilty of sin and heresy, he will be deposed and summarily executed. Each marquis has a city of residence where his cathedral is found and from where he controls his province and his holy minions.

MARQUIS NATANAEL

Marquis Natanael rules the northern province Cergovia, where the Mission has its headquarters. Natanael is known to be extremely scholarly, and a willing slave to the One's holy laws. Through his deeds he strives to follow the very letter of Nomen, and he demands the same of his surroundings. This makes him an extremely demanding person to be around. Natanael himself despises the people. Locked in his chambers, he keeps himself at a safe distance from the masses, letting his bishops lead the sermons and high masses. During the last ten years he has only made one public appearance, something which he has no intention of changing.

MARQUIS HERODIAS

As head of the Church's most potent weapon, the feared Inquisition, and residing Marquis in the One's holy capitol, Ravarra, Marquis Herodias is considered supreme head of the entire Church and he does not hesitate to wield this power to further strengthen his position. A constant threat of a visit from the Inquisition rests over all bishops who hesitate to please him with their orthodoxy. That they sometimes answer to another Marquis does not hinder Marquis Herodias. Especially the Church's men must live by the Lord's discipline and admonition.

Many fear and loathe Marquis Herodias for his hardness, and the sovereigns are doing everything in their power to sully him. But he is also an incredibly beloved leader, and is hailed by the people and protected by his servants. "We are here for your own safety," he usually preaches during his well-attended masses. "The Inquisition is the people's humble servant. Mankind is sometimes unable to see for themselves what is about to happen. They let themselves be blinded by the Darkness and their own delusions. That is when we are there for them – we cleanse them from sin and shame, and offer them a place in the heavenly realm."

MARQUIS LECTOR

In the coastal realm of Sein, in the southeastern part of the continent, lies one of the mightiest strongholds of the Church. The old, but still incredibly charismatic and popular Marquis Lector, who has ruled from his cathedral for over fifty years, rules the province. "I still remember," he usually says, "when my father told us children how he fought the heretic sovereigns in the Second Elf War." Lector takes great joy in the buzz about his person. He often leaves his cathedral to travel in his carriage or palanquin, to show himself to the people and to let them be touched by him and his divinity. During his reign he has always been criticized by the other Marquis for being too weak and there have been rumors of a planned coup d'etat organized by the Church's inner echelons. Due to the tense situation with the quick spread of darkness, such plans have not seemed to be especially wise. The Church is in no need of further problems after Marquis Lazarus' heresy.

THE AVENGER

In the church lying in the city of Fanoria, a past grand master of the Order of the Black Rose, Emorius, is buried in his stone sarcophagus, blackened by sacrificial blood. Emorius fell victim to an unknown assailant. One morning his closest men found him killed in his sleeping chambers in the order's castle. The guards had neither seen nor heard anything during the night, and when the grand master was buried it was in great sadness and with a burning desire to avenge his death. Legend says that if someone filled with wrath, sorrow and uncontrolled feelings of revenge, seeks Emorius' grave and lets his blood drip on the lid of the sarcophagus, there is a chance that the grand master will rise from his grave and take their revenge, frustrated by the fact that his own death is forever unresolved.



MARQUIS TARSUS

In, Merloch, the capitol of Cavala, lies the cathedral where Marquis Tarsus, as well as the Church's Templar orders, have their headquarters. Marquis Tarsus is a revered warrior, previous grand master of the Korten Order. He is the hero of several battles, among others the battle by Serventia where the Church suppressed a rebellion initiated by agitators presumably sent by the lords of Bervoche, Aretas and Orschild. To strengthen the impression of himself as a man of action and a heroic leader, for the Church as well as for the Knights Templar, Marquis Tarsus always wears full chainmail armor beneath his robes of office when making official appearances. Several times a year he invites the orders of Knights Templar to Merloch, to show them to the people, and to recruit new members from the province's warrior-like upper class.

MARQUIS LAZARUS

Marquis Lazarus is an unholy heretic, fallen to the Darkness. The other Marquis no longer mentions his name. A death sentence rests on his head, but the Church has been unable to execute him since he at all times surrounds himself with unshakably loyal bodyguards, the Bleeding Eye's Brethren. He has been banished by the One, forever lost and doomed, but believes himself to have found the truth, even though he fears the forces hidden behind the Iron Gate. Marquis Lazarus' stronghold lies in the northeastern part of the realm, and he has also forged an alliance with the elven renegade Malachdrim.

More about the heretic Marquis Lazarus can be found in the chapter The Darkness.

THE MISSION

"The One's gospel must be spread at any cost. All lost souls must be enlightened by his teachings."
from Lex – The Law, 4:27.

The Mission is one of the Church's most important tools in the fight for the people's favor and confidence. Its holy men travel through the provinces, between small cities and towns where there are no churches, spreading the One's word. They heal the sick, anoint the dead, enlighten the unenlightened, and grant absolution to the weak and lost (if the crime is too severe, the Inquisition is called in of course).

A large part of the Missions' members are recruited from, and work at the monasteries. For them there are two goals, partially to spread the One's gospel, but also to get as close to the One as possible. All high-standing missionaries have personally received Marquis Natanael's blessing.

THE SALVATION MARCHES

In order for the One's gospel to reach all his children without being twisted or forgotten, the Church constantly organizes salvation marches. Making their way through the provinces, providing the services and blessings which are usually only given in the churches of the cities.

A company leaving on a salvation march contains at least a hundred persons, all of whom are men of the Church, and most of who are monks from different monasteries. The company is always lead by an enlightened man, usually a priest or bishop, who is treated with almost the same respect as a Marquis. He beholds the company's actions from his glass-walled carriage, and when he steps out of it, it is to hold a sermon, to spread the One's gospel.

That a company on a salvation march arrives in a town or a small city in one of the Church's provinces, is an event of great proportions for the citizenry. They let go of what they were doing and will do their best to aid the company. Not being prepared for a visit from the Mission is considered highly unworthy, as rumors of their arrival is spread across the land with lightning speed.

ANOINTS

According to the One's teachings, a dead man is not to be committed to the earth before he has received his extreme unction. If the body is committed to the earth before that, the soul will be subjected to unmentionable pains in the afterlife. Also he who buries an unanointed body has committed a grave sin, and is liable to be approached by the Inquisition.

As a salvation march arrives in a village, they always anoint all of the villagers who have deceased since the last time a salvation march passed through. The population can then, according to the usual ceremonies, commit the bodies to the earth. The extreme unction is also provided in the cities, where the deceased's family may take the body to the church to have it anointed.

ABSOLUTION

Absolution is, according to the One's gospel, impossible. On the other hand, memories of the sins may be erased, and traces of it will disappear from the sinners' corporeal mind. This is normally something that falls underneath the Inquisition's jurisdiction. However, the Mission will provide absolution for minor sins (renunciation of prayers, misuse of the god's name, uncalled anger, etc.). This usually happens in public, in front of the entire town. The will to suffer for one's faith is held in high esteem within the Church.



HOUSE EXAMINATIONS

One of the Mission's tasks is to make sure the people stay enlightened, that they do not forget the One's teachings and his Marquis' blessed gospel. When a salvation march arrives in a village, extensive house examinations are always held; where the tenants are asked about the Marquis' deeds, the five commandments, the temptations of the Darkness, etc. If the examiners find the answers unsatisfactory several of the town's inhabitants are sent to a monastery, only to return a couple of years later to share the fruits of enlightenment with the rest of the citizenry.

PREACHING

The visit of a salvation march is always initiated and ended with a sermon which all of the citizenry should attend. The sermons follow the same pattern as those used in the masses and ceremonies held in the cathedrals and churches across the realm – you speak of salvation, sins, and warn the people against the Darkness and the confused and power hungry sovereigns.

THE FAITH HEALERS

To show the Church's good will and the One's love to the faithful, a faith healer almost always accompanies a salvation march. How their powers of healing work is described later on in this chapter.

THE MONASTERIES

The Church's system of monasteries has evolved through the fact that certain men of the Church have taken the One's word of a pure and morally good living completely seriously, and to achieve salvation they have distanced themselves from the surrounding world. There, under ascetic living conditions, they approach their god. Life in a monastery is characterized by extreme simplicity, ruled by the vows of chastity, moderation, and poverty given by all monks when they are accepted as novices (how to become a monk, the vows and their exact contents are described below).

The monasteries are scattered across the entire world, but in many places, especially in the profane sovereigns' provinces, they have been subject to pillaging and desecration. The monasteries are strongholds of scholarship and knowledge, as well as places where the people can bring their sick and receive protection in troubled times.

MONKS AND NUNS

Remember that there are orders of nuns as well as orders of monks, and that everything described in this section counts for these too. Wherever we have written monk in the general term, we could as well have written nun.

BECOMING A MONK

He who wants to become a monk must, at his application, go through a two day long trial where the other brethren meticulously test his body and soul. The trial includes long baths in cold water, exposure to glowing iron, and intense interrogations relating to your views on the God, goodness, the Marquis and their deeds, and to your own earlier life. If you are found to be free of the mark of Darkness', you are accepted for a first period of trial, the so-called novitate. This usually lasts for half a year to a year. If you perform well during the novitate you are allowed a second, more demanding period of trial, called the postulate. This period also lasts half a year to a year. When it is concluded, and if the monastery's head allows it, you may take the vows and be accepted as a full member of the congregation.

THE VOWS

All monks have taken vows where they swear to chastity (to refrain from sexual intercourse both physically as well as in one's thoughts and dreams), poverty (never to own anything – their very clothes and tools are considered property of the One, something which certain abbots have known to exploit), and moderation (one is to eat and drink with temperance, never get agitated, feel a craving for something, or allow oneself to be tempted, etc). The unclear nature of the vows, especially that of poverty, has lead to independent interpretations by several orders, interpretations which most certainly diffs fers from the One's original idea conveyed to the first Marquis.

Certain orders have even more severe vows. An example of these is the homeless order of Jenitius, whose vows of silence means that its members are never allowed to speak again after taking their vows.

THE EDUCATION

The monasteries are, together with the churches and cathedrals, the world's strongholds of knowledge. Here innumerable books are written – treating everything from plants, herbal potions and the arts of healing, to the One's ideas on the forbidden Darkness and the strange powers of magic. The monasteries have impressive libraries, many of which contain forbidden scriptures that are being kept locked up behind double doors to insure that no-one is tempted to read them.

Certain monasteries have schools where uneducated persons are sent by the mission to be taught the One's gospel. The monastery schools are extremely severe, but being allowed entrance is considered a blessing. Everyone wants to do his or her best to approach the One.

THE CLEANSING BATHS

For some monks who strive towards being immaculate in body as well as soul, mere contact with reality – with the very ground, the monastery's stones, and the dirt of the orchards – is considered defiling. Not even food or drink is pure enough for a really orthodox monk. To clean one's body from the defilations of reality these monks subject themselves daily to cleansing baths in enormous steam baths, where they lower their bodies in hot water, letting the blessed heat drive the Darkness out of their body. Most monasteries have a real steam bath that is administered by the Master of Baths.



MONASTERY HIERARCHY

A monastery is always lead by a man or a woman, titled differently depending on what order they belong to. The most common variations are abbot (abbess), preprositus (preprosita), or superior. Underneath this head of the monastery there are a number of monks responsible for the different parts of the monastery. For instance the Librarian (responsible for the library), the Treasurer (responsible for the monastery's income), the Master of Cellars (responsible for the food), the Confessor (responsible for taking the monastery brethren's confessions of sins and the following cleansing), and the Guardian (who is to ensure that all brethren keep their cells clean and that they obey the decrees of the monastery – a kind of guardian of order). Beneath these are the brethren, monks who have taken the vows. The brethren devote most of their day to intensive studies or to overseeing the novices and postulates, who are on the bottom of the hierarchy, and have to perform the most work-intensive tasks like cleaning the ceilings, the courtyard, and cooking, among other things.

LIFE IN THE MONASTERY

Life in the monastery is governed by the laws and decrees of the order, in addition to the great devotion to the One. In most monasteries the monks get up right before dawn, and congregate in the monastery church for two prayers, matutin and laudes, after which they have their breakfast. Which, like all meals, is eaten in complete silence out of respect for the One. After breakfast they devote themselves to their own activities, many choose to study, and a couple of hours later they gather to pray once more. This time the prayer is called prim, after which they return to work, study or teaching. A couple of hours later they pray ters in solitude. At mid-day they pray sext at dinner, and three hours later they pray non. Vesper, the seventh prayer of the day, is held in conjunction with the evening meal. The last prayer of the day, completorium, is always prayed three hours after sunset in complete solitude within one's cell, right before going to bed. After completorium the guardian locks up the cell doors, and the next day he unlocks them right before dawn.

FAITH HEALERS

Some of the One's faithful servants have been blessed with a strange healing power that they apply to needing believers to show the Church's mercy and generosity to the One's people. The faith healer takes on another person's disease, injury, or handicap, and in that way he heals the sick and injured. At the same time as the disease or injury disappears from the healed person, it appears on the healer. The faith healers grant other people their wellbeing and take on their suffering.

Faith healers are very restrictive about who they heal. To be healed, a meticulous test is demanded, where the person being healed is found to be free of sins. Healing a sinnner will make the healer forever loose his powers.

FAITH HEALERS IN THE GAME

A faith healer always automatically succeeds in healing a person, but what is important to the healer is to decide how dangerous the injury inflicted on him will be. To determine this, he makes an attribute roll against his Nature. The Effect determines how severe the injury will be, or how long the disease or handicap remains in the healer's body.

A healer cannot make arms and legs grow out again, but he can cure serious wounds, all imaginable diseases, and handicaps like dumbness, stuttering, blindness, etc. Remember that he can not cure something that has been inflicted through possession.

E	RESULT
-10	The effect of the disease or handicap becomes permanent on the healer (he becomes mortally sick or blind for life). Possible damage is tripled (a heavy wound becomes a mortal wound and a heavy wound, a light wound a heavy wound, etc.).
-9 - -5	The effect of the disease or handicap becomes permanent. Possible wounds are doubled.
-4 - -1	The effect of the disease or handicap becomes permanent. Wounds remain the same.
0-4	The effect of the disease or handicap recedes gradually during the course of a year (the exact effect is determined by the Narrator). Wounds are reduced by a third.
5-10	The effect of the disease or handicap recedes gradually during the course of half a year (the exact effect is determined by the Narrator). Wounds are halved.
11-15	The effect of the disease or handicap recedes gradually during the course of a month (the exact effect is determined by the Narrator). Wounds are reduced by two thirds.
16-20	The effect of the disease or handicap recedes gradually during the course of a week (the exact effect is determined by the Narrator). Wounds are reduced by two thirds.
21+	The effect of the disease or handicap recedes gradually during the course of a day (exact effect is determine by the Narrator). Wounds are reduced by two thirds.



WARRIOR MONKS

Many of the monasteries in the world of Gemini lie in areas where they are constantly threatened by attacks from foreign sovereigns, marauders and aggressive heretics. To defend themselves against these attacks many monasteries have chosen to educate their monks in the arts of war. But in order not to come into conflict with the teachings of the One, they have adapted their fighting to what Nomen says about monks and their obligations. It says, for instance, "none of those living in a monastery are to carry sharp swords or shining armor". That is why fencing with swords is not taught at any monasteries, instead they choose to fight with axes, pole-arms and maces, in addition to using bows and crossbows. The warrior monks are many, and some of them are as powerful as the orders of knighthood. Several of them are renowned for the religious ferociousness of their devoted warriors, who are all convinced of the One's invincibility. Since they fight for the One and "all who faithfully serve the Lord shall avoid the cleansing fires of purgatory" (Lex 2:15), they do not fear death.

THE INQUISITION

"The unholy, the abominable heretics, and the ungodly sinners shall all be subject of a terrible revenge. Their twisted souls are to be torn out of their tormented bodies, and on the last day their souls will be flung into the fires of purgatory to receive punishment. The pain will be complete, and they shall have no helpers."
Obscuritas – Book of Twilight, 16:12.

The Church's most important task next to spreading the One's gospel, is to fight the Darkness, to hunt it down and destroy it no matter what shape it takes or wherever it manifests itself. In the chaos after the ravaging of the plague the ineffectiveness of the methods used earlier became evident.

To be able to effectively protect the One's teachings from the Darkness, they had to prevent the perversion of the minds of mankind by worldly temptations.

The plague had been the One's way of punishing the sinners and saving the world, to show mankind when they had erred. There was nothing left for mankind to do, as the One had once again helped them at a desperate time, but to unite their forces under the heavenly lord's protection and devote themselves to the faith, to strengthen themselves in the continued struggle against the Darkness.

To this end, to approach the God, Marquis Denuntius created an organization that he named the Inquisition. Their only task was to across the realm root out ungodly people, practitioners of the dark arts, heretics, and witches. He gave his Inquisitors free hands – and they swore never to disappoint him.

To this day the Inquisition's members have far reaching rights. They are feared by all, and as long as they travel within the churchly provinces they do not have to answer to anybody but their inquisitor brethren and Marquis Herodias, head of their order as well as the rest of the Church.

THE WITCH-HUNTS

The witch-hunts culminated a couple of centuries after the plague, during the so-called Rebellion of Sovereigns. After that, all men of the clergy were forbidden to visit the lands not belonging to the Church. Still, in the Marquis' provinces they relentlessly chase down heretics, practitioners of the dark arts, and other sinners.

The inquisitors always travel to areas where there are rumors of heresy. If suspects are found during the investigations, they are arrested and subjected to a short trial where they are almost always convicted of heresy and sentenced to death. They are usually burnt at the stake in the center of town, so that their bodies can't be possessed by the Darkness and turned against the Church. The faithful know that the Inquisition is a necessary evil, a price it is well worth to pay to prevent the Darkness from penetrating their lands and enslaving them all.

INFORMING

Anyone accused of heresy is socially dead, whether found guilty or not. Neither he nor his family is allowed to own anything within the course of two generations. During the period when the witch-hunts were at their worst, it was not unusual for an inquisitor to take a person as he arrived in town, and to ask this person whether there were any in the town suspected of heresy. A denial was interpreted as sign of the arrested person's own complicity to heresy, and he was sentenced accordingly.

Many informants were children that claimed to have seen the accused perform unmentionable atrocities. Since children are easily influenced, conscienceless heretics often exploited them to point out non-heretics as henchmen of the Darkness.

THE BLOOD OF MARQUIS CAEDES

The just Marquis Caedes, who fell at the battle of Ravarra, left an invaluable relic. Before his death he had asked his brethren to tap him for blood if he died, and to pour it into a glass container that was to be sealed and kept forever in the cathedral of Ravarra. Every year, on the same day as Caedes fell by Ravarra and the Church conquered the outlanders from the north, the container, in which the blood has long ago coagulated, is carried through the streets in a solemn procession. If the blood starts dissolving and flows, as if it had just been tapped from the holy Marquis' body, it is considered a good omen – the next year will be as splendid for the Church as the one after Caedes' death.



THE HERETIC HAMMER

"Absolution is an illusion. The heretic is forever marked, sullied by the Darkness and despised by those of true faith. But divine pain may obliterate the memories of temptation – it may make him believe again."
From The Heretic Hammer.

The Inquisition's handbook of how to trace heretics, recognize practitioners of the dark arts, and find signs of possession, is a special excerpt from Obscuritas, extensively annotated by Marquis Cunderius, which dictates topics like the most convenient way to conduct an investigation of suspected heresy. Due to the potent efficiency of the trials suggested by the book, and its sentence of death as the only reasonable punishment for all association with the Darkness, the book has been given the name The Heretic Hammer. Examples of what is considered certain signs of connection with the Darkness are the inability to cry, an unusually good hand with animals, and differently colored eyes.

THE INNER ECHELON

The Inner Echelon is a particular part of the Inquisition that only plies itself to investigating heretic activities within the Church. Its members are feared by all, and their mere presence in a room or by a congregation is regarded as a sign of extreme misfortune. They are renowned for their unconventional methods and lack of respect for other servants of the Church, but still their work is respected. Many of the Inner Echelon's members are skilled exorcists, and it is thanks to them that those of the clergy who deviate from the straight and narrow road are cleansed, saved from the fires of purgatory, and made to join the Legion of the Fallen. In every cathedral or larger church, there is a secret chamber, where none but the Inner Echelon's members and possible prisoners are allowed to enter.

EXORCISM

An important part of the Inquisition's fight against the Darkness is the ritual conversion. With divine help and the cleansing fire they drive the bewilderment of darkness out of the sinner's body and mind, as well as banishing the Darkness from the place it has possessed. Exorcism is extremely risky for the exorcist as well as for the possessed, and many Inquisitors were themselves infected with the curse of darkness before it was known how dangerous it was to involve oneself so tangibly with the Darkness. Exorcism is so risky that exorcists most often refrain from cleansing the sinners they catch, except when it involves certain special individuals that are vitally important to the Church's continued struggle. This has lead to the fact that only those of the clergy whose minds have been darkened and corrupted by the temptations of the Darkness, have been saved. They are cleansed by a super-natural fire, tempered by the God, and step out of the ritual as completely new humans, cleaned of their sins, but forever marked by darkness.

THE INQUISITION AS TEMPTER AND TEMPTED

The Inquisition has realized that one of the easiest ways of getting in touch with sinnners, of finding the feeble and weak-willed, is to pose as heretic oneself, create a cult or a resistance movement and in that way control one's worst enemies. In several areas scattered across the realm, even in the provinces not controlled by the Church, the Inquisition's members have started heretic movements that they, when the organization has grown reasonably large, destroy without remorse. Many inquisitors also work under cover within heretic organizations, trying to work their way to the heart of darkness.

THE KNIGHTS TEMPLAR

The Knights Templar are the pride of the Church, it's most powerful and faithful armed force. Every young boy dreams of serving with them. The first orders of knighthood were founded on the knights and noblemen attending the five original Marquis' courts. Five days after the One had revealed himself to the Marquis the Knights Templar swore eternal loyalty to their God and their sovereigns. Later, the orders of knighthood were separated from the courts by consideration of convenience, and made into independent organizations, constantly growing in power whenever not forced into a war.

Faithful people love the Knights Templar. They see them as their foremost protectors against the Darkness and the power hungry sovereigns. In times of war, the people seek to the closest Templar castle – where they know they have nothing to fear.

For young noblemen in the churchly provinces, it is a must to serve in one of the orders of knighthood, especially if they aspire to one day inherit their father's castle.

HIERARCHY OF THE KNIGHTS TEMPLAR

The Knights Templar is founded on a strict hierarchy, and far from only knights and faithful noblemen make up the orders of knighthood.

On top is the grand master, the order's untouchable head, promoted and blessed by the Marquis of Merloch. He rules over his order with total power, and only the Marquis may question his deeds.

Beneath the grand master is the Order Council, which is made up of the order's most prominent knights. They have been granted these honorable positions of confidence by the grand master. The size of the Order Council varies between the orders, but it usually contains between three and ten members. Examples of positions of confidence includes



the Treasurer (in charge of the book keeping and carrier of the second key for the order's treasury (the first key is always carried by the grand master)), Master of Ceremonies (responsible for the order's priests, castle chapel, etc.) and Master of the Keys (responsible for all keys, except those leading to the treasury).

Beneath the Order Council are the knights, foremost of the order's warriors and most proud champions of the Church. The knights are often given the possibility to advance within the order, and are rewarded with various insignias, medals and signs of honor for the services they provide. A young knight, only recently accepted by the order, always starts his career as a Knight Templar of the first degree, or may even start as another knight's squire.

Further down, in order, are the priests and monks (who provide for the church's daily business and provide the knights with food), the men-at-arms (usually mercenaries and squires that make up the order's vanguard), and artisans, servants, and laborers (those who maintain the order's castle, provide for the brethren, cook and make up the baggage train – the transport of food and other necessities – when the order is campaigning).

THE ORDER OF THE BURNING STAR

The Order of the Burning Star was one of the original orders of Knights Templar. It was founded by Marquis Hymeneus, and was originally made up of knights from his own court. It was Knights Templar from this order that followed their lord on his journey through the mountains, helping him to complete the most heroic of all heroic deeds in mankind's history, that of raising the Iron Gate.

Ever since that day when the Iron Gate was raised, the foremost knights from this order have been granted the honorary mission of being one of the gate's guardians for a short while. Century after century they have guarded the gates to hell. It was knights from the Order of the Burning Star who were guarding the gate when Cyrus almost succeeded in opening it, when the battle between the three treacherous dwarfen kin was fought and it was they who had to pay with their lives as Malachdrim and his elfs fell on them and released the Darkness.

THE LEGION OF THE FALLEN

The Legion of the Fallen is an order of knighthood made up solely of Knights Templar who have fallen to the Darkness, but been cleansed and saved by the Inquisition's exorcists. The Legion is feared by all. The Church fears it since they would never trust past heretics, and henchmen of the Darkness fear it because its members know the Darkness' machinations, how it plants its intrigues, and how to recognize its henchmen wherever they rear their heads.

The Legion's knights are spread across the churchly provinces. They observe everything that occurs within each cathedral court and every bishop's court on a daily basis. Rumors have it that the Legion of the Fallen co-operates intimately with the Inquisition, but no sound of this has emerged from the Inquisition's lips.

THE CHURCH AND THE NOBILITY

The nobility in the churchly provinces has, compared to the nobility of the independent provinces, a miniscule degree of influence. It is true that all members of nobility have been allowed to keep their castles and parts of their fields, but they have lost all rights of taxation. That right has on many occasions been handed over to the monasteries and orders of Knights Templar. The nobility is instead provided with an appanage by the Church, based on their loyalty towards their ruler, how many warriors they are prepared to provide in case of war, and, of course, what influence they have within the organizations that decide these appanages.

Many noblemen in the churchly provinces, are more or less confined to their castles, and look with envy at the more fortunate nobility in the neighboring provinces. It is inevitable that in some of these noblemen's heads, heretical thoughts of rebellion are swirling, but as powerful as the Church is today, all efforts to rebel would be doomed to failure.

This is not to say that the nobility within the churchly provinces lack influence, far from it. It is almost without exception noblemen from the different families who hold positions as bishops in the churches, grand masters in the castles of the Knights Templar, and as abbots in the monasteries, but these usually belong to the privileged few. The rest, especially the gentry, are confined to simpler and less glamorous activities as simple knights by the orders, or as preachers in the smaller churches.

The One's gospel is, if not forbidden, then at least not allowed to be practiced actively, in the sovereigns' provinces. So many believers gather for secret sermons in forgotten mausoleums, burnt out churches, or abandoned monasteries.

CARILLONS

Under the roofs of cathedrals' and monastery churches' belfries, there are often enormous carillons, bells of all shapes and sizes. Monks operates these bells by pulling long chords, which are fastened to the bells' heads. Every morning, every supper and every night, in addition to before and after each mass, they play hymns in honor of the One with these bells. The monk or priest responsible for the bells' maintenance is called the master of bells, or sexton. Monks in the One's monasteries across the world cast the bells in bronze. Every bell is specially ordered, and specially cast for its purpose.



RELICS

"On his deathbed Marquis Attamens said to all his brethren Marquis: "My body will serve the Lord beyond death. Even when my soul is no longer present to save and lead you, I will through my dead flesh be of guidance in the quest for the truth." And as his spirit left the body, the Lord cast a radiant holiness in his lifeless frame, a holiness that would last forever."
From Memoria – Book of Marquis 13:12, The Death of Marquis Attamens.

A relic is an inanimate object, or the remains of a person, strongly connected to the Church's history, in fact so strongly that the object or remains have become holy. Relics possess unusual powers, often depending on what role they have played in history. They are usually associated with a Marquis or some other extremely holy person, and those in possession of these relics are allowed to take part of those fantastic powers, cast into the object by its long lost owner. In Gemini, relics make up some of the Church's foremost weapons in the fight against the Darkness and its henchmen. No heretic is able to stand the presence of a powerful relic. Its shining holiness will force them to budge, just as the sun's light, if it was allowed to shine with full strength, would force the Darkness back to its domains beyond the Iron Gate.

RELIC POWERS

Just like humans have a Nature that shows how close they are to the One, a relic also has a nature. A relic's Nature determines its powers, its powers to abolish evil and to work as a weapon in the Church's eternal struggle against the heretics' corruption of mankind. But not everyone can use the powers of a relic. A person with a negative Nature may never make use of a relic's powers. He will instead receive normal damage from touching it or being in its immediate vicinity.

The more powerful relics (those with a Nature of 25 or more) often possess special, unique powers, in addition to the powers a relic usually has. One relic may make the carrier into a great orator, another may make him harder to spot, and a third may increase his physical capabilities beyond what is normal for that type of relic.

N THE RELIC'S POWER

0-5 POWERLESS. The relic has no real powers affecting reality, but it may work as a personal talisman, and provide the carrier with self-confidence and hope. Examples of such powerless relics are the bones from an unknown and unimportant holy man's finger, an object that is said to have been used by a similar person, or an object that has been temporarily touched by a holy person, like a bed that he slept in one night, a bench he was once seated on, a chalice he has drunk of, etc.

6-15 WEAK RELIC. The relic emits a weak holiness only noticeable for those who are really corrupted (Nature less than -25) or those who are really holy (Nature more than 25), and has only limited powers. A person wearing a weak relic has always a +1 to their Well-being (see the chapter To change). A weak relic inflicts a flesh wound in damage for every whole minute it is in contact with a person whose Nature is less than -25. A weak relic may, for instance, be a bone of a holy person (Nature 25+), a piece of clothing worn often by a holy person (Nature 40+), or a weapon used in the struggle against heretics (for instance, a executioner's sword).

16-25 HOLY RELIC. The relic emits a strong aura of holiness noticeable for those of Nature higher than 10 or lower than -10. The relic grants its wearer a +2 bonus to his Well-being, and, if it is a weapon, inflicts two extra points of damage to a person whose Nature is lower than -25. In addition it inflicts a flesh wound for every full AR it is in contact with a person whose Nature is less than -25.

26-40 RADIANT RELIC. A radiant relic is an object which has been owned by an extremely holy or powerful man (for instance a grand master, a prominent abbot, or a marquis), during the entire course of this person's holy life, or has played an important role in the spreading of the One's gospel, or it may be the part of a holy man's body. A radiant relic increases the wearer's Well-being by 3, and inflicts five points of extra damage to anybody whose Nature is lower than -25. For every AR the relic is in direct contact with a person whose Nature is lower than -25, it inflicts a light wound. It also inflicts a light wound on every person whose Nature is lower than -25 and who is within 5 meters of the relic. A person carrying a radiant relic may always (as long as he has a positive Nature himself) perform stigma and add 5 to the stigma's effect. Anyone with hostile intentions must succeed with a MEN roll of DL -5 to approach the person carrying the relic.



41+ RELIC TOUCHED BY THE GOD. These are relics the One himself has blessed with his holy touch, they are some of the most powerful objects in the world of Gemini. These are completely unique objects, which are few in numbers. Many of them are either kept in the secure vaults of the cathedrals' catacombs, or have long since disappeared, swallowed by the passing of history. Examples of relics touched by the God are the sword that Marquis Dantero cleaved the heretic Cyrus' body with, Marquis Attamens' shroud, and Marquis Hymeneus' chainmail that he bore as he raised the Iron Gate. A relic touched by the God increases the wearer's Well-being by 5, and all believers within a radius equal to the relic's nature in meters have their Well-being increased by 2. If it is a weapon, it inflicts an additional 10 points of damage when used against creatures of Nature less than -25, and it causes a heavy wound if it touches them. In addition it causes a light wound every AR to creatures with a Nature of less than -25, within 10 meters of the relic. Creatures with hostile intentions must succeed with a MEN roll DL -8 to approach the person carrying the relic. A person carrying a relic touched by the god, is always allowed to try and stigmatize, in which case he is allowed to add 10 to the stigma's effect.

REVELATIONS

"And down from the blinding light, which made Gabriel turn his otherwise steady gaze down and close his eyes, stepped Caedes, one of the first Marquis, and spoke to him. "Fear not the light, for its clarity blinds and bothers only a sinner's eyes. If your soul is immaculate and your faith is true you may proudly gaze right into it and see the One's truth, as it has been since the beginning," said Marquis Caedes. Gabriel raised his head, opened his eyes slowly and gazed right into the bright light. He had no fear, no pain and no doubt – he only felt the One's blessed presence."
From Memoria – Book of the Marquis, 18:25.

Humans, and the other creatures of the world of Gemini, is all part of a reality much larger than they will ever be able to understand. This reality is broken up, shattered, and obscured, because a powerful barrier is keeping the different parts from each other. Sometimes though, something breaks through this barrier, from one part of reality to another. The incursion of Darkness in the world of Gemini by the second opening of the Iron Gate is the largest, foulest, and most profound breakthrough ever to have occurred in the world's history. Breakthroughs considered especially important by the Church are those which occur when the past Marquis and prophets speak again, taking part in their followers' dreams, or manifesting themselves for a special group of chosen person in holy locations. These breakthroughs are called revelations, and may affect humans enormously, make non-believers devoted worshippers of the One, and provide already holy people with an insight of how to progress in their own struggle to spread enlightenment among all humanity.

EFFECTS OF A REVELATION

A revelation is a tumultuous experience, both for believers and non-believers. The believer is suddenly faced with one of his greatest idols, speaking to him in a clear voice, commanding him or giving him advice. To experience the truth so closely, to be touched by the divine, gives a person renewed power, a strong feeling of being chosen, together with a courage and a will to take on a stronger, more prominent position within the religious community. For a non-believer the experience will be even more tumultuous, as he realizes that everything he has ever doubted and rejected is the truth. That the One really can lead the way to salvation, and that the road he has chosen will lead him straight down the treacherous maw of the Darkness.

In game mechanics, a revelation increases a person's Nature, often quite drastically, but by how much is determined by the Narrator. The increase should not, though, be less than 5 points, and no higher than 15 points either. A revelation is, as mentioned, an extremely tumultuous experience, even for the most heretic or down to earth person (or maybe especially for him), but the change must be within the limits of reason. Remember the fact that it is extremely important for the player to do his best to act out the change of character that will always follow a revelation.

THE MANUFACTURE OF GOLD LEAFS

One of the trades the One's monks are most famous for is their manufacture of gold leafs. They are incredibly skilled at gilding everything from flowers and illuminations, to entire cathedral ceilings and enormous statues of past Marquis. In the monasteries' forges, gigantic kettles of steaming, melted gold, hang over the fires in the great melting-furnaces built by dwarfen artisans. During the Rebellion of Sovereigns many monasteries were targeted by the lordly forces because of the manufacture of gold leafs, but the monks defended themselves with their gold by pouring it on the attackers from the monastery walls. That way, what the lords coveted the most turned out to be the bane of their warriors.



REVELATIONS IN YOUR STORY

Revelations are an excellent tool that every Narrator should consider using in his story. They may be extremely atmospheric if connected with the correct situations, preferably with some important event, an important decision made by the party, or a decision one of the player characters is about to make. It may be a way of warning the party, to save them from being trapped by the Darkness (if their Nature drops disturbingly fast) or to guide them in the right direction if they are off target. Always consider, though, using the revelations sparingly, and only if the narrative motivates it. Much of the drama is lost if the first Marquis reveal themselves to the player characters in every other episode (of course, what might seem like a revelation may not be one, even people in the world of Gemini sometimes dream strange things).

STIGMA

"The heretic horde gathered decisively around Marquis Attamens and his entourage, they raised their weapons and recited the heretic motto: "Death to the oppressors, death to the liars, death to the leeches." When the circle was so dense that nobody could move without a fight breaking out, the heretics stopped and gazed emptily at the holy man. Then the Marquis stretched his hands to the heavens and screamed: "Lord, redeem these sinners and fill their hearts with repent." The One heard Attamens' plea and set his mark – his stigma – on him. Blood trickled, like silent tears, from the Marquis' eyes, and burning wounds opened on his hands and in his face. The Marquis shook with the cleansing pain, and the mob stepped back when they saw the God's work."

From Memoria – Book of the Marquis, Marquis Attamens tries to save his minions, but is hindered by a heretic mob.

Some people are such true believers, their souls so unsullied and close to the One, that they through themselves may take on the punishment for other people's sins, and they may suffer for others' misdeeds by invoking the One's powers. Through their bodies they channel the One's revenge on the infidels, and strengthen the bodies and souls of the true champions of the Church. When somebody allows the One to mark him or her, it is called stigma.

INVOKING THE ONE

Only persons with a high Nature value may invoke the One, letting Him mark their bodies, and allowing His power to flow through them (how Nature works is described in the chapter "To change"). To be able to use stigma, you must have a Nature of more than 10. The higher your Nature, the greater the chance that the One hears the invocation and the more powerful his interference with reality, through the stigma, will be.

To successfully invoke the One and make him set his mark on your body, you must succeed with an attribute roll against your Nature. A person with a Nature of 13 must roll 13 or less in order for the One to hear his invocation. The price paid by the invoker for the One's attention is pain, in Gemini represented by wounds, and the chance that the God will interfere depends greatly on how much his devoted servant is willing to suffer for Him. In the game it works in such a way that the type of wound determines the level of difficulty. The invoker himself decides how extensive wounds he is willing to inflict on himself, a flesh wound (DL -15), a light wound (DL -10), a heavy wound (DL -5), or a lethal wound (DL 0).

It always takes an action round to invoke the One. If the invocation succeeds, the wound occurs immediately. The effect determines how powerful the God's interference is. If the attribute roll is failed, nothing happens, and the one ignored by his god will have to find another solution to the problem.

What you may achieve by invoking the One, is described in the section Power of Stigma below.

DEATH BY STIGMA

As the Darkness is slowly creeping across the land like an invisible scourge, the demands for purity and spirit of self-sacrifice among the One's servants grow. Many sacrifice themselves for their brothers and sisters, laying down their lives to protect truth and order. If a person decides to inflict such a serious wound on himself that he can't survive, the effect of the stigma is always considered to be 20 higher than it really was. This means that a person willing to sacrifice himself, even by actually failing his attribute roll, may succeed in invoking the God.

A person who dies in this way, becomes a martyr and (if there are any witnesses to his death) he will be accepted into the Suffering Soul's Holy Congregation.

THE POWER OF STIGMA

The power of stigma is great, and by letting the God mark you, carving his stigma in flesh and spirit, you can attain the power to make the most marvelous wonders come true. The power of the stigma may be used in two ways – either to influence someone's mind (mental influence) or to influence someone's body (physical influence). Both aspects, the physical and the mental, may be used positively or negatively, or, in other words, for better or for worse.

The force channeled by the One through pain may not be used like the classical dark magic. It affects humans and other creatures, their minds and bodies, not reality as such.



The exact effect of the stigma is determined by the Effect of the attribute roll. If someone wants to try to resist the effects, he rolls a MEN roll, with the Nature of the person performing the stigma as difficulty level (in other words, it is extremely hard to resist the power of stigma, because when the One steps in to aid his servants, enormous powers are set in motion).

E	POWER OF STIGMA
0-2	A ±1 is inflicted on the target's Well-being (physical and mental influence). The effect lasts for 5 Action rounds.
3-5	A ±1 is inflicted on the target's Well-being, or the target is immediately made to change attitude (aggressive persons become calm, hostile persons turn friendly, and sad persons becomes spirited). The stigma may affect a group of up to five persons. The effect lasts for five minutes.
6-8	A ±2 is inflicted on the target's Well-being, or the target is immediately made to change attitude (see above). The stigma may affect a group of up to twenty persons. The effect lasts for fifteen minutes.
9-12	A ±2 is inflicted on the target's Well-being, or the target is immediately made to change attitude (see above, the effect lasts for half an hour). The stigma may affect a group of up to fifty persons.
13-15	A ±3 is inflicted on the target's Well-being, or the target is immediately made to change attitude (see above, the effect lasts for an hour). The stigma may affect a group of up to hundred persons.
16-20	A ±4 is inflicted on the target's Well-being, or the target is immediately made to change attitude (see above, the effect lasts for six hours). The stigma may affect a group of up to five hundred persons.
21+	A ±5 is inflicted on the target's Well-being, or the target is immediately made to change attitude (see above, the effect lasts for six hours). Persons with an already positive attitude to the stigmatized person feel filled with the One, and feel his holy blessing spread throughout their body. The stigma may affect a group of up to a thousand persons.

BLESSINGS

"Marquis Hymeneus laid his hand on knight Orus' shoulder and gazed into his eyes. "May the One, our heavenly Lord, cleanse you, strengthen you, and bless you. May he protect you from heretics, traitors, and the infidel scum threatening his holy order." He drew the holy rose in the air in front of the knight's chest, and Orus could feel a new power surge through him, a divine power, granted him by the Lord. He was ready to meet the Darkness."
From Memoria – Book of the Marquis, 12:12.

Certain holy persons are so close to the One that they have been given the ability to let others take part in the divine power. They can, by touching a person, channeling the power, and drawing the rose, temporarily bless the person, and in that way make him less susceptible to the influences of the Darkness, and into a stronger weapon in the struggle against the corrupting Darkness.

A person may perform as many blessings a day as his Nature score, after which his powers have been drained. He is then mentally exhausted and has to rest for the rest of the day to restore his energy. Only people with a positive Nature may be affected by blessings. To affect persons with a negative Nature a more extensive ritual is needed (see Exorcism).

YOUR N	EFFECT OF THE BLESSING
<10	The blessing has no effect on game play, but the blessed feels spirited and strong in his faith in the One, the eternal God, and his Church.
11-20	The blessed is filled with the One's cleansing and strengthening powers and feels a stronger unity with the God and his servants. The person's Well-being is increased by 1 for the rest of the scene (or until the next meeting with the forces of darkness, depending on what occurs first).
21-40	The God's power surges from the holy person into the blessed, giving him a strong feeling of holiness. The person's Well-being is increased by 2 for the rest of the scene (or until the next meeting with the forces of darkness, depending on what occurs first).
41+	The blessed gets a feeling that he gazes at the One's true face, and is filled with a feeling of glorious holiness. His Well-being is increased by 3 for the rest of the scene (or until the next meeting with the forces of darkness, depending on what occurs first).

THE REUNION

Laurentius was the last knight to step into the chapel. He was a completely unexpected guest for the other people inside. The air was cold and pure in there, even though it was hot and damp outside. Into the room of the Lord, the sickening reality never penetrated. He took a deep breath, letting air fill his lungs in an attempt to gather some courage.

He had avoided this meeting for as long as he could, but he had always known that it was unavoidable. Sooner or later he would be forced to meet their accusing gazes anyway, whether he wanted to or not. It was probably better that it happened like this. He was tired of fleeing from himself. It was why he had finally made the decision to return to the spot where it all started, to stop fleeing.

He had gone through this meeting in his head innumerable times. He had gone through exactly what he was to say, what they would answer, and how he would meet their accusations. Despite that, it all felt overwhelming now that he was on the threshold of the higher Templar chapel for the Order of St. Magnius.

"All my preparations have been in vain," he thought. "This will never be. They will never let me return. Not after what I did to them." Laurentius knew they had blamed him for the disaster at Pontacour. It had been he who had signaled that all was clear, in that way luring the Knights Templar, their squires, monks and priests, right into the heretics' ambush. If he had not let himself be fooled, they would have survived. But as he had made that disastrous error of judgement, it was only the three men who now knelt before the Holy Rose and him, who had survived the battle. They had been all that was left of the once so proud Order of St. Magnius. According to the stories Laurentius had heard during his time in exile, the three had founded a new Order Council, and Marquis Tarsus had given them the One's blessing to continue with the order's mission.

Five years had passed today, but still the pain in Laurentius' chest was as intense now as it had been then, the feeling of having failed his brothers as strong as ever. It took a few seconds to dare to approach his brethren and unite with them in prayer. As he knelt by their side and beheld the rose.

It was this he had missed all those years in exile, the feeling of being part of something larger than himself. The group, the unity, and the brotherhood.

"Welcome home, brother." Knight Natius, the one chosen to be Grand Master, finally broke the silence that had fallen when the prayers ended.

"I have come to ask forgiveness, Grand Master," answered Laurentius. "To ask you to liberate me from the burden I have been carrying all those years since we last met. To liberate me from the unbearable pain I feel in my chest. I want to return, Grand Master. I want to serve the Lord again."

"Your pardon is meaningless, knight." Laurentius could feel a knot in his chest when he heard Natius' word, and he feared those that would follow. They would determine his future. The fraction of a second it took before Natius spoke once more felt like an eternity. "The only thing you should ask forgiveness for, is your long absence. The Order of St. Magnius needs knights like you, Laurentius."

The words hit Laurentius straight in the heart, and he felt enormously relieved. He was amazed by the Grand Master's goodwill, and when he felt the other knights' hands on his shoulder tears welled up in his eyes.

He wanted to get up and hug his brethren, but he did not have the power to. Instead he slumped in front of the altar, letting the dams burst. His entire body shook uncontrollably with by the violent sobs.

He had been allowed to return.

It was more than he had ever dared hope for.



DANTERO

"Man creates his own Gods."
Dantero

Dantero is the incarnated God's guardian, chosen specially by the Marquis to try to achieve the most important deed since the heretic Cyrus was slain by the Iron Gate. Many have been amazed by the Marquis' choice, especially the fallen Marquis Lazarus and his henchmen. But, as Marquis Caedes once proclaimed: "Faith conquers all." and Dantero's faith is very strong.

Dantero has been faithful to the Church and the One all his life. Everything he has done, has been done in the One's name. The first Marquis' wisdom and the One's holiness permeate his every action, and wherever he has set his foot he has been hailed for his wisdom and purity.

He has served by the Knights Templar, by the Inquisition, and, most recently, as scholar in the cathedral of Ravarra, where he acted as advisor to the Marquis in particularly delicate matters. Only a few of those present at the cathedral of Ravarra know of the old monk's existence, and when he visits the libraries it is preferably after the librarian has locked up for the night.

Even though Dantero's closeness to the God has marked him, he has lost his eyesight, and he is nowhere as strong as he used to be in his younger days.

MARQUIS DANTERO'S BLADE

To protect himself from the henchmen of the Darkness, Dantero carries one of the Church's most holy relics – the sword Marquis Dantero killed the heretic Cyrus with. The blade is marked by time, but the holiness forged into it by its original owner makes it so powerful that no heretic dares close in on the person carrying it. As Dantero travels through the sundered realm's provinces, he carries the sword in a sheath, specially made to conceal the blade's holiness from possible heretics.

Marquis Dantero's blade is a bastard sword with Damage 15, Armor Value 25, and Nature 65 (see Relics for more information).

THE HOLY ROSE

Close to his body, Dantero is carrying a necklace depicting the symbol of the Church, the Holy Rose. The necklace has a long prehistory, and has during the course of history belonged to dozens of Marquis, grand masters, and prominent abbots. To begin with, it is supposed to have belonged to marquis Hymeneus who had it forged at the same time as the Iron Gate. It was lost during the Rebellion of Sovereigns, but was rediscovered thanks to the meticulous work of the Inquisition.

Marquis Hymeneus' Holy Rose has a Nature of 43 (see Relics for more information).



THE EXORCISM

The three men's concentration was complete. Together they formed a circle around the bewitched heretic laying on the chapel floor, dressed in a simple ceremonial tunic. He was already shaking violently, even though the ceremony had just started. Several hours remained until the evil would be driven from his body – before his soul would be in the One's hands again. Until then, anything could happen.

The three looked deep into each other's eyes, and strengthened their grip on each other's hands, as it was important that the circle should not be broken for the duration of the ceremony. They closed their eyes, bowed their heads, and on an inaudible command they started reciting the thousand year old phrases that would invoke the One.

"The One understands and forgives. The One God cleanses and saves. We ask you heavenly Lord to take pity on this sinner. Redeem him from his folly. Banish the evil that darkens his soul. Descend through us into his body and cleanse him."

Grand Inquisitor Levitus felt how the God's power started flooding through him. He raised his gaze to the ceiling, and could hear how the intensity of the sinner's screams grew. "Now it begins," he thought silently to himself. "He has heard our prayers. He is here."

Then he released the God's power and prayed silently that he had not misjudged the strength of the demon that had possessed the Knight Templar's soul. If he had, things could go bad – just like that time ten years ago when he had almost lost his life in a clash with a Purgate at a monastery in Cergovia. He had been young back then, inexperienced and completely unprepared for what had happened. This time around, he welcomed the first wave of evil as it hit him. Finally, the battle could commence.

During the course of three hours Levitius fought an uneven battle with the unholy Cerite that had started to grow within the sinner. There were moments when the knight's body arched in pain, and Levitius feared that he would break like a dry twig. But he fought bravely, and Levitius and the other inquisitors continued bombarding him with the One's goodness.

When it was all over, and Levitius stepped out of the chapel together with his two brother inquisitors, he only remembered the last parts of the ceremony. A dreamlike fog had shrouded everything else. He had a feeling that the mark of darkness had been extraordinarily strong in the young Knight Templar's soul, and that he for a moment had feared that he would fail with his task. He thought of what blessed fortune it was that the Inquisition had discovered the Knight Templar in time to save him, and what tragedy it would have been if the Cerite had been allowed to wake.

He was now hoping that the cleansed sinner that came to life on the chapel floor, would feel the same limitless love for the One as he did.

If not, he would shun the Darkness for all eternity.

Levitius had made sure of that.

EXORCISM

Extraordinarily holy persons have the power to exorcise evil out of other people. Performing exorcism is a very risky process, and only the purest of heart and most self-sacrificing are allowed to perform exorcism. A person trying to perform exorcism without the Church's approval stands the risk of a very serious punishment.

Exorcism is a long struggle, where the holy person fights to banish the evil from the lost soul. It is handled in such a way that the exorcist and the exorcised being make an attribute roll for their respective Natures (beings with negative Nature test against their inverted nature, i.e. a nature of -18 results in a CS of 18) and compare the effects. The one with the highest effect wins. The difference between the two is the effect of the exorcism. The winner may increase/lower the opponents Nature by as much as the effect of the exorcism. A person's Nature may never be increased to more than 0 by help of exorcism, and it may not be lowered to less than -10. Several persons may together perform the exorcism. In that case they use the highest Nature of the participants for the attribute roll. The CS is increased by 2 for every person participating in the exorcism.



THE CHAINED

Everything was as usual in the halls of the chained, deep underneath the black cathedral of Neremeth. From the cages, which hung from the vaulted ceiling, the prisoners' frustrated cries could be heard. They were true believers, imprisoned by Marquis Lazarus to be converted to the Darkness, and to be forced to renounce their love for the One, his Church and its servants. All of those confined down here had seen the true face of the Darkness, and none of them would ever see the light of day again. They were sentenced to lead an existence in the darkness until they died, if they did not choose to follow the path staked out for him by the Dark Martyr for his followers.

Nerentius lay curled up at the bottom of his cage. His entire body was shaking with the pains caused by the dark priests' treatment during the interrogation. Besides, the sneaking, damp, cold, was eating straight through his body, straight to the marrow. He cold not remember last time he had drunk or eaten. All of his memories were mixed and twisted to the unrecognizable. His worst fears had come true, and he knew more were waiting for him. It had been described to him during his time in the monastery. This was what the priests' descriptions of hell had prepared him for.

To drench his thirst he licked the moist bars of the cage. He could feel the bitter taste of rust in his mouth, but it did not bother him. There were other, worse things, to worry about.

At least a week had passed since Marquis Lazarus' henchmen had caught him. By then he had already infiltrated the nest of darkness for almost a year, on mission for the holy Marquis Herodias. He had revealed several of the Darkness' secrets, and the information he had converted to the Church in Ravarra had made it possible for the Inquisition to reveal and capture several of the Darkness' infiltrators. Grand Inquisitor Levitius had praised him for his competence and guaranteed him a place at the cathedral of Ravarra if he kept going for just one more year. He had been flattered by the acclaim for his work, but it had also made him a bit more careless. Besides, the Darkness had in one way or another found out about his existence, and he had finally walked straight into a trap set by the heretics. Now he was here.

Nerentius heard how the other prisoners around him started moving in their cages. Something was about to happen. When he turned around, he could see that the doors in the far end of the hall had been opened. The dark priest was here to fetch someone for interrogation. As what was happening dawned on the prisoners, the halls were filled with creaking chains, desperate shuffling, anguished cries, and desperate prayers to the One for divine help.

The dark priest's voice was strong and showed no sign of compassion or understanding.

"Silence, lying dogs. Here, in the stronghold of truth, the hypocrites' god has no influence. There is no longer hope for the lying, for they shall serve time for their crimes. Here Darkness rules."

Nerentius felt how the entire cage shook. One of the dark priest's servants had begun to release the chain holding the cage, slowly lowering it to the stone floor. This time around he was the chosen one. How many times this made it he could not remember. He had lost track of the times they had interrogated him long ago, and he no longer feared their treatment. He only pitied them and their sinful masters.

GEMINI

THE DARKNESS

Sethias could not tear his eyes from the text. It felt as if the ancient letters spoke to him personally. An old converted monk had put them down probably a thousand years ago, but their truth was still beyond doubt. The letters formed meaningful words that filled him and made him feel complete. They revealed the dusty and forgotten parts of him that he believed had been lost that terrible night a long time ago when his life collapsed. The night when he had lost his beloved to death.

In the initial confusion after Rania's death, Sethias had sought to the Church for comfort. He had taken the monks' holy vows and sworn eternal allegiance to the One, hoping that his life would make sense again. But the time in the monastery did not heal the hurt; it only made it more profound. Each day that went by sent him even deeper into depression, until there was an impenetrable darkness in his life, a labyrinth of tragedies that he had built around himself, where he could not find his way out.

It was then that he had found the hidden scriptures speaking of heretics and the Darkness. At first he had doubted, since he knew they were forbidden, but now as he read the gospel according to the disciple Sepher everything fell into place and he repented nothing. He knew the truth had been revealed to him, and made him complete.

"And I tell you my brethren," Cyrus' voice echoed within him, "that everything within these scriptures are true. The Darkness is the first, the only and the true. It has always been, and will always be. The Darkness is perpetual, releasing and redeeming. The Darkness is everything."

Sethias suddenly knew what the scriptures said was the immaculate truth, that the Church had always tried to hide it from mankind with their lies, and that his life once more had a meaning.

He had found the Darkness.



The Darkness is an ancient force that permeates the underlying chaotic essence of reality. It is beyond the illusory order and the fake human sensibility. It is an incomprehensible, mighty power that has always been present and active in the world of Gemini. Since time immemorial the Darkness has exercised its influence on mankind, the elfs and the dwarfs. It has guided their thoughts and their actions, appealed to them with irresistible temptations. At times it has given them everything, and at times driven them into misery. The Darkness herds all in front of it like a massive flock, and when mankind forgets their ideals, their principles, and thinks only of themselves, it strengthens its grip on them, tempting them to join it. For the Darkness promises more power for the power-hungry, greater riches to the greedy, and endless liberties to the chained.

The power of the Darkness' influence has always varied in strength. Sometimes it has held reality in a firm grip and almost completely taken over. At other times it has been banished to remote corners of the world. As the One revealed himself to the five Marquis, an intense battle against the heretical teachings started. The ancient scriptures brought by the aliens from the north were excommunicated and hidden from the people in the depths of the monastery libraries.

The influence of the Darkness is everywhere, among the elfs, within the Church, and by the sovereigns' courts, and for the first time in over a thousand years its true messengers have a place in the reality of Gemini, a place to spread their gospel. They are biding their time by the wide-open Iron Gate, preparing for the final show down.

THE POSSESSED

Some people are carrying within them something bigger, more powerful and more dreadful than what they could ever imagine. They are nourishing a slumbering beast within their souls, a resting, hungry demon, waiting to be awakened by the arrival of darkness. When the time is right, they will shed their human forms and march in the first ranks of the Darkness' powerful armies.

The demons are all children of the Darkness. Born from the human passion for the treacherous magic, their egotism and hypocrisy. During the thousand years that the Darkness' influence has been constrained, demons have been born and died within their hosts. They have never, except on a few occasions, grown so strong that they have been able to tear free of their host body. Now, as the Iron Gate's seal has finally been broken and the dark forces are washing across the world, they are slowly waking up and taking possession of their host bodies without any problems. They banish man's soul, and make the empty shells their homes. There, they look about for new victims, new ways of insuring that this time around the crusade does not end as it did last time. This time around the Darkness has to be victorious.

The demons possess mostly egotistical humans, dwarfs and elfs, who let their dark side flourish, allowing the unrestrained anger to flow freely. Among these ranks you will find, for instance, members of the clergy who are not living the way they are preaching and who are tempted by magic, unjust sovereigns who torment their minions, and vile Knights Templar who exploit the One's teachings and use it as an excuse to execute alleged heretics. The Darkness is strong within all of these groups and it is therefore easy for a demon to be born and to grow within such people, as it can feed on the host's constantly growing darkness.

Possession is greatly feared within the Church, and they are doing everything in their power to discover possessed persons as soon as possible. When they are found, they are, if possible, subjected to exorcism (see The Church for more details).

Exactly what an awoken demon looks like in its true shape, its abilities and traits, depends greatly on the evil that created it. There are several different kinds of demons, all serving the Darkness, some of them are described below.

A demon may only use its powers to the fullest when it is in its true shape (this means that they in their human shape have the same values, in game terms, as that of their host body – if the host body is killed the demon is killed too). It takes one action round for the demon to transform from its human form to its true form, and the same amount of time to transform from its true form to its human form.



JESELITES

The Jeselites are the foremost demonic magicians, and the eternal seekers. To them, the overshadowing object of life is the eternal search for the scriptures, the gathering of the inheritance that was close to being lost so long ago and which is threatened anew, this time by the Inquisition. The Jeselites are always born in the minds of those wise men that doubt the existence of reality, or among monks and priests who have found the forbidden scriptures and explored them. This means that Jeselites are often found within the Church.

A Jeselite in its true shape reminds of a very lean, tall human being, with sunken eyes and an empty gaze. They are sickly pale and seem twisted.

STR 25	PHY 23	DEX 17
PER 16	MEN 28	CHR 7

AREAS OF KNOWLEDGE: Learning 3, Close combat 3, Magic 6, Communication 3 (Persuasion), Awareness 3 (Detect danger).

PURGATES

The Purgates are the cleansing punishers, the chosen intruders and avengers of the Darkness. They are sly schemers, never revealing their true nature unless it is the only way to survive. They devote much of their time to planting their evil schemes among humans, elfs and dwarfs.

Even in their true shape, the Purgates are very much like humans. They are tall, often close to two meters high, and paler than the palest elf of Malachdrim's kin. That is why they are sometimes, especially in bad light, mistaken for humans even in their true shape.

The Purgates are born within the humans that are hypocritical, vile, and do not hesitate to torment their adversaries. They are without comparison the demons most common within the Church, and they are awoken in doubting believers who reach towards the seducing Darkness. Since the Purgates are very discreet in their actions, and good at concealing their low Nature, they often succeed in avoiding discovery for a long time, if they are ever discovered. In that way they are able to cause immense damage to the Church.

STR 22	PHY 18	DEX 17
PER 18	MEN 25	CHR 16

AREAS OF KNOWLEDGE: Learning 4 (Theology), Close combat 5, Magic 5, Communication 4 (Convince), Awareness 3 (Listen, Search).

THE METAMORPHOSIS

A light rain fell from the skies and wetted the ground in the village of Hamell in northeastern Ravarra. Heavy clouds had gathered in the gray sky all day, and it was only a matter of time before the wild winds would tear them apart and the rainfall would start. The citizenry knew the weather of the area well, and had therefore been wise enough to seek protection indoors. Nothing was so important that it could not wait when one of the black storms was approaching. Only a fool would willingly expose himself to the wrath of the weather.

Slowly thunder started rolling across the skies, here and there lightning illuminated the landscape, and the wind tore at the windowsills. The few citizens standing by their windows, looking into the darkness to behold the ravages of the storm, were amazed to see a lone wanderer rushing into the village. His clothes fluttered in the wind like a sundered banner, and even though it was impossible to see his face through the rain, it was evident that he was fleeing. When the stranger reached the town-square, he stopped and turned in the direction from whence he had come. The rain whipped his face, the winds tore at his hair and clothes, but he stood completely motionless, untouched and expectant. It was obvious that he was waiting for something to happen.

After an hour had passed even the least curious of the citizens had sought the windows to see this fool standing alone in the center of the town-square, letting the deluge flood over him. Then the silence was broken. The stranger moved and through the thundering rain one could hear hooves approaching from every direction. The next moment the town-square teemed with Knights Templar.

The stranger took two steps back so that he had his back to the town well. Looking about desperately he made a move to attempt escape in the direction from whence he had come, but two Knights Templar attacking with full force immediately blocked the way.

It was then that it happened. None of those present were sure of what they had witnessed. When the Inquisition's envoys interrogated them their tales were confused, tales of how the stranger had started growing and his clothes had turned to wings. Then he had lifted from the ground like an enormous bat. Underneath him the town-square had been made into a burning inferno. It had been over in a few seconds, and when smoke lifted he had been gone.

The inquisitors ensured the witnesses that it had been no more than a bad dream, that there was nothing to worry about, even though they knew that it was false.

Ten dead Knights Templar were proof enough that one could be sure that the Darkness had awoken in Ravarra.





MARQUIS LAZARUS

"Have patience. The question is not if, but when they will understand."
Marquis Lazarus

Marquis Lazarus is evil incarnate, and the Darkness' most ruthless tool in the world of Gemini. He has fallen for the irresistible temptation of the forbidden magic and abandoned everything he ever believed in for a promise of power. He has betrayed all those whom once trusted him to reach further than the Church could take him. He wanted to reach the untouchable peaks of power from where he, as the Duke of Darkness, would rule the world of Gemini by himself, instead of having to share it all with four gullible idiots. Thanks to the gifts of darkness he has made it part of the way.

THE COVENANT WITH THE DARKNESS

Lazarus has made an unholy covenant with the Darkness, and dissociated himself entirely from the God he once hailed as savior of mankind. He has given his soul to Cyrus – the Dark Martyr – in exchange for a promise that he will be allowed to lead mankind in this new age. In return for his subjection, Cyrus has granted him deeper insight into the mysteries of magic, and Lazarus is now tapping his powers from an everlasting source beyond the Iron Gate.

QUEST FOR THE ONE

Besides scheming and strengthening the Darkness' position – by fortifying Merodak's borders and protecting Malachdrim the elf in his battle in Galatien – Marquis Lazarus has an extremely important task. He and his men are to find the One incarnate and prevent him from fulfilling Marquis Attamens' prophecy.

For this task, he has picked his ally and henchman, Malachdrim the elf.

MARQUIS LAZARUS' BLADES

When Cyrus returned through the Iron Gate he granted each of the two henchmen that had provided for his return a gift. Marquis Lazarus' gift was that Cyrus put a spell on both of his masterfully crafted blades, giving them the ability to vanquish goodness.
When Marquis Lazarus draws his blades from the sheaths, he unleashes a diabolical power that has a truly terrifying effect when it comes into touch with holy persons. They work as relics (see Dark relics) and have a Nature of -35.



THE WRATH

It had started as a strange sensation in the pit of his stomach. As he was approaching his childhood home he had known something was amiss. The pillar of smoke that found its way to the skies had confirmed his concern, and when he had turned the corner in the road it was already obvious what had taken place. He had been too late. Much too late.

The efficiency of Marquis Lazarus' henchmen struck him dumb. He had never believed that they would find them this fast. He had been sure that he had had a good lead on them, and ample time to prepare his departure. The Darkness was obviously a powerful ally.

Until the last he had hoped he could reach home before them – to win an important victory. He had planned it all in detail. How they would avoid the dark priests, and where they were to hide, waiting for the right time to cross the border. He would have taken his entire family away from Merodak, away from the terrible domains of darkness. Together they would lead a life in peace in one of Ravarra or Cavala's magnificent cities, far from all the terror. But now everything was destroyed. Everyone that had ever meant anything to him was dead, murdered by evil heretics.

It was barely a month since he had left the brotherhood's order castle together with the other knights of the holy Aventius order, to take up the fight against Marquis Lazarus and his heretic followers. The decision had been made unanimously. There had been not one Knight Templar who had not been distraught by the Marquis' sudden conversion, and they were all prepared to go through fire to defend the One's gospel. Which was exactly what had happened.

At the outset they had won several battles against Lazarus, but when they had come up against the dark priests and their magic they hadn't stood a chance. The order had been crushed and the few knights that had escaped had been forced to flee. During his flight through the province Cerventius had wondered about the Darkness' ruthlessness. Wherever he went, everything that could be connected with the old teachings had been burnt or torn down.

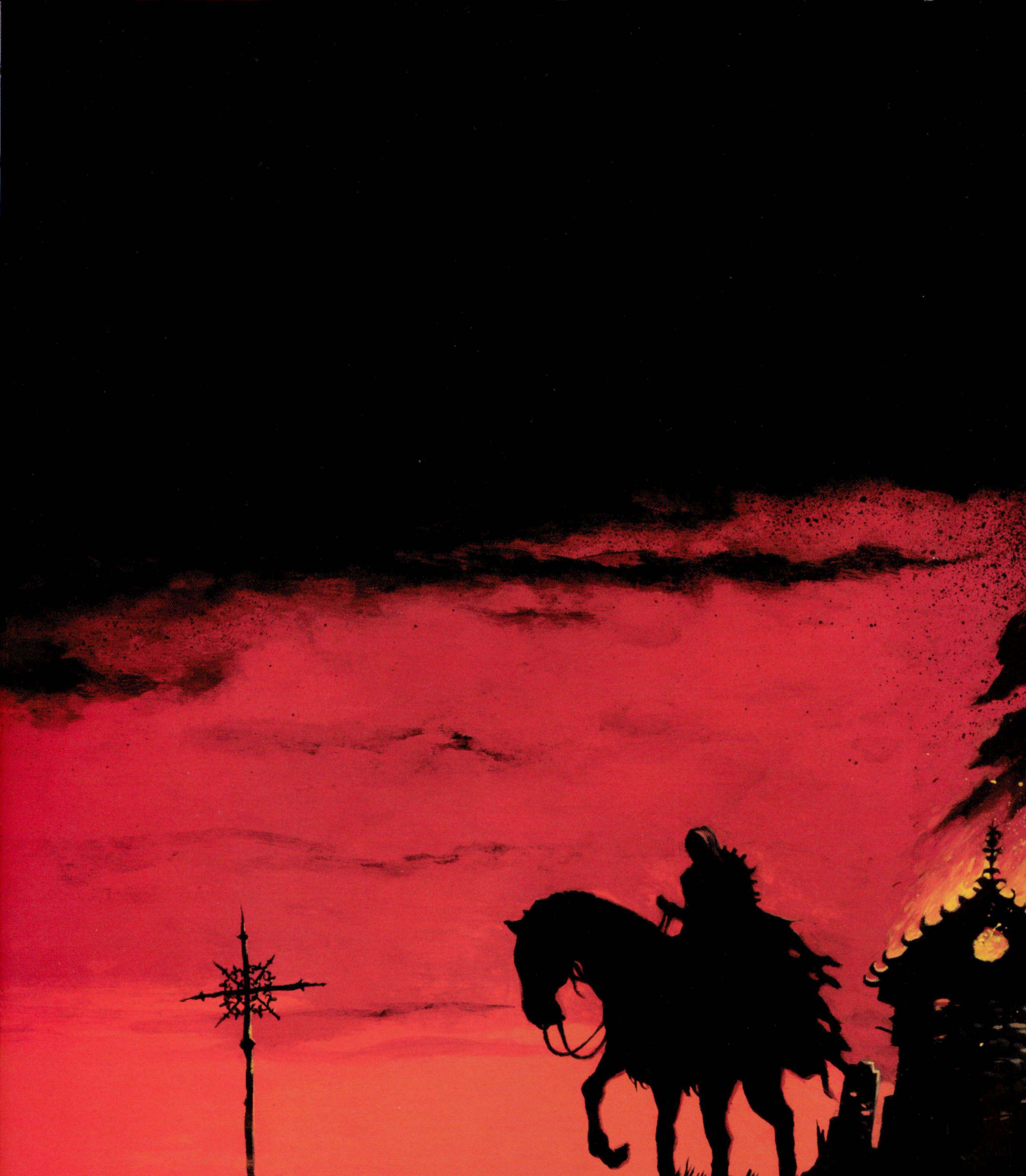
Marquis Lazarus undeniably did everything in his power to eradicate every trace of the One, and he had succeeded well in his task. Right now, the Darkness in Merodrak seemed a thousand times stronger than the Church. The difference was so striking that even a loyal servant of the gospel, like Cerventius, found himself wondering if the God had abandoned his people. He wondered what had been done, or what hadn't been done, to make the people of Merodrak deserve the wrath of God.

Of course this wasn't true. The One surely had a reason for allowing Marquis Lazarus to rule as he did, and for allowing the believers to go through the unimaginable sufferings the conversion entailed. In time, the One's motives would become clear, even to a simple Knight Templar like himself. After all, he was no more than an imperfect human being, and, as such, he could never fully understand the heavenly Lord's intentions.

Cerventius cast a last glance at the burning house before turning from the flames.

Before this day he had been prepared to take his family and flee from the province, but now that they were gone he no longer had any reason to flee. In fact, the Darkness had given him a reason to stay.

He would remain in Merodak to take his revenge on those who had set his house on fire. He would begin today and never stop until justice was done. Not before the One was lone Lord of Merodrak.



CERITES

Cerites are wild, brutal, and remorseless demons that, almost without exception, are awoken in men of war. They are born in ruthless Knights Templar, in cruel sovereigns, and remorseless mercenary captains, and do their best to lead their forces on a vile crusade against the One's Church. The Cerites are normally not as cautious as the Purgates, and are consequently easier to discover.

In their true shape, Cerites are vaguely humanoid, with twisted, bestial faces, strong teeth, and an extremely powerful body. They are almost invincible fighters, and the Church's inquisitors fear the day when the Cerites march side by side against Ravarra. That day, mankind will be without a chance.

But as long as they only manifest one by one, they are possible to defeat.

STR 28	PHY 28	DEX 14
PER 14	MEN 25	CHA 5

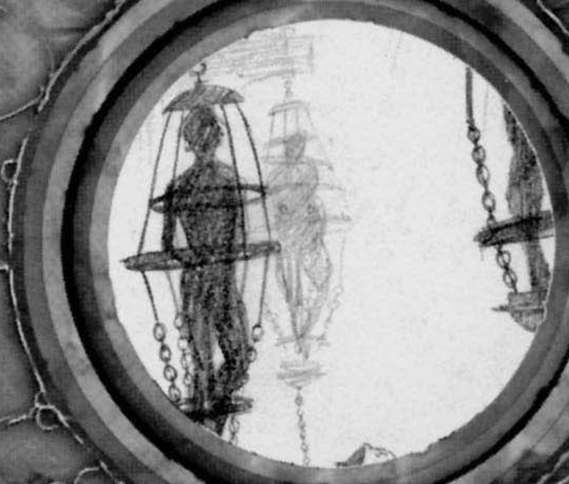
AREAS OF KNOWLEDGE: Close combat 4 (Two-handed sword), Magic 3, Awareness 3 , Movement 3.

SPECIAL ABILITIES: All Cerites have a natural armor with AV 5, which is added to its regular armor's AV.



THE CHAINED

Not all the believers caught by Marquis Lazarus' henchmen are sentenced to death, some of them are taken to the deepest chambers of the Neremeth cathedral to be studied by the dark priests, so that they can learn to recognize the servants of the One wherever they appear. There, in the damp cellar's darkest depths, they are locked into cages that are fastened to the ceiling. They are chained to the walls, and they hang there, ready to be examined. The Chained have no hope of ever being released from their prison, they are awaiting the moment when their time has come, when the merciful death will embrace them.



THE HISTORY OF THE DARKNESS

(For the reader: Remember that this is the Darkness' own version of events, and there is always at least two sides to every story. The Church would presumably, and rightfully, deny almost every word in this treatise.)

"Every human being carries an infinite darkness within, a hungry beast that feed on our souls and kills us with its filthy fangs. We have to dare to release the Darkness, release the beast, and let it guide us. Else we will all be lost and die. Humanity will be lost if the One's lying priests are allowed to twist mankind's minds. Only the Darkness can release us."
Immanuel 14:5, Cyrus preaches to the people of Davon.

The Darkness' history reaches endlessly back in time, but there is one tale of special interest if one is to understand the events that take place in the world of Gemini. It is the tale of how the Darkness got its first true prophet after the Iron Gate had been raised, and how he, in self-sacrificing valor, almost succeeded with saving mankind.

It is the tale of the young Cyrus, and his faith as a misunderstood martyr. Luckily, he was to be given the chance to address the people once again.

ARRIVAL OF THE BLACK PLAGUE

It was fall in the year when the black plague haunted the land. Wind and water spread the disease and men and women desperately fleeing from their razed homes brought it with them. So it came to be that the plague was spread across the continent. It contaminated without remorse and without precedence. Like a fetid veil of putrefaction it inflicted death on the towns and cities where it raged.

Never before had the land been ravaged by such destruction. The priests said it was the One's punishment for the people's ungodliness, that the plague only infected the sinners while the just and sacrosanct would be spared. But not even the priests themselves escaped the plague. That troubled the population and mankind panicked. They felt helpless and could have been knocked down with a feather as the unavoidable death laughed in their face. Many of those that were not taken by the black boils committed suicide in fear of being sentenced to an eternal afterlife in purgatory by the plague.

Almost a quarter of the realm's people died during the plague. It would take a long while until the land had fully recovered.

BIRTH OF THE MARTYR

A peasant's wife gave birth to a son in a small town in the northern part of the province of Bervoche at the height of the remorseless ravages of the plague. The plague had already arrived in town when the child was born, and in a short time it had deprived the newly born child of both its father as well as its mother. A party of monks from the monastery at Nantes, on the other hand, saved the boy. They were on a salvation march through the province, granting the dying and those already dead their last rites, the One's blessing, and a dignified funeral. The devout monks took pity on the abandoned child, and brought him back to the monastery.

LIFE IN THE MONASTERY

The monks named the boy child Cyrus, and brought him up as if he had been their own son. Cyrus showed great devotion to the scriptures at an early age, and he was eager to study. Before his sixth birthday the monks decided the boy was to be sent to the cathedral school in Ravarra to study for priesthood. It was with great sorrow that Cyrus departed from the monks, who had become his family, and left for the cathedral in Ravarra to study. If he had known what he was to expect, his sadness would have been even greater.

THE CATHEDRAL SCHOOL IN RAVARRA

Severe discipline, strict teachers, and an unconditional devotion to the One and his teachings characterized life at the cathedral school. Every day was the other one alike. They were awoken just before dawn and gathered in the cathedral for morning mass where all the school's teachers and pupils gave professions of faith in a high and clear voice. Afterwards they went to the studies where they spent all day listening to the priests' endless preaching of the One's holy teachings and his enlightened prophets' wise words. Every day it was drummed into their minds that they – just like all human beings – were petty creatures, sullied sinners, existing only thanks to the One's infinite compassion, and that they, in order to spread his gospel, had to cleanse themselves from evil, from egoism, and from the sullied sins.

The priests had high demands on their pupils', complete attention, an enormous will to study, perfect behavior, and total obedience. Knowing Confessiones by heart was a must, and questioning the words was the ultimate sin. Those unable to live up to their tutors' high expectations and suffering from sinful deprivations, were punished. The most common punishment was whipping and isolation. Usually the pupil was whipped at site by his tutor, who of course had unlimited liberties, but for more severe sins the sinner was brought into the cathedral yard where he was fastened to the pillory and whipped in front of the entire school.



With a joy mixed with terror, the other pupils watched the sinner be punished, relieved that they were not the victims of the priests' iron-shod whips, and that they need not get their backs whipped to a bloody pulp. But at the same time they were afraid that they would be humiliated in front of the entire cathedral the next day.

THE GREAT DISCOVERY

Cyrus was one of the cathedral school's best pupils. Just as the monastery's monks, the cathedral's priests were impressed by the young boy's intelligence, his ability to understand abstract reasoning, and by the speed with which he found solutions to the problems presented in class. His burning interest for the One's teachings made him seek to the cathedral library where he spent hours of his spare time – mornings, evenings, and nights – studying the texts of the Church's oldest scholars, reading the enlightened interpretations of the ancient fathers of the Church, and memoirs of legendary saints. He penetrated deeper and deeper into the mysteries of religion, found tales of the original sinners, the first saints and the One's first words to his people. The more he studied the ancient scriptures and turned the dusty vellums, the stronger became his will to learn and to explore the gospel's constantly evading essence of pure divine knowledge. It was then, as his hunger for knowledge was at its greatest, that he, in a long-forgotten part of the library, found fragments of the Book of Darkness, gospel of the rejected. Cyrus was fascinated by the sincere tone of these prophetic writings. He was spellbound by their rhetoric, and tempted by the power they promised the one who could wield the forbidden magic. Cyrus spent days and nights pouring over the Book of Darkness in the chamber in the depths of the library. He stopped attending the priests' lessons, stopped participating at the morning mass, prayers or confessions.

He often stayed in the library for weeks, being completely absorbed by the texts, the words, the spells and the mysterious magic. The only time he left the chamber was to steal some food to stay alive. Cyrus' constant absence from classes meant that the priests and monks, whenever they were able to get a hold of him, gave him a good beating, or dragged him into the cathedral yard. Once when Cyrus was dragged out into the yard to be whipped he tried to defend himself. The punishment for resisting execution of punishment sentenced by the One's servants, to oppose the God, was isolation. So Cyrus was thrown into the cathedral's deepest and dampest dungeon – and was forgotten...

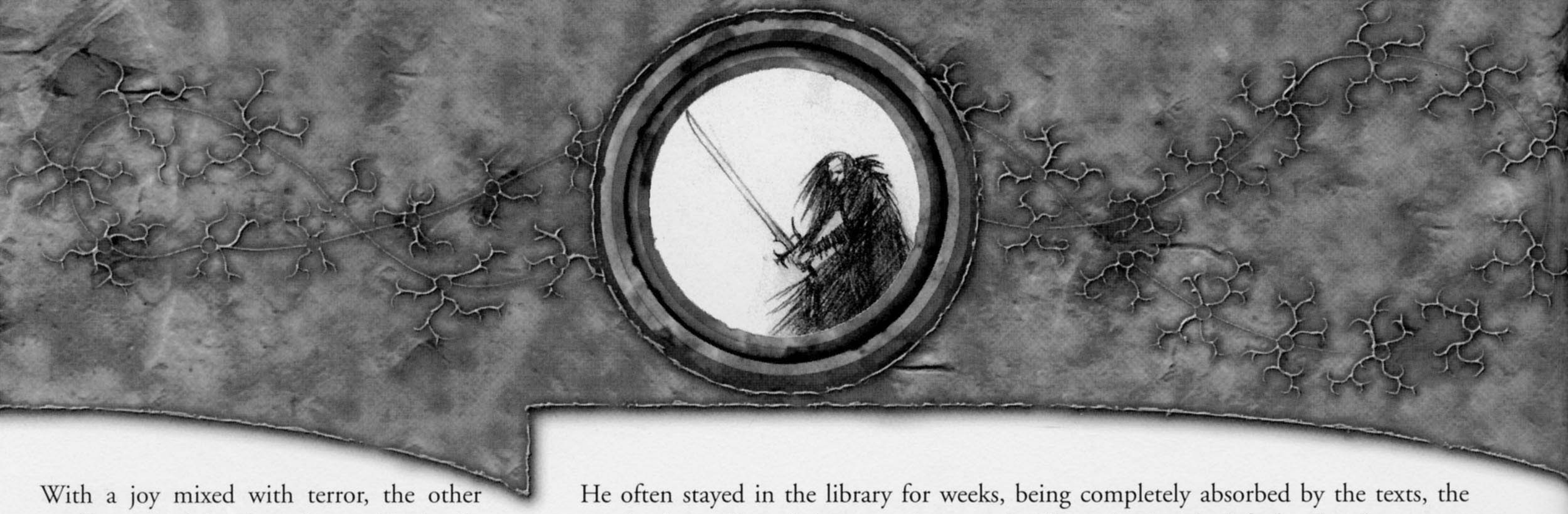
THE IMPRISONMENT

Years passed. In the complete darkness of the dungeon cell, Cyrus was trying to keep anxiety and desperation at bay by silently reciting the words from the Book of Darkness. To still the pains of hunger and to shut out the uncomfortable cold that seemed to eat through to the very marrow of his spine with teeth of ice, he tried to focus his thoughts. He tried to remember what he had read in the forbidden scriptures, and he learnt to control his anger, his soul, and his body. It was then, imprisoned with his hands stretched out to the Darkness, that the Dark Inheritors became aware of his existence, and chose him to try to open the Iron Gate. They gave him the power to resist the cold and the hunger, to shut out the thoughts of pain. The only thing that mattered was exploring the forbidden magic and total devotion to the Darkness. Nothing was to disturb him, no even the rats that fed on his body. Maybe Cyrus had lost his faith in the One, but he had found a powerful ally. He opened his soul and received the Darkness' blessing. He felt free – but was still the One's prisoner, hopelessly chained in a dungeon deep underneath the cathedral.

THE LIBERATION

One day a party of monks from the monastery in Nantes where Cyrus had received his early upbringing arrived at the cathedral. On a mission from their abbot, who had been especially proud of Cyrus as he left Nantes, they asked what had happened to the gifted boy, the one they had all expected to be the next Marquis. But there was no answer. His name was definitely in the scrolls, but he had not shown up for the sermons, for masses or for confessions in over eight years. The boy, who should now be a young man, seemed to have disappeared. It was all very unfortunate for the Marquis of Ravarra, who bore the name Dantero, and he initiated an investigation. When they found Cyrus he was twenty years old, suffering from malnutrition, sickly pale, dirty, and full of sores. The Marquis of Ravarra asked the abbot for forgiveness, and the abbot accepted his apology in return for Cyrus' continued studies at the cathedral. After a couple of months in the cathedral's sanatoriums, Cyrus returned to his studies of the scriptures, morning masses and confessions, but he soon left the cathedral and the One's gospel to start preaching his own teachings. With him, he carried the tomes whose yellow leaves had kept him alive all those long, terrible years of imprisonment. It had been easy to steal them.

Eight years surrounded by the blessed darkness had made Cyrus realize there was only one path to follow, only one path to freedom. It was the path staked out by the Book of Darkness. It was the path he was determined to stake out for his followers.



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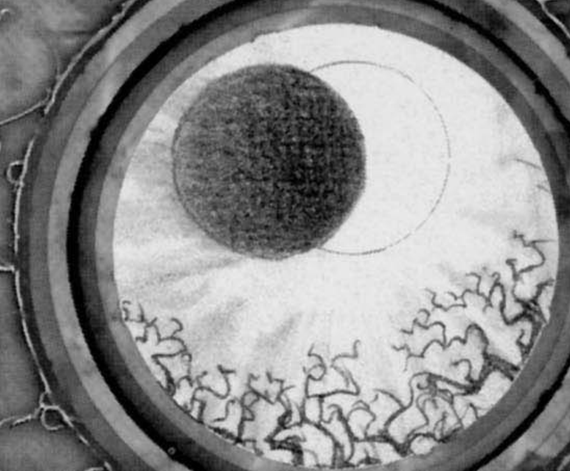
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THE ECLIPSE

Every five hundred years the celestial bodies approach their original positions on the firmament and align in front of the sun. These were their positions when the world was born and everything had a beginning. When the celestial bodies eclipse the sun, twilight descends on the world. For the duration of total eclipse the One is without power and the Darkness has all. The seal of the Iron Gate is breakable, and the Darkness can return with full force to the lands of man. The Darkness possesses a power strong enough to perpetuate the eclipse by nailing the celestial bodies to the firmament. During the perpetuated eclipse the influence of darkness grows even stronger, at the same time as the One and his Church slowly start to deteriorate.



CYRUS' PREACHING

When Cyrus left the cathedral in Ravarra he had just become twenty years old. The One's Church and its false, lying servants embittered him. But he was also filled with a hope of saving the world. Imprisonment had made him extremely sensitive to light, and he kept inside during daytime, traveling and preaching by night. In the countryside, in the towns and cities, his nightly sermons only gathered a few listeners. Almost none seemed interested in taking part in his tales of the treacherous clergy and the One's false teachings. The crowds did not even grow when he offered to heal the sick, return sight to the blind or shape the flames of fire, but it made somewhat more of an impression on those who came to see the magic-using preacher. His fiery rhetoric, mighty images of hell, and the complete denial of traditions appealed to some the crowds' young seekers. Soon he had gathered a following of faithful disciples. They crossed the land with him, wandered through the provinces, helping him to spread the dark truth. Wherever they went they met fierce resistance. Many towns and cities called them heretical swine, liars, agitators and practitioners of the dark art, and they were chased by murderous mobs. But Cyrus and his disciples continued their struggles bravely. They faced resistance with pride and regarded every defeat as proof of the world's falsity and the One's treason. They continued – seemingly tirelessly – this holy struggle against the priests.

They were convinced the truth would prevail.

THE QUEST

Five years after Cyrus had started preaching he made an incredibly important discovery. Visiting a monastery that had been ravaged during the First Elf War and now abandoned, he found scriptures, the last pieces of a jigsaw quest for the location of the mythical Iron Gate, the barrier between the human lands and the realms of darkness. The dark forces resided behind the gate, locked shut by a holy seal and ornaments, according to the Book of Darkness. The scriptures told of the eclipses every five hundred years, when the Darkness' influence grows stronger for a short while and the Iron Gate may be opened. When Cyrus beheld the celestial bodies' positions on the firmament he thanked the Dark Inheritors that he had been born into the right age. An eclipse was imminent. Finally Cyrus and his disciples would complete what they had been waiting for – opening the Iron Gate and welcoming the Darkness, letting it surge as a cleansing flood across the land. The misguided would receive their due punishment.

MARTIUS' BETRAYAL

Of all the disciples there was only one who did not welcome the message that the time of Darkness was imminent. That disciple was Martius, Marquis Dantero's son. He realized what Cyrus was about to do, and repented that he had raised his voice against his father, acted against his wishes, and degraded his court. He had ridiculed his father's faith and mocked him. He now saw that he was wrong. His father had been right when he rejected Cyrus as a heretical heathen who twisted the youths' minds with empty promises. When Martius realized this he decided to swallow his pride, to seek out Dantero and warn him of the heretic's fiendish plans.

As Martius reached the cathedral in Ravarra the guards refused to let him enter. It did not matter that he said who he was, "the Marquis has no son any longer, he died a long time ago." the guards answered. But Martius was industrious and they finally let him enter. The meeting with his father was emotionally charged, but when Martius told of Cyrus' discovery of the Iron Gate and of what he intended to do, Dantero immediately called for his most trusted warriors – the White Angels. It was decided that Martius should return to Cyrus and his disciples, and that Dantero and his guards were to follow them on their way to the Iron Gate, where they would strike. The agitator and practitioner of the dark arts, and his disciples, had to die.

CYRUS' DEATH AND SEALING OF THE GATE

The disciples and their leader started north towards the location where the Iron Gate was supposed to be. They traveled day and night, tortured their bodies to the extreme to reach the gate in time for the eclipse. If they were too late, everything would be in vain and they would be forced to wait for another five hundred years before the gate cold be opened again – time none of them had. Dantero and the White Angels were half a day's ride behind, heavily armed and determined to save the world from the Darkness.

After a couple of weeks, without Cyrus or any of the others realizing they had a traitor in their midst, they reached the Iron Gate. Since Marquis Hymeneus' day, knights from the Order of the Burning Star had always guarded the gate, but they did not stand a chance against the mighty tide of magic unleashed by Cyrus and his disciples. The ground tore asunder beneath the knights' feet, the skies cracked open above their heads, and their bodies were set alight.

None survived.

When the dust of fighting had settled the situation tensed. The air vibrated with the disciples' expectations of the meeting with the incredible Darkness fettered on the other side of the Iron Gate. Immediately on arrival, Cyrus had started preparing the ritual for opening the gate. He drew magic symbols in the air in front of it, stained the locks with his own blood, and, when the eclipse started, began caressing the locks with bloody hands. The more the eclipse progressed, the faster and more ecstatic Cyrus' motions became, and the gate started shaking. It was then that the White Angels, lead by Dantero, came riding over the crest of the hill. The disciples stood no chance. All were mercilessly slain. None of the them survived, not even Martius.

In the moment when the ritual culminated, when the eclipse was total and the Iron Gate was slowly opening, Dantero reached the ecstatic Cyrus and killed the heretic. Cyrus fell to the ground, dead, yet with a smile on his lips – he had succeeded. But Dantero lifted the heretic's body to fling him straight into the maws of darkness, to cleanse the world of his presence. When he gazed into the depths beyond the Iron Gate and beheld the true face of evil, his eyes burned in their sockets. He threw Cyrus' body as far through the Iron Gate as he could, fell on his knees and called for the One. The White Angels hurried to his assistance, and started closing the gate. Strengthened by the One's blessing they succeeded and the portal was shut.

The Iron Gate had once more been sealed, the Darkness had lost and the heretical renegade had been killed. Peace returned for another five hundred years.

There were few that knew how close Hell had been to becoming part of the world.

And the man who had made it all possible, the glorious Marquis Dantero, resigned from his position in sorrow at having caused the death of his only son. He disappeared forever, never to be heard from again.

THE IRON GATE

The Iron Gate has a weakness. At one moment every five hundred years, when the celestial bodies reach their original positions on the firmament and the sun is eclipsed, the lock is weakened. Then, and only then, can those who know the Gate's weakness open it from the side of the human lands, releasing the Darkness into mankind's realms anew.

During the centuries since Cyrus' failed attempt to open the Iron Gate made the Church aware of its weaknesses; it has been guarded by especially chosen warriors from the Order of the Burning Star. The Church has taken all possible precautions to prevent anyone from repeating Cyrus' attempt. But despite its efforts, it has happened: tempted by the influential Darkness, Malachdrim the elf has opened the Iron Gate anew.

THE DARK INHERITORS

Nobody knows exactly what lies hidden beyond the Iron Gate, except that the origins of Darkness reside there. It is also the residence of the Dark Inheritors. The Dark Inheritors is the unknown sovereigns that control the flow of darkness, and in that way, the Darkness' henchmen, too. It is said that Cyrus, after having suffered the martyr's death by the Iron Gate, was exalted to becoming one of them, but no-one knows for sure what has taken place beyond the Iron Gate this last millennia since Cyrus was banished from the lands of man.

INFLUENCE OF DARKNESS

The Iron Gate was raised for two reasons, partly to prevent the Darkness and its evil henchmen from entering into the lands of man, but also to limit the dark forces' possibility to exert their treacherous influence on humans and other beings. But not even the Iron Gate is strong enough to completely shut out the scheming Darkness, and it is always present in our existence. As the total eclipse slowly approaches, the Darkness grows stronger than usual in the world of mankind. It stretches its tentacles through the web of reality and seeks a deliverer to lead through the lies of the Church to the Iron Gate. It wakes long dead ideas to life, and makes man see things in another, more ancient perspective. It creates an interest for the lost scriptures, the fate of the Dark Martyr, and everything that transpired after him.

THE BOOK OF DARKNESS

The Book of Darkness is not a single scripture or a literary work in the same way as Nomen. It is the name given to the collection of scriptures that are, in one way or another, bound to the Darkness, and that are read, interpreted, and hailed by its devoted followers. The Book of Darkness' scriptures contains the Ancient Scriptures that tell of the Darkness' actions, the magic, and the freedom, and the Gospels that tells of Cyrus' life and preaching.

MARQUIS LAZARUS

The heretic renegade, Marquis Lazarus, is the most powerful ally of the Darkness. He has distanced himself from the Church, rejected the One, and let the Darkness embrace him. But it is not merely the temptations of Darkness that have made him turn on his old allies, but also his own quest for the truth.

Even prior to the Darkness' offer of an alliance he had felt the need for a truth beyond that presented to mankind by the Church through sermons and dictated scriptures. He had, just like Cyrus once had, sought to the forbidden books in the cathedral library where he had started experimenting with magic, he thought he had found a purer and stronger force than that of religion in these wild forces.

As the Iron Gate was opened, the Marquis felt a voluptuous shudder; a positive tremor that planted itself throughout the entire being of reality. The frail threads that weave the world together were stretched like bowstrings, almost to the breaking point. He knew something incredibly important had perspired, that Malachdrim had succeeded in his task, and that he, Lazarus, would finally get to do what he had always wanted to.

Marquis Lazarus is very charismatic, but also a terribly impulsive and violent person. He demands results, improvements and change. To thrive, his dark priests, his infiltrators, and messengers must constantly make progress, convert straying believers and spread dissettlement and confusion among the ranks of his enemies. All this to ease the coming campaign. Since the moment when he knew that the Darkness was his ally, he has done everything in his power to prepare for his model's return.

THE CATHEDRAL IN NEREMETH

The cathedral in the capitol of Merodak, Neremeth, has gone through a total change these past fifteen years since Lazarus made his allegiance publicly known. All traces of the One, his Marquis, and their false teachings, have been completely eradicated, crushed with sledgehammers and swallowed by fire. Today the cathedral's windows are empty and gaping. The walls are burnt, and its magnificent library has been ravaged by fires and rebuilt into a college of magic where Lazarus himself teaches his dark priests. Everywhere scaffoldings are being raised for the rebuilding, and everyone is willingly taking part in the struggle to raise a temple to the Darkness' glory.

Lazarus has said that his new cathedral will be the most magnificent building the world has ever seen, and it will be devoted to the people, not to the sovereigns and the lying priests' God. It shall be the house of Darkness, a place where mankind can meet and understand his inner being, a place for freedom and strong will, not for laws and decrees.

THE DARK PRIESTS

The dark priests are the name the Church has given the priests who have let them be converted by the Darkness. They are priests, bishops, and laymen who have been given the honor and opportunity of taking part in the great change that is taking place in Merodak, and which will spread across the land. Many had their doubts when the news of conversion first started spreading, but they are now convinced they are right. They see the possibilities the Darkness gives mankind to worship themselves, at the same time they realized how blind they had been to obey all the unnecessary laws, commandments, prayers and decrees, surrounding their old, misanthropic, faith.

The dark priests are Lazarus' foremost means of contact with the people in Merodak. It is therefore incredibly important for him that they constantly preach the gospel of freedom, giving mankind the opportunity to realize how easy it will be for him to reject the heavy burden of his old faith.

The dark priests are skilled magicians, trained by the arch-magician himself, Marquis Lazarus. They have studied the forbidden scriptures diligently in the chambers of magic that has been assembled in the cathedral's old library. Many of the priests are surprised by how easy and wonderful the magic is, and puzzled by the fact that the Church forbids it, something that has contributed even more to their conversion.

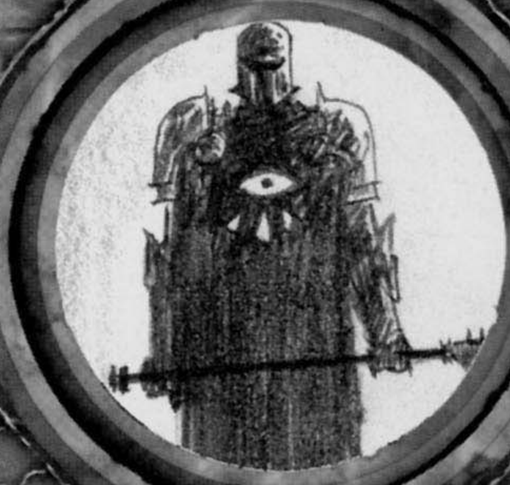
Besides preaching the teachings in Merodak, the dark priests travel across the world to spread the gospel of darkness in secrecy to the displeased and oppressed, to sow schemes, seek lost collections of spells, and fight the lying Church wherever it is.

THE HERETIC ORDERS OF KNIGHTHOOD

There were in Merodak, at the time of Lazarus' conversion, three powerful orders of Knights Templar. One of them perished in its eagerness to protect the Church, and two chose to reject the Church's teachings and embrace the Darkness. The orders of knighthood that rejected the Church's teachings are by many called the heretic orders of knighthood, and their Knights Templar are called the Lost. The heretic orders of knighthood view themselves as champions of mankind and enjoy the power they have gained by being granted knowledge of magic from Marquis Lazarus' dark priests. This makes them very hard for the ordinary Knights Templar to defeat.

BRETHREN OF THE BLEEDING EYE

The Brethren of the Bleeding Eye are an order of knighthood whose most prominent members have been given the extraordinary honor of acting as Marquis Lazarus' personal bodyguard. They were, before their conversion, renowned for their bloody raids in northern Orschild, for doing evil in the name of good, something that has not been changed in any way during this new age. In their mighty stronghold by the city of Minutis on the shores of the river Eril, guided by the dark priests, they explore the mass of forbidden books saved from the monasteries before they were burnt during the great conversion.



THE ORDER OF DERAK

The Order of Derak is one of the world's oldest orders of knighthood. It fought for the Church during the First Elf War. The order was given a fief in southern Merodak for its bravery during that war, a fief it holds to this day. They are best known for their uncompromising brutality and unshakable loyalty to Merodak.

THE DARKNESS AMONG US

The Darkness is everywhere, in every human, and in the entire structure called reality. But thus far it is still weakened by the time that has passed since the Iron Gate was sealed and the Darkness was exiled from reality. It has been choked by the false teachings of the Church, and been buried beneath the weight of tradition. It has been fought intensely by the Inquisition, and wherever its temptations have appeared it has been banished.

But during that time the Darkness has not been lost. It has kept a final grip on the world of Gemini through magic, and through the heretic scriptures that have been too tempting for even the Inquisition to burn. And now, when the Iron Gate has finally been re-opened, the Darkness is coming to life, its power of attraction is growing stronger, and suddenly its presence is obvious among all mankind in the world of Gemini.

Despite the fact that the Iron Gate has been opened, and that the Dark Martyr Cyrus has reentered reality, the terrible hordes of Darkness have not yet manifested themselves in the world for real, they still lurk beyond the Tower of Twilight. Instead, the Darkness is waking in many human beings – among faithful monks, simple peasants, and Knights Templar, pure of heart – converting them through the scriptures, through its acts, and through its messengers.

In Gemini the Darkness has two different types of servants. The first type are the converted, humans, dwarfs and elfs, typified by the dark priests and their heretical followers, and the elven vassal Malachdrim and his people, who have turned from what they have previously believed in to follow the Darkness. The second type are the possessed, slumbering demons in human shape, who, after thousand years of sleep, are coming to life now, and preparing themselves for the return of Darkness (the possessed were described earlier in this chapter).

THE CONVERTED

A convert is a person who has turned to the Darkness. They are found in many places, in cities and towns, at monasteries and cathedrals, among the Knights Templar and at the sovereigns' courts. And their numbers are constantly growing. To be considered a convert one has to take an active part in the Darkness' struggle. It is not sufficient to be proficient in magic, even though a magician will sooner or later be tempted by the Darkness. We divide the converted into three different groups for simplicity's sake: the doubters, the initiates, and the hallowed. It all depends on their degree of devotion.

THE DOUBTERS

The doubters are beginning to waver in their faith of the One. They are loosing their allegiance to their family or sovereign, and have found the words of the Darkness tempting. They may be members of a simple heretical coven, monks who have found the ancient scriptures more believable than Nomen, or freethinkers. A doubter has not yet given himself entirely to the Darkness. He is testing the teachings, giving them a trial period to decide if they are right.

THE INITIATES

The initiates are full members of a cult or coven, and they have been given the mark of Darkness by a dark priest as evidence of their freedom. They accept Cyrus as the Dark Martyr, and understand that their most important mission is to teach mankind to refuse the right of anybody to take control of their life. They have to make their own decisions, and they reject the Church as nothing but a mish-mash group of traitors.

THE HALLOWED

The hallowed have been accepted into the dark congregation. They have begun to master the mysteries of magic and are good preachers. Many hallowed are given the mission of taking the teachings of the Darkness out in the world where it has not yet reached by their dark masters. They are often proclaimed dark priests and have the Dark Martyr's permission to spread knowledge of magic to those needing it. Many choose a remote place in a province where they bring up new dark priests and magicians.

THE COVENS

Across the continent the converted gather in covens, to facilitate the spread of the dark gospel about mankind's freedom. The covens appear everywhere, and are formed around a dark priest, who carefully and discreetly spreads his message of the blessing of the Darkness. The dark priest approaches his surroundings with utmost discretion, and waits a long time to reveal his true intentions.

The truth is often not revealed until the dark priest has succeeded in trapping someone in his web of intrigues and claimed truths.

Just like their predecessor and idol, Cyrus the Dark Martyr, the covens hold sermons at night, usually in remote areas to avoid the Inquisition's curious eyes. The sermons consist mainly of the dark priest preaching about freedom and the Dark Martyr, and the congregation constantly participates by repeating what the priest says in chorus. The sermons are almost always ended with a proof of the Darkness' powers, usually by use of magic, and the dark priest asks the congregation if they want to change reality. The lure of magic is usually great for mankind.



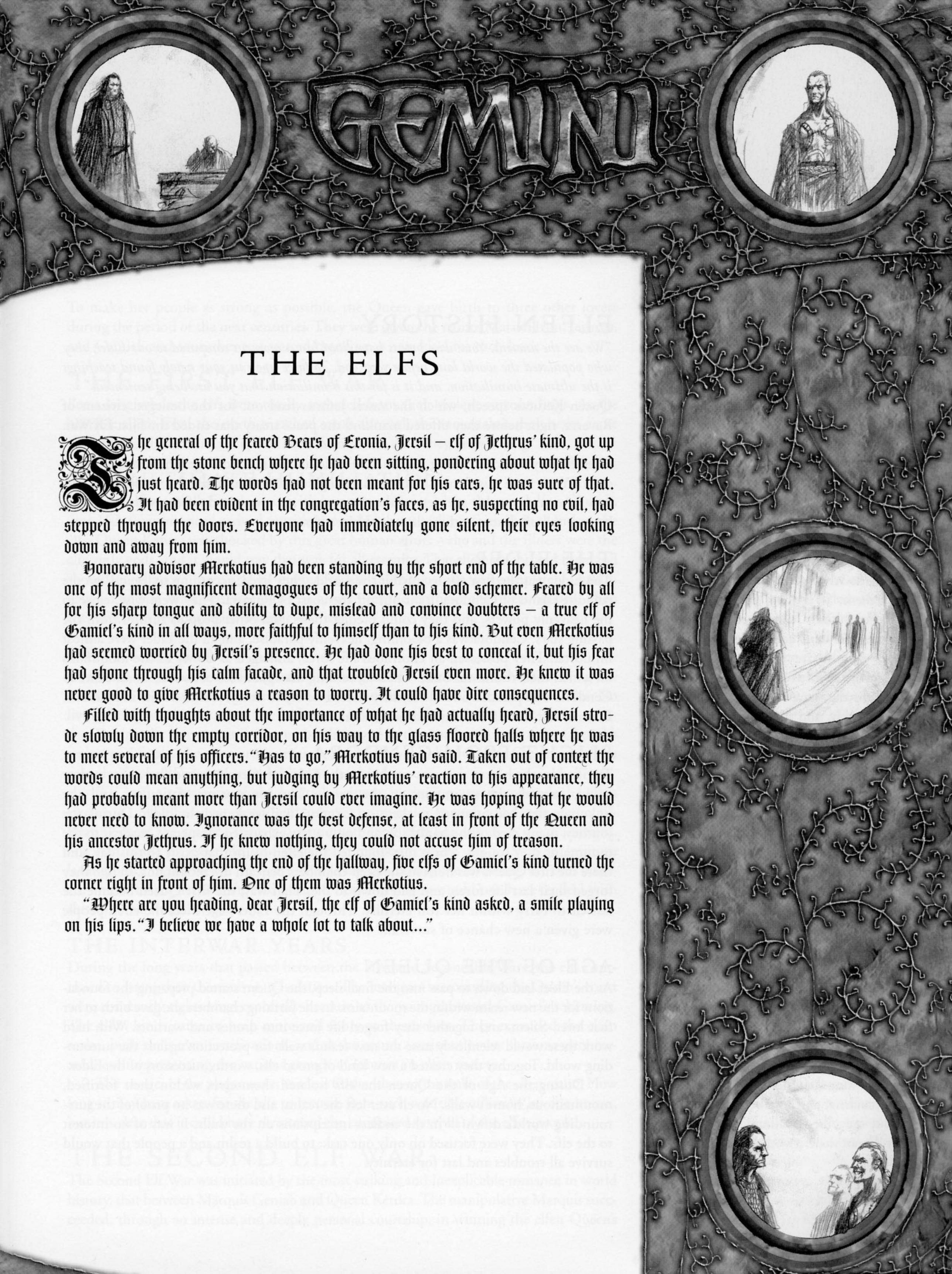
PLAYING A HERETIC

If you want to play a converted character, one that has fallen to the Darkness' temptations, you create him in the normal way. When you choose to play a convert there are several things you need to consider, but the most important, at least where your background is concerned, is of course what made you choose the Darkness before everything else the world of Gemini has to offer. Are you a renegade Knight Templar that has lost faith in the One after having witnessed too much cruelty, a monk tempted by the forbidden scriptures, or simply a person drawn to the heretical covens and their gospel of freedom? Later it will be important to decide whether you are a doubter – one who only really despises the Church and the sovereigns, more than he appreciates the Darkness; an initiate - who is really devoted; or a hallowed – a person spreading the gospel of Darkness, setting up covens, and using magic? Something that is very important for the entire party is whether they know that your character is a convert. If the party includes representatives from the Church, it is obviously quite inconvenient if they know, as they probably will to do everything in their power to fight you. If they do not know, there is opportunity for intense weaving of interesting schemes. An alternative is that the entire party consists of converts fighting against the Church and the sovereigns, preparing the way for the coming of Darkness and mankind's liberation.

DARK RELICS

The Darkness' unholy relics possess terrible powers and strengthen the heretics in their struggle against the Church in the same way as the One's relics protect their bearers against the influence of the Darkness. The lower a dark relic's Nature, the more powerful it is, and the more powerful abilities it grants its bearer.

N	POWER
0 - -5	POWERLESS. The dark relic has no real powers to affect reality, but it may work as a personal talisman. Examples of powerless dark relics are finger bones from unknown practitioners of the dark arts, or objects temporarily touched by a well-known heretic.
-6 - -15	WEAK DARK RELIC. The relic emits a weak unholiness only noticeable for those who are really corrupted (Nature less than -25) or those who are really holy (Nature more than 25), and has only limited powers. A person wearing a weak relic has always has +1 to their Wellbeing (see the chapter To change). A weak relic inflicts a flesh wound for every whole minute it is in contact with a person whose Nature is higher than 25. A weak relic may, for instance, be a bone of a known heretic (Nature -25 or lower), or a collection of spells by a powerful magician (Nature -25 or lower). The bearer receives +2 CS to his MEN rolls when using magic.
-16 - -25	UNHOLY RELIC. The relic emits a strong aura of unholiness noticeable to those with a Nature higher than 10 or lower than -10. The relic grants its wearer +2 to his Wellbeing, and, if it is a weapon, it inflicts two extra points of damage to a person whose Nature is higher than 25. In addition it inflicts a flesh wound in damage for every whole AR it is in contact with a person whose Nature is higher than 25. The bearer receives +4 CS to his MEN rolls when using magic.
-26 - -40	SULLIED RELIC. A sullied relic is an object which has been owned by an extremely heretical or evil man (for instance a dark priest, a Cerite, a Purgate) during the entire course of this person's unholy life, or has played an important role in the spreading of the Darkness and the new truth. A sullied relic increases the wearer's Wellbeing by 3, and inflicts five points of damage to anybody whose Nature is higher than 25. For every AR the relic is in direct contact with a person whose Nature is higher than 25, it inflicts a light wound. It also inflicts a flesh wound on every person whose Nature is higher than 25 and who is within 5 meters of the relic. Creatures with hostile intentions must succeed with a MEN roll with DL -5 to approach the person carrying the relic. The bearer receives +6 CS to his MEN rolls when using magic.
-41>	RELIC TOUCHED BY A DARK INHERITOR. These are relics that Cyrus or one of the other Dark Inheritors has blessed themselves and they are some of the most powerful objects in the world of Gemini. These are completely unique relics, which are few in numbers. Many of them are either kept in the secure vaults of the cathedrals' catacombs, or have long since disappeared, swallowed by the passage of history. An example of such a relic is the armor worn by Cyrus when he was killed at the Iron Gate. A relic touched by the Dark Inheritors increases the wearer's Wellbeing by 5, and all heretics within a radius if the relic's nature in meters have their Wellbeing increased by 2. If it is a weapon, it inflicts an additional 10 points of damage when used against creatures of Nature higher than 25, and it causes a serious wound by touch. In addition it causes a light wound every RA creatures with a Nature of higher than 25 are within 10 meters of the relic. Creatures with hostile intentions must succeed with a MEN roll with DL -8 to approach the person carrying the relic. The bearer receives +10 CS to his MEN rolls when using magic. Many relics touched by the Dark Inheritors possess completely unique abilities.



THE ELFS

The general of the feared Bears of Eronia, Jersil – elf of Jethrus' kind, got up from the stone bench where he had been sitting, pondering about what he had just heard. The words had not been meant for his ears, he was sure of that. It had been evident in the congregation's faces, as he, suspecting no evil, had stepped through the doors. Everyone had immediately gone silent, their eyes looking down and away from him.

Honorary advisor Merkotius had been standing by the short end of the table. He was one of the most magnificent demagogues of the court, and a bold schemer. Feared by all for his sharp tongue and ability to dupe, mislead and convince doubters – a true elf of Gamiel's kind in all ways, more faithful to himself than to his kind. But even Merkotius had seemed worried by Jersil's presence. He had done his best to conceal it, but his fear had shone through his calm facade, and that troubled Jersil even more. He knew it was never good to give Merkotius a reason to worry. It could have dire consequences.

Filled with thoughts about the importance of what he had actually heard, Jersil strode slowly down the empty corridor, on his way to the glass floored halls where he was to meet several of his officers. "Has to go," Merkotius had said. Taken out of context the words could mean anything, but judging by Merkotius' reaction to his appearance, they had probably meant more than Jersil could ever imagine. He was hoping that he would never need to know. Ignorance was the best defense, at least in front of the Queen and his ancestor Jethrus. If he knew nothing, they could not accuse him of treason.

As he started approaching the end of the hallway, five elfs of Gamiel's kind turned the corner right in front of him. One of them was Merkotius.

"Where are you heading, dear Jersil, the elf of Gamiel's kind asked, a smile playing on his lips. "I believe we have a whole lot to talk about..."



The elfs are one of the world's oldest and most secretive people. The first elfs populated the world long before humans and dwarfs were formed by the whim of history. The elfs that lived back then, who are long since dead today (many of them were deprived of their lives even prior to the age mankind calls the Age of Darkness), are called the Elder, and are supposed to have possessed great powers.

The elfs have never, except during the great wars, left their subterranean halls to visit the lands of man. They have always kept to themselves, uninterested in the events outside their fortified mountain realm. To them, it is most important to secure the four kinds' continued survival, partially through hard and focused work, and partly by intense scheming at the Queen's court to secure her favor.

But with the new age, changes are coming irrevocably, and it is uncertain how long the elfs can hide behind the walls of their realm. Two of the four vassals have already been forced into exile, and soon the Darkness' scheming will force the entire elfen race into the world outside their protective walls.

THE ELFEN REALM

The elfen realm lies deep inside the gigantic mountains separating the lands of man from the northern wastelands where Cyrus has built his citadel atop of the Iron Gate. It is a long and hazardous journey to get there. Few humans have ever visited, and even fewer have returned.

A shining exception is Marquis Geniah who was the elfen Queen's human lover for a long time. The only tales of the elfen realm that has ever made it to the lands of man speak of mountain halls, subterranean birthing chambers, and fortified mountain ridges. But only the elfs know the truth, and they do not share it with humans.

ELFEN HISTORY

"We are the ancient. Your wise priests have lived but a moment compared to our Elder, they who populated the world long before your god. To force upon us your newly found teachings is the ultimate humiliation, and it is for this humiliation that you are being sentenced."
Queen Ketura's speech, which the vassal Jethrus read out for the besieged citizens of Ravarra, right before they offered mankind the peace treaty that ended the First Elf War.

Elfen history stretches a long way back in time, to the mythical age when the stone circles of Yvers were raised, and a now extinct high culture dominated the world. Very little is known about this age, few of the documents are saved, and elfen myths, sagas and legends tell of almost nothing but the Elder's glory.

THE ELDER

The Elder was the first elfs to inhabit the world. They lived, according to legend, on the paradise-island of Cendora, a bit out off the coast of Ravarra. They were wise, close to the heavenly powers, and they could predict theirs' and other people's futures from the passing stars. Cendora was a blooming, heavenly paradise, and all the Elder were almost immortal. They possessed an enormous life force, and aged as slowly as the mountains on which their realm was built. Then something unexplainable occurred; death came to Cendora. The paradise-island's fertility started slowly to decay, and so did its inhabitants. Eternity left the elfs' bodies and made them mortal.

FLIGHT FROM CENDORA

Terrified by the horror that was occurring, the Elder left Cendora, and fled as far as they could, towards the mountains in the north. The journey was fatiguing, and the unknown that had occurred to them on Cendora had weakened the Elder. During the journey, many died of the hardships, and only a few exhausted, desperate, made it to the mountains they sought. There they founded the elfen realm that exists to this day, and there the first Queen was born in the deep chambers beneath the mountains. In her, they forged their last life force, and laid down to die. That way, the first Queen became the last elf to carry within her real eternity. Through the Elder's sacrifice, the elfen people were given a new chance of survival.

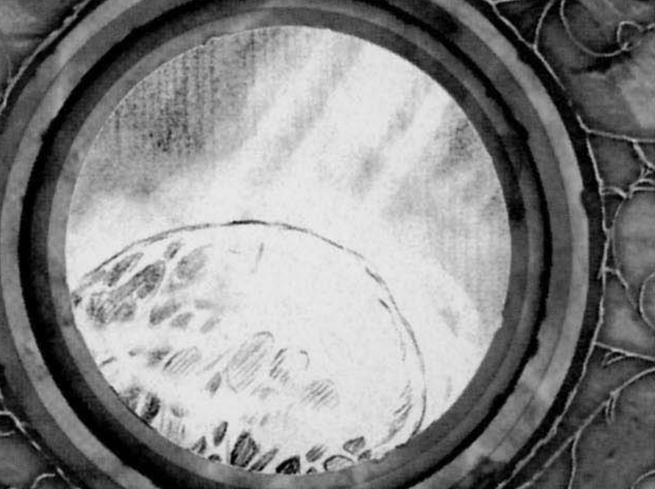
AGE OF THE QUEEN

As the Elder laid down to pass into the final sleep, the Queen started preparing the foundations for the new realm within the mountains. In the birthing chambers she gave birth to her first lover, Salem, and together they forged life force into drones and warriors. With hard work these would relentlessly raise the new realm's walls for protection against the surrounding world. Together they created a new kind of proud elfs, worthy successors of the Elder.

During the Age of the Queen the elfs isolated themselves within their fortified, mountainous, home's walls. No elf ever left the realm, and there was no proof of the surrrounding world's downfall in the endless inscriptions on the walls. It was of no interest to the elfs. They were focused on only one task: to build a realm and a people that would survive all troubles and last for eternity.

THE RESTING COCOONS

It happens that Queen Ketura brings forth creatures that do not look like ordinary elfs at all. These are laid to rest in enormous cocoons, much larger than those of the largest elfs ever to have been brought to life in the damp birthing chambers. These cocoons are not allowed to awaken, but are instead brought to the deepest and coldest chambers, far beneath Queen Ketura's throne room, where they are left to rest, awaiting the unknown, dwelling beneath the pulsating film of the cocoons until they will be needed to protect the elfen people. Only when the realm is threatened will the Queen ever give her blessing to the guards to carry the cocoons up from the depths to the upper chambers, allowing the guardians of elfen kind to wake from their rest.



To make her people as strong as possible, the Queen gave birth to three other lovers during the period of the next centuries. They were given the names Malachdrim, Jethrus, and Gamiel, and soon they too started breeding, a new kind for each lover.

THE FIRST ELF WAR

For a long while the elfs were totally secluded from their violent surroundings. As the horrible aliens from the north marched south through the mountains, they never came close to the elfen realm. They left the elfs in peace. And they grew strong.

THE ULTIMATE HUMILIATION

The new elfen realm's first contact with humans ever was when the expanding Church, year 163, unannounced arrived outside the realm's gates to force faith in the One on the elfs. Queen Ketura was shocked by this great human effort – she and the Elders were the elfs' only gods, and it would stay that way for all eternity. That the humans and their god should stand above them and be masters of her and her people was completely unthinkable. The last straw was when an evil human set the birthing chambers on fire. Then the elfs could respond with nothing but war.

STARTING A WAR

In a wave of madness the indignant elfs charged from their remote home among the mountains to show mankind that the One was inferior to the Queen and the Elder. No living being would go unpunished after molesting the elfen society.

During the next century, intense battles raged in the northern parts of the Church's realm, and finally the elfen armies marched up to Ravarra, heart of the Church, ready to completely annihilate the cruel leaders of mankind.

But as the true story of the heretic's heinous intriguing was discovered, the elfen Queen shared of her great mercy, and forgave the mortal men their folly. Instead of annihilating them she granted them peace and withdrew with her armies to the mountains. She had made an example, and destroying mankind would do nothing to improve lasting peace in the world. To rule such a lowly people was the last thing she ever wanted, and with her actions she had ensured herself that she would not have to deal with the mindless humans again.

THE INTERWAR YEARS

During the long years that passed between the First and Second Elf Wars, the elfs continued to strengthen themselves in isolation. The intrigues surrounding the Queen's court were constantly tightening, especially because of the youngest vassal Gamiel's scheming. The elfen kinds came to keep more and more to themselves. They expanded the elfen realm, built their own fortifications, and at the court, a series of power factions were created, each representing the various groups of interest in elfen society.

The ravages of the plague never made it further than to the walls of the elfen realm. How long it may have taken for the elfs to recover from such a terrible affliction no one knows, but it is clear that it could have threatened the continued survival of the elfen people.

THE SECOND ELF WAR

The Second Elf War was initiated by the most striking and inexplicable romance in world history, that between Marquis Geniah and Queen Ketura. The manipulative Marquis succeeded, through an intense and deeply personal courtship, in winning the elfen Queen's favors, and was given her solemn permission to be her first human lover.

To prepare room by her side for Geniah, she exiled her first lover, Salem, and both he and his entire people were forced to leave the elfen realm.

Those elfs that remember the times when Marquis Geniah frequented the elfen court, can tell of how infatuated the Queen was, and the devotion she showed her mortal lover. Some even go as far as to say that she was bound by some heretical witchcraft, and that Marquis Geniah acted in self-interest entirely, with no thought of the Church at all. By manipulating the Queen, Marquis Geniah succeeded in securing the elfs' support in the coming war against the heretical sovereigns, torn free from the Church during the Rebellion of Sovereigns, an event in human history that had passed the elfen people by unnoticed.

MALACHDRIM'S EXODUS

When the Queen made her unholy alliance between the elfen people and the Church publicly known, there were many startled voices among the elfen ranks. All but one gave in to the Queen's will, the rebellious vassal Malachdrim stubbornly refused to help the hated humans in their egotistical struggle for even more power.

It maddened both the Queen and her human lover when Malachdrim, in everyone's presence, explained his position in the Queen's throne room. When he refused to change his mind, the Queen sentenced him in anger – Malachdrim and his people were forever banished from the elfen realm.

A WAR IS STARTED

The war was started when Marquis Geniah's and the elfen forces marched together from the mountains, and with a united force they attacked the province of Orschild. After that the fighting continued with the same intensity until Catament, where the war was ended. (The war is described in further detail in the chapter "The History of Gemini".)



The Second Elf War was in all accounts an enormous defeat for the elfs. Partially because innumerable warriors fell in all the battles that were fought, and partially because the entire elfen race was weakened by the Queen's rash exile of her two oldest vassals. By the end of the war the Queen realized that the Marquis had betrayed her, planning to sacrifice the elfs in the aftermath of the war to secure total victory for the Church. It increased the bitterness of her immortal highness, and the frustration at having been exploited by the mortals made her even more furious. She solemnly promised herself and her people never again to ally with a human – the world could rather crack open before the elfs would allow themselves to be humiliated by the mortals once again.

THE TWILIGHT

Now, when eternal twilight has fallen on the world, the elfs make preparations for protecting their realm from the coming Darkness. Queen Ketura, the vassals Jethrus and Gamiel, and all their peoples, are arming up inside of the walls of the realm once founded by the Elder. The banished vassal Salem is living in exile hidden underneath the mountains of Mordinan. Malachdrim, the fallen and revengeful vassal, plans how the evil from the north can best succeed in taking over reality, together with his ally the heretical Marquis Lazarus.

When the time of decision is here, brother will be pitched against brother again, just like in the Second Elf War.
But this time more is at stake.

It concerns the fate of the whole world.

SAECULUM

In the legends the first elfs are called the Elder or the First, and they are, according to the tales, the most perfect beings ever to live. None of these beings have survived to the present day, the last of them died to give life to Queen Ketura, saving the entire race from extinction. For the elfs, the Elder are as close to gods as they can get – they worship and honor them in a way which reminds very much of the humility shown to the One by faithful humans. But more than anything, they are used as a measure of worthiness, as an example for what every elf should strive to be, they are used to measure an elf's dignity, strength, and status within elfen society.

It is of utmost importance for an elf to be close to the Elder. The closer he is, the greater the power forged into his body, and the greater the freedom he can allow himself since he enjoys the respect of his kindred. This closeness is called Saeculum by the elfs' kindred, and can only be granted an elf by the Queen and his ancestor, the Queen's lover. The greater the part of herself that the Queen grants the newborn elf, the greater is his portion of the Elders' life force, transferred to him through her. It is said that every century the planets' positions allow the Elder to once more possess the Queen from the other side of reality. All elfs born during this period are born with an extraordinarily high saeculum.

Saeculum is nothing one talks of in elfen society, but every elf can judge by a few glances whether another elf has higher or lower saeculum than himself. This is of essence for reasons of etiquette as there are very strict rules for how an elf should conduct themselves, something, which is founded on every individual elf's saeculum.
In Gemini we use values between zero and twenty to simply keep track of different elfs' saeculum and what it means to have a certain value of saeculum.

SAECULUM

1-2 DRONE. A drone is an elf born to be a pillar of society, a striving worker with no real rights, bound to obey and respect all other elfs (except other drones). A drone lives approximately twenty years.

3-6 WARRIOR. The elf has been created to defend the Queen's realm, and has no tasks other than to train with weapons, look after the defenses, and constantly be on guard. A warrior lives approximately sixty years.

7-10 FREE. The free possess the ability to think freely, they are not so severely tied up in the collective way of thinking (see The elfen character for a more thorough treatise). In thoughts and actions the free remind closely of human beings, but they live five times as long as any man. Most of the people by the Queen's court are free elfs. (The ages are given in the Age table in the chapter "How you create a hero" are for elfs with saeculum 7-10.)

11-15 NOBLE. The noble have been given so much of the Elder's powers that he ages slowly, almost unnoticeably, and live approximately fifty times as long as the puny humans. All of the Queen's lovers, the present and the exiled, possess a saeculum of 15.

16-18 THE ELDER'S FAVORED. Queen Ketura is the only living elf with this high a saeculum. A descendant of the Elder given this much power by her ancestors, may give life to new generations of brave elfs.

19-20 ONE OF THE FIRST. An elf with saeculum 19 or higher is considered to be one of the Elders. There is no living elf in the world of Gemini with this high saeculum.

THE TRAVELERS

The exiled vassal Salem's scheming and spreading of rumors is said to have been one of the foremost reasons why a great number of ships have set sails westwards in recent years. They do not seem to have any goal, other than to find a new world beyond the endless oceans. Larger parts of the expedition have set sail from Mordinan and Bervoche, and none of the ships have returned thus far. Strangely, this has not diminished the enthusiasm for these expeditions, on the contrary. Those who do not totally trust the elfs of Salem's kind speak of secret passengers, mystical loads, and nightly departures, but none of the rumors have yet been confirmed.



THE WITHERING

Many elfs have a life force far stronger than that of any human or dwarf, but they will all, sooner or later, pass into eternal sleep. Among the elfs, death is regarded as a return to the Elder. When the life force provided by birth has been used up, a process called the withering sets in. The withering consists of several different stages, many of which remind closely of the phenomenon humans call aging. Slowly the stamina, strength and intensity starts leaving the elf, whose bodily shell starts withering, shrinking like an old fruit until there is nothing left. Having reached the last stage of the withering, the elf will seek the caves where the last Elder laid down for their final rest. As they die, their life force is returned to the Queen, who can give birth to new elfs.

When the withering sets in, it lasts for as many months as the elfs saeculum. After that, his life is gone.

THE ELFEN CHARACTER

The elfen collective, the feeling of being part of a unity, an important cogwheel, more than being a completely unique individual, governs the elfen character, especially among the less mighty elfs. This means that elfs rarely speak about themselves, since it bears no interest to them. Instead, they discuss issues in more general ways. They are not too interested in other races or people, finding everything not directly linked with sustaining the elfen order if not uninteresting, then at least hard to grasp. An elf also lacks the drive for discovery, the curiosity and fascination of the unknown that characterizes mankind. The elf is part of the collective. He has no need to uphold his own personality. Whatever he does, he does for the collective, for the elfen kind first, for himself secondly. Elfs with low saeculum are, thanks to this way of thinking, almost immune to temptations. They can seldom be bribed and can't be convinced into doing things they would not normally do.

Elfs with higher saeculum are not governed that much by the collective thought. They have, through the strong life-force granted to them by the Elder through the Queen, been given the opportunity to let these kind of thoughts go in exchange for a more egotistical way of thinking that makes them better suited as powerful leaders, and henchmen of the vassals. An elf that looks after himself rather than the kind, is easier prey for temptations and are more likely to make an effort to ensure advantages for himself. He is the utmost tool for a vassal desiring to scheme at the court, sow distrust among his enemies, and ensure an advantageous position for himself and his kind. The problem is that the vassals have to be incredibly perceptive of their henchmen's actions to prevent them from falling for the opposition's temptations. When the perception of self is strengthened, the collective perception is weakened. Such an elf is easier to tempt with promises of personal gain. One of the vassal's most important tasks therefore, is to ensure his kindred's continued loyalty. They themselves luckily have no problems with their loyalty – as they are their own kind.

QUEEN KETURA

In her throne room beneath the mountains' snowcapped peaks, the elfen Queen Ketura, the most perfect of all her people, lies at full length to embrace her chosen lover and secure the continued survival of the elfen people.

Queen Ketura is mother of all elfs. She was born from the last Elder's life force, and is worshipped by her minions as the Elder's equal. For the Queen, her people are most important, the elfs' continued survival is always given highest priority. The one time she broke this tradition and acted rashly, something that she bitterly regrets, was when she banished her oldest lover, Salem, to take on a human lover, the treasonous Marquis Geniah, who succeeded in ensnaring her with his treacherous words.

Even though her minions have not always greeted the Queen's decisions with joy, they still obey her, well knowing that she is their only hope of survival. It is rumored that a new queen is born every century, when the Elder possesses the Queen from the other side. No one knows whether this is true or not, since none have ever seen any other female elf than the Queen.

THE FOUR LOVERS

The continued survival of the elfen race is ensured through the Queen, who gives birth to especially powerful elfs that she takes on as lovers, letting them breed their own kinds. In that way the elfen people are formed by these powerful lovers' nature, their character and temper, and also by their appearance and powers. They are a people that, just like the dwarfs, are bound together by sanguinity. In a very remarkable way they are each other's blood brothers.

The Elder's ancient wisdom bids the Queen never to take on more than four lovers at a time, and every time she chooses to take on a new lover she sentences the banished vassal's people to their death. All elfs of a banished lovers' kind must leave the realm, and are never allowed to return, except if the Queen was to revoke her decision and take her banished lover back underneath her protective wings. An elf relies, to an extreme degree, on his ruler and father's favors in the continuously hardening competition for the Queen's attention.

For the time being, only two lovers are allowed at the court, Gamiel and Jethrus. Her oldest elfen lovers, Salem and Malachdrim, are exiled and are forbidden to return to the elfen realm. Her human lover Geniah, who could bear her no children, was executed on order from the other Marquis in the aftermath of the Second Elf War.



The fact that the Queen has not taken any new lovers under these circumstances, is something of a sensation. But nobody questions Her Highness. They are instead waiting for her decision on who will succeed the two renegades.

SALEM

Salem is the oldest and most noble of all elfen lovers, called "the old noble" by many at the court. His manner is reserved, yet always according to etiquette. Before he was exiled, he always courted the Queen in a modest and discreet way, with no superfluous opulence, but with a tasteful simplicity that astonished the younger, fierier lovers. Salem never bowed in the dust before his Queen, never begged or asked for the Queen's mercy when exiled, but left with his dignity intact.

The Queen appreciated Salem for being a good listener and an excellent advisor. He chose his words, as long as he was by her side, with the utmost care. Salem never lets himself be rushed, he has kept his calm in all situations, however desperate they might have been, and met fate with an almost invisible smile at his lips – even though it is said that he has not been happy since the day of his exile from court. He still tries to bear the banishment with dignity, and, in exile, does his best to ensure the continued survival of his kind by always avoiding conflicts with his closest neighbors, Marquis Natanael and lord Avaran.

Salem has no intentions of following Malachdrim, and succumbing to the Darkness, but he knows that one day he will be forced to bear arms against his past ally, something he fears. He does not want to be the one who facilitates the end of the world.

SALEM'S KIND

Elfs of Salem's kind are known to be among the wisest elfs, but they are also tightly bound by tradition. They possess an unbreakable loyalty to their kind, especially to their ancestor, the elf that bred them all. They are extremely conservative, being disgusted by all thoughts of change, and it is therefore easy to understand that the kind was slightly shocked when Salem gathered them all to tell them that they had to leave the realm. Ever since that day every elf of Salem's kind bears a strong anxiety within him, a pain that can't be soothed until Salem once more has his Queen's favor.

All elfs of Salem's kind have their master's characteristically pale complexion, and radiate an air of dignity and aloofness that the other elfen kinds lack entirely. Even those elfs with very low saeculum feel that they are alleviated over the other kinds, despite their low saeculum. They are calm, collected, and never express themselves unnecessarily. They may sometimes seem unnecessarily patronizing, but if one looks at what they have been saying it is often filled with truths not previously thought of. The few people who have conversed with elfs of Salem's kind speak of an impression that the elf know you better than you do yourself, something which has given them a reputation for possessing telepathic powers.

THE EXILE

Salem and his kind were exiled as the Queen took on her first and only human lover, Marquis Geniah. When they left their homes in the elfen realm they chose to march south, to the craggy coast of the west. They built their city in the caves beneath the mountains, and on the sharp ridges, where they hoped to be left alone. That no elf or human, friend or enemy, would disturb them in their mourning for their lost dignity. Salem's new realm, called Ascum, is a magnificent example of elfen architecture, but its young age gives it an impression of being provisionary, a temporary place of refuge rather than a real home. It is remote, high above the seas, and deep below the crags where the winds are at their strongest, and the waves wash the shores with such might that any ship trying to dock will be crushed against the cliffs.

The sovereign in the closest province, Mordinan, has several times asked the elfs to join in the battle against the Darkness, or to raise a mighty stronghold in Ascum that can be a safe haven for the Lord's forces in case the hordes of darkness make too good a progress. But the elfs refuse, despite the fact that suspicions have been raised as to whether there are servants of the darkness working covertly in Ascum, recruiting new members to heretic covens, performing heathen rituals deep beneath the castle.

THE SERVANTS

Salem and Malachdrim, the two elfen vassals living in exile outside of the elfen realm, have come to surround themselves with humble human slaves, obeying their elfen master's every whim. The highborn elfs' mystique and their alleged immortality have lured the humans who have sought to serve Salem. In the realm of Malachdrim on the other hand, there are both people who have chosen to serve the elf in his fight for the Darkness, and enslaved humans from the towns and cities that have been assimilated into the heretic elf's realm since he was granted the castle of Lothren by Lord Cavallus.



MALACHDRIM

To all elfs, except those of his own kind, Malachdrim is the prime traitor, the ultimate sinner and the unforgiven renegade. No elf – whether he is of Salem's, Gamiel's or Jethrus' kind – can ever comprehend or condone what Malachdrim has done to hurt the elfen kinds for his own gain. To them he is lost – expelled. In his own eyes he is an unjustly exiled vassal, and will do whatever is in his power to force his Queen, led astray by humans, to kneel in front of him. Long before the Queen banished him from her court, he was a ferocious hedonist with an open mind, nobody could tell him what to do. He was his own master, and elfs of his kind are, to a higher degree, free individuals rather than parts of the collective. Malachdrim has always despised the idea of an eternal and well-ordered society where everyone has their given place. It has been obvious to him that each and everyone is free to do whatever he wants to, and he has never shunned from scheming at the elfen court to see his will enforced. Right or wrong is, in Malachdrim's eyes, not a question of values, traditions or consequences, but a question of why. If one does what one wants to do, one can never act wrongly.

MALACHDRIM'S KIND

All elfs of Malachdrim's kind bear his rebellious nature. They are ferocious, hard to control, scheming, and their behavior is not limited by artificial inhibitions. After being exiled they have been more prone to doing things that the Queen would have forbidden at the court, without feeling any kind of discomfort.

Elfs of Malachdrim's kind are pallid, sickly pale – one can see their veins beneath the skin as blue lines -– and their presence has a weird tendency of making humans uneasy.

Their gaze is inquisitive and when you meet them it feels like they penetrate straight into the deepest pits of your soul, as if your most private secrets are being invaded by a growing unease.

At the same time as the elfs have become free of the Queen's and elfen realm's outdated traditions after being exiled, they have also become lonely. When their brethren are torn away by old age, there are no new brethren to take their places. Instead, empty spaces are left and this emptiness grows, both in the ranks of their kind and within themselves. It is this constantly growing fear of being lonely, becoming empty and abandoned, that makes them commit more and more acts of lunacy and without doubt they follow their leader when he commands them to join the Darkness' ranks. The Darkness can return to them the power that their Queen deprived them of.

THE PACT WITH THE DARKNESS

Malachdrim and all elfs of his kind have made a pact with the Darkness and promised to aid it in its mission in exchange for power and resurrection. The lost ones, as the other elfs call them, fight side by side with Lazarus' heretical hordes. For Malachdrim, time is runnning out – many of his warriors and drones are already buried beneath his castles despite the incredible powers and the life force granted to him and his kind by the Darkness. The defeat of the Queen and the other vassals requires immediate action, or it will be too late.

JETHRUS

Jethrus is the powerful, honest and always loyal warrior. He is the Queen's foremost general, and a most reliable ally for those who manage to win his aid and trust. During the time that has passed since Salem and Malachdrim were exiled, Jethrus has spent as little time by the court as possible. He has no love for the scheming, refinery, and slander taking place there. He does his best to keep at a safe distance from the schemes that are born daily in the minds of the members of the court. Now that he has only one contender, he finds it unlikely that he should lose his Queen's favor. The only time he finds it necessary to attend the halls of high society is when he, at the Queen's wish, is to court her.

Jethrus is considered reliable among the other vassals, but also unyielding and devoid of finesse. He speaks his mind when spoken to, and may at times seem clumsy and unfeeling. If not spoken to he prefers to refrain from commenting, well knowing that Gamiel and his henchmen will use and twist his words until they have completely lost their original meaning. In Gamiel's mouth, a promise of eternal allegiance may be twisted into the ultimate humiliation, something Jethrus is more than aware of.



Jethrus was without a doubt the foremost elfen general during the Second Elf War, and he lead his, as well as the Church's forces, in innumerable victories until Malachdrim's treason at Catament. Large parts of his army were routed off the battlefield by the combined forces of Malachdrim and the sovereigns that day. This is something Jethrus is never going to forgive. If Malachdrim were ever to be allowed to show himself at the Queen's court, Jethrus would challenge him to a duel without hesitation. He would duel for his lost honor and for revenge against the traitor's acts towards him and the Queen. In especially emotional moments, when Jethrus is overcome with old, painful memories, he promises himself to ask the Queen for permission to root out and destroy Malachdrim. He is only waiting for the right moment.

JETHRUS' KIND

Elfs of Jethrus kind are privileged; none of them are ever born with a really low saeculum, as drones. They are all proud warriors, birthed by the Queen to protect the elfen realm. From the moment they step out of their cocoons in the birthing chambers, they are trained in use of arms, taking care of their armor, tactics and discipline. Their hierarchy is extremely rigid and it is almost unthinkable for an ordinary warrior to speak to an officer, unless he has a very good reason to.

Since they are born warriors, they are also gifted with a strict discipline and will for total obedience to their superiors, all other elfs of Jethrus kind with higher saeculum. They are quiet and proud warriors, never showing emotion unnecessarily. They are often accused by the more sophisticated, lying, elfs of Gamiel's kind, of being devoid of finesse and unintelligent, something they themselves do not agree with at all. They see that they solve problems in the simplest possible way, without any unnecessary complications.

GAMIEL

Gamiel is the painted. He is the youngest of the Queen's lovers, but despite that he is probably the best known elf among the humans. He and his kind's thought provoking and terrifying tattoos, which in many cases covers the elfs' entire bodies, are extremely eye catching. If you have ever clashed with an elf of Gamiel's kind on the battlefield, you are going to remember it. In the eyes of the older elfs', and especially to Salem and his kind, he is a disgrace to the entire elfen people. He is incredibly cunning, and has no regrets about using his quick tongue to scheme and spread suspicion among the elfen kinds. Gamiel makes pacts and schemes, but as soon as he is in a position where he can benefit from breaking his promises – he is completely devoid of honor.

In his relations to the Queen, Gamiel is hopelessly subjected. He does everything his mistress asks of him without question, and tries to please her in a way that is extremely humiliating to himself. But that is no concern of his. As long as he is the Queen's lover, he is happy. What perspired in the wake of the Second Elf War, that both Salem and Malachdrim were exiled, is something Gamiel has benefited from, and he is savoring his newly found position of power. The longer the Queen waits with finding a new lover, the better.

GAMIEL'S KIND

Gamiel's kind has often been called the tattooed or the painted by their elfen brethren, who view these unreliable and fiendish schemers with a certain skepticism. Elfs of Gamiel's kind have a not too undeserved reputation of being treasonous, fiendish and egocentric. They do not even trust each other, and once in a while, when they act together for the elfen people's benefit, you can be sure that it is also for their own kind's benefit.

Since Salem and Malachdrim's exile from the realm, Gamiel's kind has come to dominate almost all of life at the Queen's court. In turn, this has lead to more scheming among themselves than with the vassal Jethrus and his kind, who stays clear from the halls of high society as much as possible, except when the vassal himself has to be present at the Queen's court.

ELFEN TATTOOS

Elfs of Gamiel's kind are known for adorning their bodies with circling, wonderful, yet terrifying tattoos, to show their strength and status. The young elfs are granted their first tattoos after finishing the Gamiel elfs' rites of initiation. During the ritual the elf's own blood is mixed with herbal juices and etched into his skin with glowing red needles.

For those conversed in elfen tattoos it is possible to tell, by the patterns that covers almost all of their body, often including both face and hands, large portions of the elf's history. An elf of Gamiel's kind can only get new tattoos and maintain their old tattoos, like getting them filled and strengthened, by a master of tattoos. If the tattoos are not maintained once every five years they pale severely, are erased, and the elf's history and position becomes as doubtful and as impossible to discern as the patterns of his tattoos.

ROLE-PLAYING AN ELF

Roleplaying an elf is far from easy, especially bearing in mind how drastically the elfen psyche differs from our human psyche. There are bound to be players who are quite unable to understand how an elf thinks. It is therefore recommended that players avoid elfs with extremely high or extremely low saeculum. Instead they should create characters with saeculum somewhere between 7 and 10, as these remind the most of humans in their way of thinking. Besides, they are the ones who are likely to find their way out of elfen society to see the world, for themselves, or with a party of adventurers.

When creating an elf you have to decide which of the four elfen vassals' kind you belong to. There are certain things worth bearing in mind when making your choice.

ROLE-PLAYING AN ELF OF SALEM'S KIND

Playing an elf of Salem's kind is incredibly difficult, especially since they live so incredibly much longer than humans, think completely differently, and despise the impulsive. Besides, an elf of Salem's kind would never leave his home unless he really had to. If one of the players wants to play an elf of Salem's kind, we strongly recommend that the rest of the party do the same. Or else the campaign would be extremely hard to play.
Player characters that are elfs of Salem's kind possess a saeculum of 10.

ROLE-PLAYING AN ELF OF MALACHDRIM'S KIND

The elfs of Malachdrim's kind are impulsive, rebellious, and vile. Their ruler has ensnared them with the Darkness, and they may soon find themselves lost to evil. Many of them are torn between loyalty for their leader and their Queen, despite the fact that she exiled them.

The chance of playing an elf of Malachdrim's kind is considerably greater than playing one of Salem's kind. You can belong to those of Malachdrim's kind who are starting to believe that their ruler has gone to far by allying with the Darkness, or you can play one of his servants, chosen as a champion of the Darkness.

If you choose to play an elf of Malachdrim's kind, even if you decide to play a renegade, you will be met with skepticism among humans, especially in the churchly provinces. Therefore it is probably wisest to conceal one's true nature.

Player characters that are elfs of Malachdrim's kind possess saeculum of 9.

ROLE-PLAYING AN ELF OF JETHRUS' KIND

Elfs of Jethrus' kind are plainly ill suited as player characters since the only thing on their mind is to protect the Queen, the realm and their ruler. They almost never travel beyond the realm's borders, except when their presence is needed in an armed conflict. The only time it is suitable to include an elf of Jethrus' kind among the player characters, is for campaigns in the elfen realm with scheming within the court and a struggle for power between elfs of Jethrus' and Gamiel's kind.
Player characters that are elfs of Jethrus' kind possess saeculum of 8.

ROLE-PLAYING AN ELF OF GAMIEL'S KIND

Elfs of Gamiel's kind are the ones best suited as player characters. Partially because they are still in the Queen's favor and are not at war with the rest of the realm, but also because these elfs are most alike humans.

Elfs of Gamiel's kind who are not successful at the elfen court often seek beyond the realm's borders, travelling to the human lands. They join travelling parties of adventurers, recruit themselves as officers in various armies, or seek their fortune as bounty hunters.

Even though they are very rare in the human lands, elfs of Gamiel's kind still provoke skepticism and they have a reputation of being highly unreliable. Besides, not all humans are able to tell an elf of Gamiel's kind from one of Malachdrim's kind, something that may lead to uncomfortable misunderstandings.

Player characters that are elfs of Gamiel's kind possess saeculum of 7.



MALACHDRIM

"The wrath of Darkness is my ally."
Malachdrim

Malachdrim is Queen Ketura's second oldest vassal, but he was forced to leave the court together with his people when he resisted one of the Queen's decisions. Since a hundred years he has lived with his people in exile in the castle Lothren in northern Galatien.

During a period of a thousands years he was one of the Queen's most popular and faithful vassals. With his unconventional way of leadership he led the elfs to many victories during the First Elf War and he was a respected warlord.

Now he gains his victories under the banner of Darkness.

DELIVERER OF THE DARKNESS

Malachdrim has been chosen as the Deliverer of the Darkness. The Dark Inheritors took notice of him as he searched for a force powerful enough to keep his people alive after the Queen had banished him. Cyrus appointed Marquis Lazarus to be his aide, and guided by knowledge of history and the One, the Marquis led Malachdrim through the mysteries of the Church towards the Iron Gate. Thanks to Marquis Lazarus' skilled scheming and effective silencing of his unfaithful servants, the secret was kept hidden. So it was that Malachdrim and his elfs, on the day of total eclipse, could take the guardians of the gate by surprise and reopen the Iron Gate to release the Darkness into the lands of man.

THE DOUBT

Malachdrim has surrendered his soul to Cyrus hoping that he can secure the continued survival of his kind. But somewhere deep beneath the dark exterior there is still an ounce of doubt and an ounce of hope. It is the doubt of whether the Darkness is the real truth, and the hope that Queen Ketura will let him return to her court.
But it will soon be too late for Malachdrim to turn back.

MALACHDRIM'S SWORD

Malachdrim was, just like Marquis Lazarus, endowed a gift by Cyrus when the Dark Martyr returned through the Iron Gate. Cyrus turned the blade of Malachdrim's sword into an infernal fire, burning with a withering intensity. It can cut right through plate armor as if it was of the thinnest paper, and everything it hits is turned to a pile of fuming ashes. Even hardened oak will turn to ashes when hit by the sword's flames. The sword can only be carried in Malachdrim's bewitched scabbard.

Malachdrim's sword has DAM 20, it can't be parried, and all armor values are halved.



The Queen's chambers were almost empty. The guards had left their positions, the gates to the birthing chambers had been closed, and all entrances and exits were sealed from within. A silent breeze blew among the pillars. It made Queen Ketura's clothes waver and it caressed her hair as she lay on the stone floor.

Only he and she were left. Finally they were alone.

As Jethrus beheld his Queen he was amazed by the supernatural beauty the bluish light gave her. She was the most beautiful creature he had ever seen, but at the same time more brittle and vulnerable than ever before. That she mourned Salem and Malachdrim was obvious.

Jethrus knew that Malachdrim would never be allowed to return to the elfs' court except as warmaster of the heretic hordes. Personally, Jethrus longed for that day, when he would be standing face to face with the traitor, and could sentence him as fit be.

Malachdrim deserved to die.

His feelings for Salem, on the other hand, were completely different, and he believed the Queen's feelings were the same. He hoped dearly that she would take back the old one, and that his kind would be allowed to return to the court. The elfen people needed him.

He walked down another step, his eyes all the time on his beloved Queen. He would do anything to protect her. In the whole world there was nothing as precious as she. As he reached the foot of the stairs he could see her lips moving, and he could hear her whispering the words, precisely the same way as the first time he had stepped into her chambers:

"Come, my proud warrior. Come to your Queen."

THE PASSING OF TIME

Time. It had previously seemed without any significance. He had never noticed its flow, never wondered about its mysteries or interested himself in the problems it caused mankind. As long as he was Queen Ketura's lover time had been totally uninteresting to him. He had not had to worry about it.

It was over a century and a half ago since the Queen had banished him to make place at her bosom for the treacherous Marquis Geniah. Many of his kind were already old then, and even some of those who had been young, started to wither away. His people were dying and there was nothing he could do to prevent it. Nothing.

His only comfort was that he knew Malachdrim was even worse off. The Queen had never forged much saeculum into any elfs of the traitor's kind, and since a century ago rumors had told him that several of Malachdrim's warriors had withered. It was said that Malachdrim with the heretic Marquis Lazarus' aid had succeeded in stopping the withering with magic, and that he in that way had saved many of his kind from death, but it could not be true. None other than the Queen had powers to reign life. That Malachdrim had fallen to the Darkness' temptations did not surprise Salem. He had always shown a weak character. At court he had been a rebel, challenging and provoking, destructive, wild and brutal. All of the traits that Salem despised.

Salem was shivering with anger as he thought of Malachdrim's terrible treason. Not only had he turned against the Queen and his elfen brothers, but also made an alliance with the most terrible force ever to have existed. Malachdrim had delivered the Darkness – the unmentionable evil that had once almost destroyed the entire elfen people, and then started a war the elfs had never wanted.

The elfs had kept out of the war the last time the Darkness was unleashed in the world. That would not be possible this time. Malachdrim would make sure of that – Salem was convinced of it. If he were foolish enough to turn against his own people during the Second Elf War, he would certainly do it again.

But it was not the slowly growing Darkness or Malachdrim's campaign that frightened Salem. What he feared the most was loneliness.

In a hundred years his entire people would be gone, and with them everything that really mattered to him.

He looked across the subterranean lake and contemplated his situation.

He had to take care of the time he had left.

ASCUM

When Salem was exiled by Queen Ketura and forced to leave the elfen realms with his people, he traveled a few years across the world looking for a new home where they could continue the same segregated way of living as they had previously had at the court. He found the haven he sought in northern Mordinan. Under the mountains he found remains of an ancient realm that fitted his needs perfectly. In the ruins of this lost civilization Salem's kind built their new home and gave it the name Ascum.

Ascum consists of a gigantic network of subterranean lakes and hollows, linked by cavernous corridors and channels. For a new visitor, it is almost impossible to find one's way through this web, but the elfs of Salem's kind navigate their lean boats through the underworld without accident. A separate part of the realm has been devoted to the elfs starting to wither and for Salem.

No outsiders are ever allowed to visit the realm, except the human servants that have become more and more common in recent years. Yet even they have to be blindfolded when taken through the tunnels, so they do not know their way in or out of the realm.





GEMINI

THE DWARFS

It was assuredly strange. Quite a surprise, actually. Cenobius Sau was forced to glance through the letter he had in front of him once more just to be sure of what he had read. The letter was from Celak Sau, hero from the liberation of Merdone and leader of the expedition that had set out to find the lost origins of dwarfen kind. It had been delivered last afternoon, handed over by an exhausted messenger who had left mere hours later to once more join the expedition in the north.

The letter said:

"We have reached our goal, at least the first of them, but I do not know how I am to explain what we have found. We are standing on the brink of our own origins, our ancestor's ancient home, but it feels as if we are gazing down at an infinite, endlessly empty abyss. The emptiness is omnipresent, the lack of life frustrating. It feels as if someone has painted over our history, as if someone consciously has eradicated our past.

After first having traveled through Cergovia – where Marquis Natanael's troops were after us for some time – then through Mordinan – where Lord Avaran gave us his protection – we finally reached the high mountains were the real trials started. The weather was harsh, fear of clashing with the elfs great, and we did not know what way to take. But guided by legends we found our way through the mountains, finally discovering a gate sealed up by ancient runes which reminded us remotely of our own secret letters.

It took three days to break the gate's seal, and as we made our way in we were met by empty rooms, endless corridors and deserted halls. There were no signs of the riches our ancestors were supposed to have left behind, not even a trace of what had once been.

It is from these empty, soulless halls, that I write to you. As you read this we are already continuing further north. No one knows what we will find there, but the journey continues.

Your faithful servant Celak Sau"

Cenobius put the letter away. He dearly hoped that the next letter would bring better news.

The dwarfen people are the second most populous of the humanoid people inhabiting the world of Gemini. They are a sundered people, having lost much of their past strength through history, but they still have their pride, their intensity, and their temper intact. They never forget a slight and are easily roused, even though they know how to keep their cool when the situation is hopeless.

For a dwarf nothing is ever forgotten, and nothing ever forgiven.

HISTORY OF THE DWARFS

The dwarfs' history is as ancient as the mountains they once inhabited, but no one ever mentions the time prior to the great exodus. The time before the War of Three Kin is taboo, a shame in many dwarfs' eyes, and dwarfen historical writing omits mentioning the dwarfs who stayed behind in the mountains. Parts of human historical writing, on the other hand, tells of the dwarfs' complicity during the First Elf War, and quotes legends which say that the dwarfs were at the peak of their power during a period when justice prevailed in the world of Gemini, and the Church was still in its infancy. But none of it is certain. They are only sporadic references in heretical writings like the Book of Darkness, and legends told through the few runes carved into the dwarfs' mighty swords. Most dwarfs do not know why their people left their home in the mountains. They only know that it was as a result of an unmentionable catastrophe and those who know the story are silent as the grave.

Throughout history, the dwarfen people have been afflicted with terrible disasters innumerable times, and they have been greatly wronged. They have been the constantly beaten and hounded victims of the world of Gemini, but despite this they have held their heads high.

THE FIRST ELF WAR

Dwarfen complicity during the First Elf War was sparse, and always provoked by the enemy movements. When the dwarfs fought they fought for themselves, against elfs and humans alike. Anyone violating their borders was their enemy. During the thirty years of the war, many battles were fought on dwarfen ground. It happened several times that patrols and units passed through or drifted onto dwarfen territory, usually to win tactical advantages. The dwarfs answered with an attack every time. To violate the dwarfen borders was to violate their self-esteem and nobody violates a dwarf unpunished.

The best known of these incidents is the battle where the dwarfs fought an army of elfs from Malachdrim's kind, and a detachment of Knights Templar from the Order of Katedeus. The elven and human armies had clashed by accident while the knights were trying to make their way through the mountains to circumvent the elfs and hit them in the rear. The dwarfs waited patiently until both sides had managed to decimate each other severely. Then they surged down the mountainside as a threatening, unstoppable, rockslide of heavy armor and shining swords. Humans and elfs fell like flies to the dwarfs' weapons.

The dwarfs took part in the war while it still hung in balance. When the battles moved to the lowlands and the elfs moved their positions forwards, the dwarfs no longer had to protect their territory against attacks. They had managed by without any great losses, and won several memorable victories.

THE WAR OF THREE KIN – THE GREAT EXODUS

After the First Elf War everything was quiet in the dwarfen realm. All the subterranean cities, rich mines, and mighty strongholds on the mountain walls, lived together in peace. The kin respected each other and cooperated in their unanimous struggle to continue building a strong realm. But all of that was changed over night by the fiendish scheming of three kin – Naure, Kathoe, and Vuriche. A diabolical plan had been born in their minds. They were possessed by an unhealthy megalomania that was about to sunder the dwarfen people. They wanted to rule all dwarfen kin and they had decided on how to reach their goal.

THE GREAT TREASON

At a well-attended feast in the rich halls beneath the peak of Firmament Hammer, where ancestors and chieftains from over a hundred dwarfen kin were present, they fulfilled their plan. Most of the visitors had arrived with only small, armed escorts, and as the gates to the halls were shut and the hosts' warriors blocked all exits, the visitors stood no chance. All were killed, except one member from each kin, who were sent back home with a simple message. The three murderers were the only three rulers of the dwarfen realm, and from then on, all of the realm's inhabitants would pay them tribute. The treason had proven without a doubt that self-rule within the kin was a tragic travesty that would finally end in violence if the kin did not abide by the word of the new rulers. The dwarfen realm had been given real rulers, three proud kings that were to make the entire people obey them. Rumors of the bloodbath in the Cliff Halls, as it was to be known, quickly spread throughout the dwarfen realm and created unrest. Everyone knew that Naure, Kathoe, and Vuriche were serious.

If they did not yield there would be war, and the mere thought of losing terrified many. They would rather die than let themselves be duped by another kin, a kin which had spilt dwarfen blood. But in preference to death they would flee – flee to the remote lands of man.

THE GREAT EXODUS

So the Great Exodus began. Dwarfen kin after dwarfen kin left their subterranean strongholds, sealed them up for all foreseeable future, and set out on the long journey towards the human lands. For months, seemingly endless ranks of dwarfs traveled through the mountains, and as they reached their destination they were met by great confusion among the humans. Their realm was weakened by the plague that had ravaged the land, and they did not want to take on the dwarfs, so they let them settle on their ground instead.

The dwarfs quickly spread across the continent. The various kin avoided each other, and did not settle in the same areas as they each feared that the others would also commit treason, that they would be afflicted with the same madness as the three kings, now left to rule an empty realm. Nothing was ever heard from the dwarfs in close to five hundred years, but fortune seekers are said to have made their way through the enormous mountains, and to have succeeded in forcing their way into abandoned dwarfen dwellings that they have plundered for their treasures.

THE SECOND ECLIPSE

Just as the three megalomaniac kin's treason had started to fade in the dwarfs' minds, and they had forgotten their kindred in the mountains, the memories were awoken in an even more unpleasant way.

As the second eclipse since the Church's founding approached the Dark Inheritors stretched their arms forth towards the mountainous dwarfen realms, looking for someone to follow in the Dark Martyr's footsteps. They chose the head of Vuriche kin, making him an offer he could not refuse. If he could open the Iron Gate, he was to be granted superhuman powers and be elevated to the position of the Darkness' foremost warmaster in the world.

The mere thought of such power made him faint. This treason would be of an entirely different magnitude than that of his ancestors when they betrayed the dwarfen people.

He was to betray an entire world.

THE DWARFS' TREASON

Vaun Vuriche secretly prepared for his mission. Without telling anyone, he left the realm one night to start his trek through the mountains, towards the place where Cyrus' apprentices had left texts of the Dark Martyr's wisdom – texts not found by servants of the Church. He was lead by a strong impulse during the entire search, an impulse conveyed to him from beyond the Iron Gate by the Lords of Darkness. And after many trials he found what he was looking for.

When Vaun returned from his successful journey only those close to him were allowed to share the wisdom of the scriptures he carried. He made use of the kin's wisest men to interpret them, and slowly the Darkness got a hold of their hearts, and so even they fell to its temptations. But the dark gospel was kept secret from most of the kin as Vaun did not want to risk rumors of the imminent pact reaching the other kin. Luckily he did not succeed as well as he had hoped . Even within the kin's inner circles there were dwarfs with double loyalties.

Barely a week before the eclipse, Vaun and his foremost warriors set out on the journey towards the Iron Gate, but though they did not know it they were pursued by warriors from kin Kathoe and kin Naur, who had kept an eye on their neighbor all along.

The dwarfs had no trouble finding the Iron Gate. The celestial bodies pointed out its position, exactly like the scriptures had prophesied. And just as Cyrus had warned his successors, servants of the Church, from the Order of the Burning Star, guarded the gate.

Vuriche kin had armed themselves well for the confrontation with the guardians of the gate, and when they charged over the hillcrest they had an immediate advantage. The Iron Gate's defense had been strengthened since the last eclipse. They had taken heed of the catastrophe that had occurred then, but they had not counted on the possibility that the elite warriors of a whole dwarfen kin would attack, so they found it hard to stand against the charge. Naur and Kathoe kin became their and a whole world's saviors as they came to the knights' aid. Filled with anger, the duped dwarfs stormed down the mountain towards their former blood brothers, and before the gate a terrible battle raged.

As the dust settled an ominous silence hung over the battlefield. The only ones standing were a few Knights Templar in torn chain mail. They immediately sent a messenger to the cathedral in Ravarra to tell of the dwarfs' treason. That it was also dwarfs that had prevented the Iron Gate from being opened was forgotten.

Instead a rumor of the dwarfs' ill will spread throughout the human lands.

THE DWARF PERSECUTIONS

In the time just after the Great Dividing humans and dwarfs lived side by side without any greater problems. Discontent stirred among both parties, but it never lead to any open confrontations. The dwarfs often settled in abandoned farms in the countryside, in small towns that had been totally destroyed by the plague, and in empty castles abandoned or razed by the remorseless plague. When possible, they kept away from the cities, they declined to meddle in the affairs of man.

THE DWARFS RISE TO POWER

As time passed the dwarfs began to have more and more of an important role in human society. They proved to be skilled artisans, and their knowledge as smiths, construction workers and masons surpassed that of mankind; in addition, they seemed to have an almost limitless stamina. Many of the dwarfs who stayed in the north, or traveled southwest towards the Manes Mountains, took employment in the mining business. With the riches they had brought with them during the Exodus they bought claims from the Church and the sovereigns.

The more successful the dwarfs were, the greater was mankind's envy. In frustration at the bad conditions after the plague, anger and aggression was turned towards the, to the human eye, parasitical dwarfs. In addition, a rumor of a pact between the dwarfs and the Darkness spread slowly, and the Inquisition strengthened its search for heretics among the dwarfs' ranks.

People started working to promote worse conditions for the dwarfs. Many sovereigns enslaved them and they were forbidden from retaining high offices. The dwarfs found these sanctions unjust, of course, but they did not protest. They did not have the courage. They bowed their heads in humiliation and took their punishment. It was better to let oneself be bullied by the humans, than to suffer under unjust rulers of their own people.

THE DWARF PERSECUTIONS CULMINATE

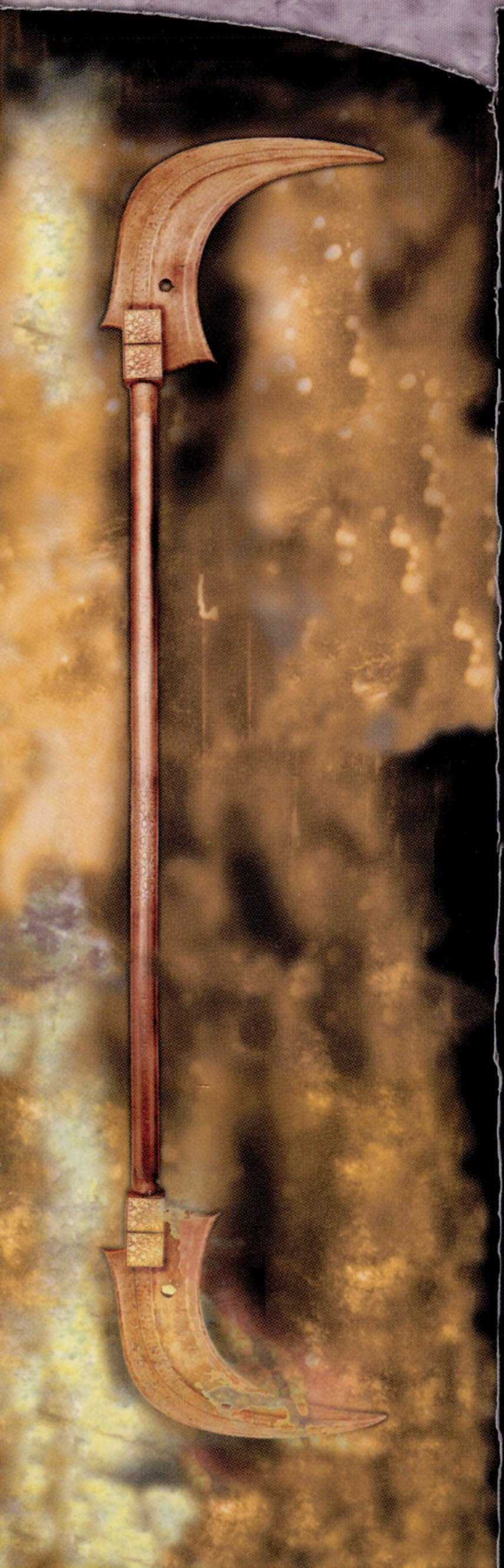
In some places the dwarf persecutions reached even greater heights of injustice. Dwarf houses were set on fire, their property was destroyed, and mock trials were staged. In Avernus, for instance, dwarfs were imprisoned under false allegations, sentenced, and molested publicly in the most degrading way. The dwarf persecutions culminated in the city of Nerika after the mob had accidentally set several houses on fire. It had all begun when they had started a trial against several of the city's dwarfs. The angry mob had stormed the court podium to lynch the accused. Wild street fights broke out between dwarfs, dwarf friends, and humans. The entire city center was burnt to the ground and the sovereign found himself forced to act. He prohibited the persecutions, and gave dwarfs and humans equal rights. His act would be an example for the rest of the world. One could not let a civil war erupt this close to the plague's ravages, it would be far too costly.

THE SECOND ELF WAR

During the Second Elf War dwarfs would play an important role on both sides, for the Church's armies, and for the freedom fighting sovereigns. To the dwarfs, the war was both a war of freedom, they would not let themselves be ruled, but also a possibility to show themselves to the people they were living side by side with. They wanted to prove that they deserved a place in the human community too, and that they wanted to be respected for what they were.

There are innumerable recollections, from the Second Elf War, of dwarfen heroics, of an enormous spirit of self-sacrifice, a will to fight, and an unrestrained anger that they let wash over their enemies on the field. The many dwarfen heroes' deeds gave the dwarfen warriors a very good reputation. After the war had ended many sovereigns, and even the Church, wanted to employ dwarfs as officers, and some even created whole dwarfen regiments.

The dwarfs' ravages during the Second Elf War contributed to the legends of terrible dwarfs, and all armies with dwarfen regiments could thank their lucky star. An expression born during the war, and still alive to this day, is: "Save us Lord. The wrath of the dwarfs has befallen us."



CELAK SAU

"The power of the curse is my blessing."
Celak Sau

Celak Sau is the dwarfen people's most glorious hero. He is a shining example for his brethren across the world, and the one working hardest to break the ancient distrust between the dwarfen kin.

He was born and raised in Orschild, a proud member of Sau kin, one of the province's most powerful kin, and, according to some, with a greater influence than even Lord Gideon himself. As the battle against the Darkness is started, Celak Sau will be in the front ranks of Orschild's defense against Marquis Lazarus' heretical hordes.

CELAK SAU'S DEEDS

Celak Sau is a scarred fighter, and have performed several great deeds. Sometimes to protect his kin's honor, but just as often to protect Orschild from the Church and the Darkness. Celak fought in the liberation of Merdone. He hid for ten days in a poisoned well in the border town of Neruik, temporarily occupied by heretics, while he was waiting for reinforcements. He is now leader of the expedition that has traveled into the mountains, towards the Darkness, hunting for his people's origins and the secret he hopes will unite the dwarfen people.

THE MARK OF THE CURSE

Celak Sau is one of those dwarfs who have been afflicted with the mark of the curse. His dwarfen ancestors' misdeeds have twisted his body, giving him four arms and a supernatural strength. If he had belonged to a more conservative dwarfen kin he would have spent most of his days locked up in a cellar or hidden away in an attic. But as a member of Sau kin he has been given full freedom, and with that he has granted his kin both honor and renown through his deeds.

GERNEK – THE BITING BLADES

Already as a young man, Celak was granted the weapon that was to be his faithful partner through the rest of his days. His father's best friend, the master smith Naustus Sau, gave it to him. He called the weapon Gernek – the biting blades, and since then he has always carried it with him, even at Lord Gideon's court.

GERNEK: Type: Polearm G: 2 DAM: 12 AV: 18

Icy cold drops of water tore free from the damp, cellar ceiling, hitting Kerbius in the neck. It ripped him from his dreamy slumber, and flung him mercilessly back into reality. For a moment in the dream he had been a normal dwarf, living side by side with his blood brothers, but in the grim reality he was still marked by the curse, an innocent victim of his ancestors' misdeeds.

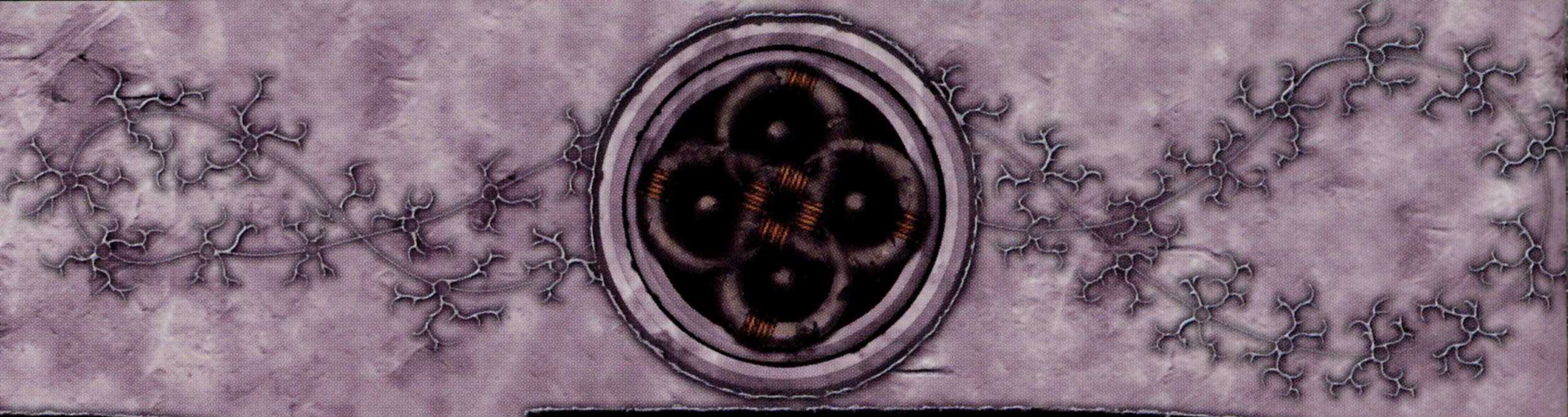
Kerbius had gotten used to the cellar's darkness a long time ago. The only thing, which illuminated his existence, was the weak light that penetrated through the cracks in the trap door that lead to the house upstairs, where his relatives lived. But the lack of light was nothing he mourned. He had only seen the sun twice, and both times it had scared him. Not even the chains worried him any more. He could feel their weight on his arms and legs, but he was used to them and hardly thought anything of it. The only thing that still troubled him was the alienation the curse had inflicted on him.



The pain of loneliness was sometimes unbearable, and despite the fact that he screamed at the top of his lungs, the feeling would not leave him. The fear always returned.

Kerbius' only comfort was that the times of strife would always return. Then his jailers would loosen his chains and let him out of his imprisonment. He would be given the chance to prove his courage, his strength and fervor. He would be king for a day, the proudest, most tributed and loved of the dwarfen heroes.

He yearned for freedom, so much that the yearning threatened to break his heart.



DWARFS TODAY

The dwarfs are, compared to the humans, a clear minority in the world of Gemini. Approximately ten percent of the continent's population is dwarfs, not counting those still living in the mountains, descendants of the three coup makers. They still have noticeably fewer privileges than the humans do, even though not officially discriminated against. It is rare to see a dwarf in high office, especially within the Church. In the cities, the dwarfs are found among the artisans and laborers, where they are almost in majority, and within the city watch. They are responsible for their own enterprises, and often succeed well, since they are renowned for the quality of their work. They live quiet lives, except when they are found in the cities' taverns, drinking ridiculous amounts of mead.

The dwarfs are over-represented in the armed forces as they are famous for their reliability, their skill, and their stamina. Many dwarfs join parties of squires roaming the countryside, or they are taken into the service of a sovereign or one of his governors', to escape from the gray dullness of everyday life, and to provide for and honor their kin. Many leave the military after a while and seek work as bodyguards, or to become fortune seekers, bounty hunters, mercenaries or travelling fighters.

THE DWARFEN CHARACTER

The dwarfs are not exactly alike in mind, temper and values, but there are certain features common for all dwarfs. Somewhat simply, it can be said that the dwarfen character can be summed up by five words: pride, tenacity, independence, skill, and ferocity.

The dwarfen pride is one of their most prominent features, even if it shows itself in different ways. A dwarf refuses to be demeaned, considering himself and his kin worth more than any other does. In their pride lies the will to be free, a refusal to let oneself be oppressed and abandoned, and it was largely the dwarfen pride that made them leave their realm when war was imminent. They choose the certain before the uncertain. They refuse to be oppressed, and even if they were oppressed their pride would refuse to let them be broken. Dwarfen pride has sometimes annoyed their human oppressors witless, especially when times have been at their worst. For a dwarf will always remain a dwarf, no matter how much he is oppressed, and he will always strike back.

Dwarfen tenacity is renowned. It is a fact that no dwarf ever gives up before he has his will. If he has decided that something is to be a certain way, it will sooner or later be that way. On the other hand, the dwarfs are not especially patient, they expect quick results, and the harder something proves to be, the more powerful is their intensity.

The dwarfen will for independence, for freedom from other people's oppression and rule, freedom to lead one's own life without having to say or justify what you are about to do, is intimately tied to their pride, but it has other aspects as well. A dwarf never asks for help, he struggles on in silence, torturing himself to the limit to avoid being in someone's debt. If you try to help a dwarf you are often met with acid remarks relating to minding your own business, and not bothering other people. Despite the urge to be independent dwarfs are still able to live in groups, to help others is not something foreign to their character as it only emphasizes their own strengths – appearing weak, is what they loath more than anything.

The dwarfs are known across the continent as skilled, reliable and diligent workers, who always complete their job and then some. In combination with tenacity, the will for independence, and their need to show strength, their capability may be somewhat testing to those not prepared to live up to the high demands the dwarfs have. A dwarf despises the dimwitted, the lazy, and the careless.

Last but not least is their ferocity, something that has characterized the dwarfs to a great degree, their engagement and burning desire for what they do. Most dwarfs are easy to arouse if they are wronged, and some are so hard to reign that they can run amok if they are provoked enough. To step on a drunken dwarf's toes is like waking a sleeping bear – you expose yourself and your surroundings to mortal danger. Even if not all dwarfs have such a fiery temper that they explode immediately when wronged or contradicted, they remember extremely well. A dwarf never forgets a slight and he will remember it for as long as it takes to get revenge.

THE REUNION

In the dawn of a new age beneath the shrouded sun, certain dwarfs have realized that to stand up against the Darkness, the dwarfen people have to unite. They are trying to find answers to what caused the Great Dividing and are hoping to solve the conflict that has split their people apart during the last millennium. One of the driving forces behind this will to reunite the dwarfen people is the mighty Sau kin in Orschild. They have a high degree of tolerance towards the other dwarfen people, and welcome even untouchables among their ranks to lay the foundation for a dwarfen reunion.



THE IMPORTANCE OF KIN

There is one thing that is more important to a dwarf than anything else – the kin. The kin is everything to the dwarfs, the only thing that really matters, and the bonds of tradition are so strong that they force the dwarfs to keep their sanguinity together no matter the cost. To dishonor anyone of a dwarf's kin is to dishonor his entire kin, and all of its members will do anything in their power to get revenge.

A dwarfen kin is often many times larger than a human lineage, and it may consist *of hundreds of people from innumerable generations. Head of the kin is always the* oldest living dwarf, and he or she is the one who heads the Council of Kin, where all important decisions concerning the kin and its business, are made. The Council of Kin must always approve of all of a dwarf's actions concerning his kin, and if you try to circumvent the Council, and act without its knowledge, you have committed a grave wrong, and will be forced into shameful exile.

A dwarf, even if he is a shame for his kin, a rash maniac without any sense or sensibility, someone who stains his kin's reputation, can never be forced to leave the sanguinity, he has to want to break with his kin himself. To break or deny one's sanguinity is to mock the rich tradition, and to reject everything the dwarfen people stands for. It is a dwarf's most desperate act – a way only taken when there is no other. A dwarf who has broken with the kin is dead to its remaining members, he might as well have been eradicated from the surface of the world, and his name will be forbidden. His treacherous act will make it taboo to speak of him, and his memory is doomed to be eradicated. He is a kau – untouchable.

Since the Great Exodus, dwarfs of various kin avoid each other, and dwarf almost never trades with dwarf. No one trusts anyone of another kin after the great betrayal. When dwarfs from various kin do meet, they are polite and correct. They are wise enough to never wrong anyone in fear of revenge, but they treat each other with the greatest suspicion, and a dwarf will never turn his back to a dwarf of another kin.

THE UNTOUCHABLES

Dwarfs who have broken with their kin are called kau – the untouchables. In the dwarfs' eyes they have lost all dignity and respect, they are renegades, lone wolfs, with nowhere to go. Humans, on the other hand, often find it easier to deal with them than other dwarfs, simply because they have to learn to trust each other. The untouchables are, to some extent, a kin of their own, a congregation for the other dwarfs, those no longer bound by sanguinity. An untouchable is always able to recognize another untouchable, even if they have never previously met. Their eyes reflect the emptiness, which lies in their soul since they left their kin.

BLOOD BROTHERS

Despite the dwarfs' emphasis on sanguinity, and the fact that they never trust a dwarf of another kin, it does happen that a human or (in extreme cases) an elf, succeeds in winning a dwarf's full confidence. It may happen through long-term co-operation, where the elf or human several times save the dwarf's life, or in another way proves himself worthy of the dwarf's trust. In this case the dwarf may choose to offer the worthy one blood brotherhood – a ceremonial membership of the dwarf's kin. Blood brothers are very rare, as the dwarf must be completely certain that his blood brother is trustworthy. It is said that the untouchables form blood brotherhood more often than other dwarfs, as a way to gain a new kin to replace their old.

THE CURSE

Since time immemorial a terrible curse has rested over the dwarfen people. It is an unbelievable shame, an unutterable and terrible tragedy for all afflicted, and it sets its demeaning mark on those possessing it. No one knows what the dwarfs have done *to deserve this mocking punishment, but* the crime must have been terrible.

The curse rarely shows itself, but when it does so it is a powerful reminder. When a dwarf with the mark of the curse is born, an infant different from its immaculate brethren through its twisted, terrible monstrosity, it is something everyone within the kin will try to tone down.

The mark of the curse shows itself in many ways. It twists the dwarf's body and makes him easy to recognize for other dwarfs, so that they can keep at a good distance in order not to be sullied by the curse themselves. The cursed may have four arms, yellow eyes, sharp fangs, strange birthmarks all over their body, be born without hair, or have claws instead of nails. The curse has as many shapes as the number of cursed.

The cursed are a special part of dwarfen society, and those who can, avoid them in order not to be afflicted with the curse themselves. Those who find the shame of birthing a cursed baby too much to bear, often leave the child in the woods, or lock it up in a dark cellar or in the attic. To have a cursed among one's kin is a great shame, and the cursed themselves, even if they are not kept behind lock and bars, often find their kin's remoteness very hard to deal with. The cursed more often choose to break with their kin, to seek fortune in other areas, than their brethren do. Among the dwarfs made heroes during the Second Elf War, several were marked by the curse.



SAU KIN

Even if the dwarfen people are almost oppressed and lack the possibility of advancing to positions of high office at the sovereign's courts and in their armies, there is one bright exception – Sau kin. Sau kin has grown strong under the lords of Orschild, especiallly during the century since the Second Elf War ended. The kin's warriors fought for the lord of Orschild during the war. The now deceased dwarfen warrior Gethir Sau that was part of the lord's (the great grandfather of the current lord, Gideon) personal bodyguard, and saved his life on several occasions. After the war his kin was granted several farreaching privileges in return for his favors. These privileges have been used well, and Sau kin is the most powerful kin in all of Orschild, with several trading houses (the four leaf clover, the Wave, and the Moon), governors in many parts of the province (Nernes, Resita, and Joermark), and a number of representatives among the lord's advisors. Some even say the dwarfs are more powerful than the lord himself is.

THE RESISTANCE

But even if the dwarfs are incredibly popular among the people, much due to their many war heroes (who have fiercely opposed the churchly caravans making their way through Orschild), there are also those who do not look upon the dwarfs with kind eyes. There is a secret society, called the Liberators, that Lord Gideon's dimwitted son leads. The society consists of influential nobles and citizens that agree on one thing – that the dwarfs must go. Recently they have started working against the dwarfs actively, they have made attempts to assassinate dwarfs, set their warehouses on fire, attacked their homes in the dark, and slandered them publicly.

They are trying to make the dwarfs scapegoats for almost everything wrong in Orschild, something that is brewing up to become a civil war. If a civil war were to break out, it would presumably lead to the entire province's fall into the realm of the Church. The divided province's forces could never stand against an assault from an army lead by the Knights Templar.

A JOURNEY TO THE PAST

In these times of strife, Sau kin are starting to prepare themselves for a long and strange journey with an obscure goal. They have decided to send a small expedition to the mountains, to the past dwarfen realm, to discover what has transpired during their millennial absence. What they are hoping to find is unclear. Maybe an answer to the question of their origin, about the curse of the dwarfen kin and the great dividing, maybe an ally who will secure the kin's continued prominence in Orschild when the present lord is gone. Neither the lord nor the dwarfs wants the province to fall into the dimwitted son's hands, but if he has the people and the nobility's support it will be hard for the dwarfs to keep what they have today.

The expedition consists of guild masters, warriors, and pathfinders, and is lead by the dwarfen hero Celak Sau.

DWARF BODY ADORNMENTS

Since time immemorial the dwarfs have had the tradition of adorning their bodies with exquisitely ornamented jewelry that forges respect in the beholder and serves as an amplifier of the dwarf's self-confidence and physical strength, as well as a channel for the dwarf's inherent powers in times of hardship.

Body jewelry always has both a symbolic meaning and an actual function. A dwarf is only granted a piece of jewelry if he has deserved one through serving his kin faithfully, showing an enormous will of sacrifice, or by having gone through a demanding trial. To grant a dwarf a piece of jewelry is the kin's utmost sign of respect, and being rewarded with one gives the dwarf a feeling of honor and alleviation only a dwarf can understand.

Dwarfs with body adornments are highly respected, even by members of other kin, since the adornments bear witness to the incredible sacrifices and deeds of heroism the dwarf must have performed in order to be granted the jewelry.

Many have asked why the dwarfs do not let all their warriors bear body adornments, as it seems to have a powerful effect on them. The answer is that body adornments only have an effect on those worthy of having them, and they would be completely wasted on a simple warrior.

THE SYMBOLS

The dwarfen body adornments are founded on three eternal symbols – the circle, the triangle, and the square. All of these have a symbolic meaning and an actual effect when forged into the jewelry.

THE CIRCLE

The circle is the eternal, the surrounded and the perpetual, the circle protects and preserves. Circles are usually forged into body adornments if one wants to make sure of their strength and their perseverance, but also to increase the dwarf's resilience towards diseases, fire and damages.

THE REIGNING

When a dwarf bearing the mark of the curse is let loose to help his relatives he is a raging fighter that does not stop until the last enemy is dead. The dwarfs are usually not especially eager to return to their prisons and they will do whatever in their power to remain free. This is very seldom allowed. Instead they are trapped by the dwarfen kin, and fitted with heavy chains while being forced back to their old prison.



THE TRIANGLE

The triangle is the unpredictable and sudden. It represents power, energy, intensity, and immediacy, and it is used in jewelry whose powers are used for shorter periods, but with more powerful effects.

THE SQUARE

The square represents the congregation, safety, and the kin. It represents the dwelling and the calm, but also the perishable.

DIFFERENT TYPES OF BODY ADORNMENTS

The dwarfen body adornments may be forged in innumerable varieties. Below are examples of the most common types of body adornments and their effect. Bear in mind that many of these powers may seem overly great, but body adornments are something only few dwarfs are ever granted.

A dwarfen player character gets body adornments through spending experience points. Every piece of jewelry has a cost, the number of experience points it costs to get the piece. If a dwarf wants to get a body adornment this has to be approved by the Narrator, since body adornments are only given to dwarfs on special occasions. Remember that dwarfs who have broken with their kin will find it very difficult to get body adornments, no matter what heroics they perform.

HEALER

COST: 12

A dwarf carrying this piece of jewelry, usually consisting of four linked circles placed above the chest, heal wounds twice as fast as a normal person.

THE FEAR

COST: 10

This piece of jewelry is often placed in the dwarf's face and provides him with the power to terrify his opponents by succeeding with a channeling roll (working in the same way as magic – with the same risk of mental overload, see the chapter on magic in the rules section). Those struck with terror have to resist (i.e. get a higher effect on their MEN roll than the dwarf) or flee head over heels.

WYRM FRIEND

COST: 6

This piece of jewelry is linked together in a wyrm that "crawls" over and through the flesh. A dwarf with this body adornment may double his PHY when trying to resist poison.

GUARDIAN

COST: 8

Guardian is a piece of jewelry that is incredibly popular among the dwarfen scouts, and one that is incredibly precious to those leading forces or overseeing work in the mines. The guardian works as an automatic warning, it burns the flesh when something is amiss, and when actual danger is imminent, though it gives no details as to the nature of the danger. This piece of jewelry consists of three inter-linked triangles.

RINGMAIL

COST: 8

This piece of jewelry is forged as an incredibly thin chainmail piece. It covers almost all of the dwarf's body (or the body parts that it is meant to cover, usually the chest and abdomen), providing him with a natural armor value of 2 that is added to any other armor values.

FIREWALKER

COST: 8

Firewalker is a piece of jewelry that provides the bearer with AV 14 against all types of fire, even magical fires. Observe that only the dwarf, not his clothes or any other equipment, is affected.

STRENGTH OF THE MOUNTAIN

COST: 15

This piece of jewelry is forged as a band of intertwined rings along both arms. The dwarf must succeed with a MEN roll, the player chooses the DL; if he does, the dwarf receives a bonus to his strength, equal to the roll's DL, for 5 ARs (works in the same way as magic – with the same risk of mental overload, see Magic).

WIND'S STEP

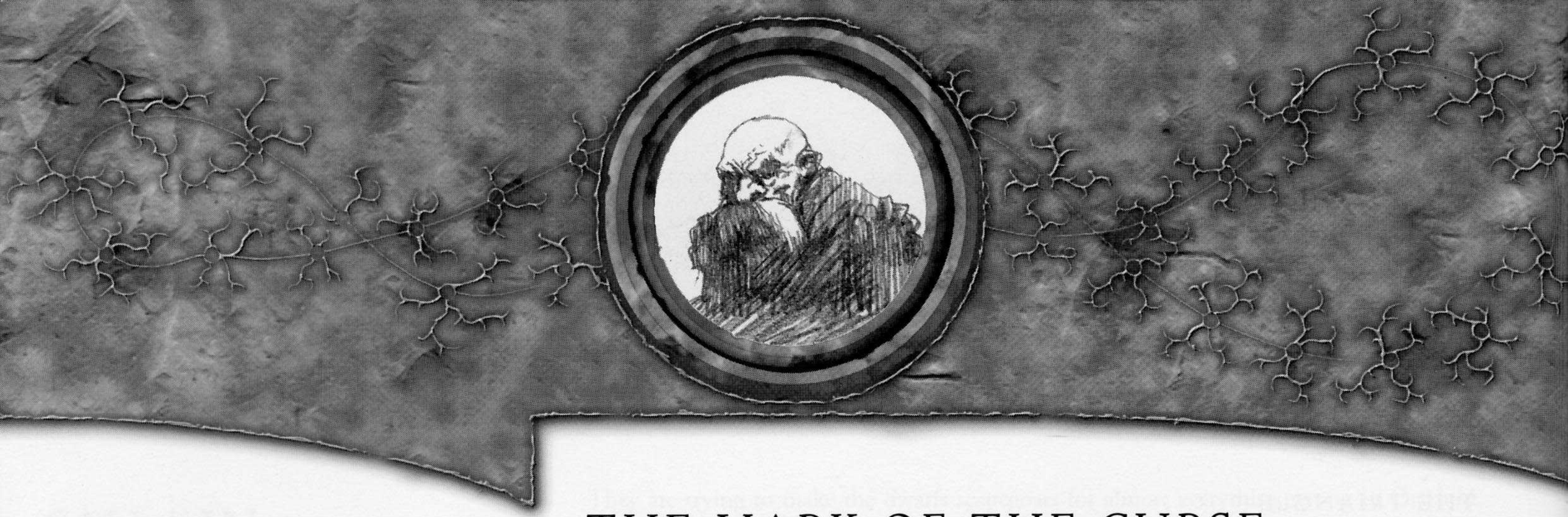
COST: 8

This piece of jewelry increases the dwarf's movement by 50% during MEN minutes. No channeling roll is required, but this piece of jewelry can only be used once a day.

THE WARRIOR

COST: 7

The warrior is a piece of jewelry that has been formed like a bracelet of intertwined triangles running the length of the dwarf's upper arm. The warrior can be used to improve the dwarf's prowess in close combat. To activate the piece the dwarf must succeed with a channeling roll (works in the same way as magic – with the same risk of mental overload, see Magic). If the roll is a success the dwarf's effect with his close combat attack is increased by 3.



THE ROSE

COST: 2 per level

Since the dwarfs fled to the human lands they have come into contact with the Church. This has had an effect on their body adornments. The most prominent example of a body adornment from after the Great Dividing is the rose, the Church's holy symbol, which some dwarfs choose to wear as protection from the Darkness. The rose grants an extra resistance towards magic. For every level forged into it, it protects against 1 point of damage, grants +1 to any resistance roll, etc. If a dwarf wears several roses the effect is not cumulative. Only the best rose is counted.

PLAYING A DWARF

If you choose to play a dwarf there are a couple of things worth keeping in mind. If all player characters are dwarfs, you will most probably be of the same kin and have at least something in common – the kin's well being – even though differing opinions occur within the kin, too.

That a dwarf is found separate, far from his kin among mostly strangers, is rarely an accident. It always has its reasons. When creating a dwarf it is important that you weave these reasons into his background since these events will most probably be the most important motivations in his life. If he has broken with his kin there must be very good reason (a drama of jealousy ending in tragedy, an inconsiderate treason, banishment due to the mark of the curse (see below) or an irrational hatred of the dwarfen traditions). There is nothing that says that a dwarf must be a loner, or that he has broken with his kin. He could also be traveling with the aim of serving his kin, to gain it wealth and honor, or to take a message to some of its more remote allies.

THE MARK OF THE CURSE

If your player character is a dwarf there is a small chance that he has been marked by the curse afflicting the dwarfen people. Roll a D20. If the result is "1" or "20" you have been marked by the curse and must roll on the table below.

1D20	THE MARK OF THE CURSE
1	HEAVILY MARKED BY THE CURSE. You are marked by all of your kin's past sins. Roll twice more on this table. If you get this result again, re-roll.
2	OVERGROWN. You are considerably larger than you dwarfen brethren are, as large as a human being, but much more powerful and with a stooping posture like an animal. Your STR is increased by 4, your PHY by 2, and your CHR is reduced by 2.
3-4	CLAWS. The nails on one of your hands are replaced with long, sharp claws. They are considered claws when used in close combat, and are therefore not affected by the halved damage from unarmed attacks.
5	THICK HAIR. Your body hairs are unnaturally thick, you look something like a cross between a dwarf and a beast. Your CHR is reduced by 2.
6-7	ALBINO. Your skin is deathly pale, like an elf's, and you are incredibly sensitive to sunlight. Your eyes are red and your thin hair white as the snow. Your CHR is reduced by 1.
8	MARKED. Your entire body is covered with strange birthmarks that almost look like tattoos. They wind across your entire body, even in your face giving you a mystical look. Your CHR is reduced by 2.
9	MILKY WHITE EYES. There is a thin, milky white film over your eyes, giving you an unpleasant look and making it hard for people to look you straight in the eyes. Your PER is reduced by 3.
10	COLORBLIND. You see the world black and white, not with the bright colors that are everywhere. It is not even certain that your kin has noticed that you are marked, it can be your own dark secret.
11-12	FEROCIOUS. You are terribly ferocious. Your wrath is unnaturally hard to reign and you suffer from constant outbreaks of rage. Whenever you are even only slightly provoked you have to succeed with a MEN roll to stay cool and collected, or else all dams will break.
13-14	SCARS. You have scars, as if after a thousand cuts. Your CHR is reduced by 2.
15	SICKLY LEAN. You look like a walking skeleton. Beneath your almost opaque skin people can clearly see your bones, veins and your sickly eyes are sunken deep in their sockets. Your CHR is reduced by 2.
16	STOOPED. Your spine is bent, reducing your ability to move severely. Your AGL is reduced by 2.
17	LEATHERFACE. Your skin is thick and wrinkled, like an unpleasant mix between leather and stone. It dries up easily and cracks. However, it provides you with an additional 2 in armor value that is added to possible extra armor.
18	FANGS. You have large, sharp fangs instead of normal teeth. They work like daggers in close combat.
19	FOUR ARMS. You have four arms, something that makes you look like a freak in some people's eyes, but it is extremely useful in almost all circumstances.
20	SEVERELY MARKED BY THE CURSE. Your ancestors' sins have marked your fragile soul severely. Roll three more times on this table. If you get this result again, re-roll.

THE GIANTS OF MORDINAN

Juenu kin in the province Mordinan have been afflicted by the curse in a strange way. Almost one in every ten dwarfs born grows to be a brutal monster – a giant. The giants are hard to reign, but are used as workforce. Their strength and stamina is unsurpassed, and they are terrible fighters on the battlefield.



DWARFS IN THE WORLD

The dwarfs live side by side with humans, but their position in society differs greatly from province to province. In this section we will, in short, describe the dwarfs' situation in different parts of the world.

AVERNUS

Dwarfs living in Avernus lead remote lives. They are doing their best to keep away from the harsh Lord de Lancres' knights. Several kin live deep within the forests. Many have also sought to old catacombs in the mountains where they are trying to restore, in secrecy, what they lost when they left the northern mountains.

BERVOCHE

Dwarfs in Bervoche are a respected part of the population. Lord Celten has founded a dwarfen regiment at his court. The regiment consists of warriors from Cenou kin.

CAVALA

There are extremely few dwarfs in Cavala. For some reason no more than two dwarfen kin have ever found their way to this province. One of them, Dacoe kin, was completely wiped out during the Second Elf War.

RAVARRA

There are many dwarfs in Ravarra, in the cities as well as in the countryside. Caun kin are intimately tied to the city of Verlone, and several of the most prominent preachers are dwarfs.

ARETAS

Dwarfs in Aretas have the same rights as humans. It was in this province that the dwarf persecutions culminated, and that is why it has always made a point out of not treating the dwarfs unequally.

GALATIEN

Galatien is the only province where oppression of the dwarfs did not cease after the disasters of the rally in Nerika and the synod of Merloch. Dwarfs in Galatien still do not have the same rights as the other citizens, and many governors forbid dwarfs from visiting their cities.

SEIN

All are alike before the One according to Marquis Lector. So with the dwarfs too. Several members of the Marquis' personal bodyguard are of Woen kin.

LUCERIA

The only dwarfs living on Luceria are a few untouchables. No entire kin has ever ventured across the seas; maybe because of the alleged dwarfen fear of water.

MERODAK

Since Lazarus' conversion, most dwarfs have left the province. The Darkness does not tempt them.

MORDINAN

There are several dwarfen kin in Mordinan, and Lord Avaran has granted them large areas of land out of gratitude for their readiness to place their armed forces at his disposal, and for fighting during the province's liberation.

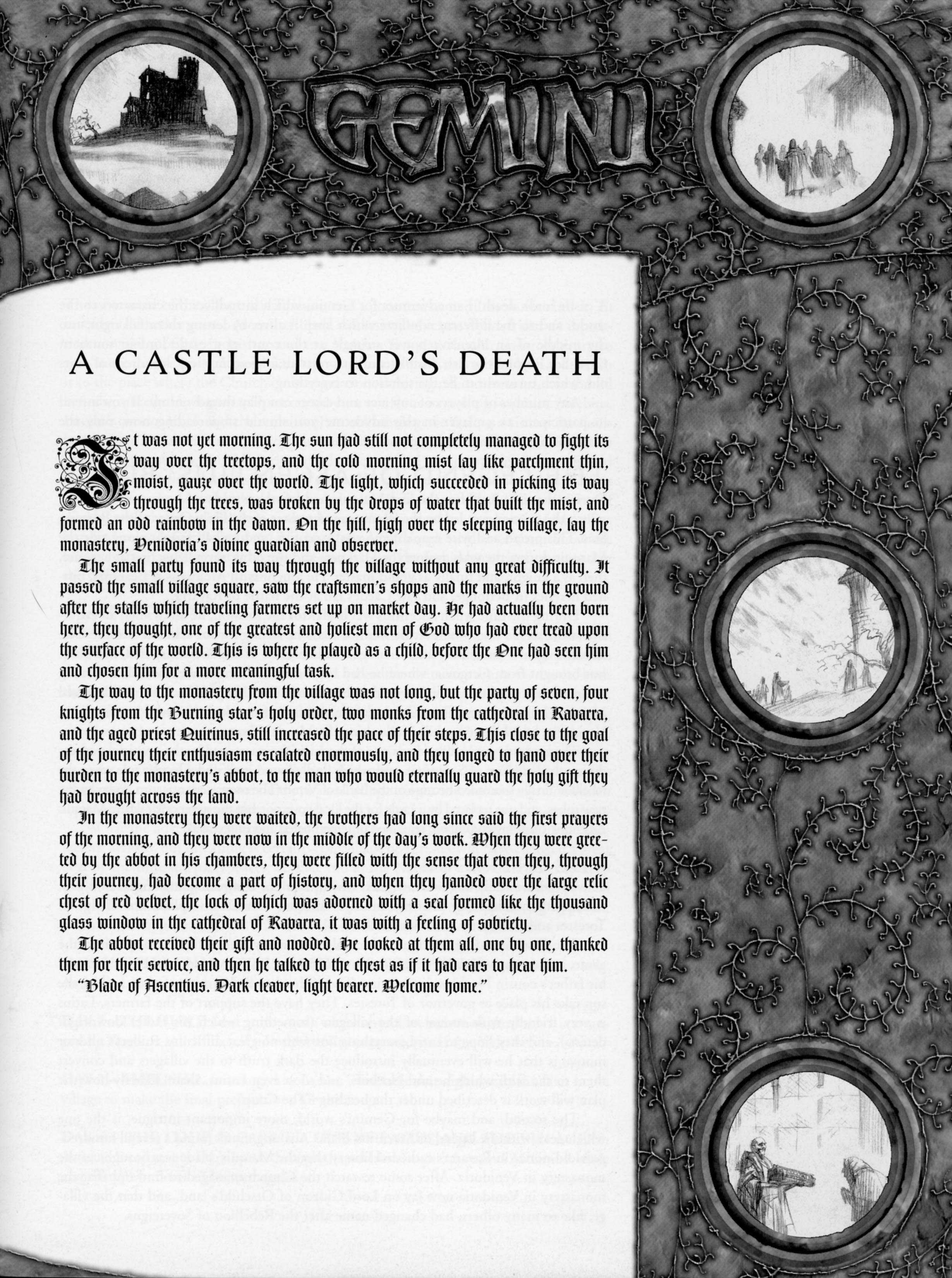
ORSCHILD

Orschild is the province where the dwarfs are most influential. Sau kin have many advisors at the lord's court. (Sau kin is described in more detail earlier in this chapter).

CERGOVIA

The dwarfs living in Cergovia devote themselves mainly to running mines. Nour kin owns five mines that they have valiantly defended from the Church, since the Church has tried to relieve the dwarfs from their treasures at irregular intervals.

GEMINI



A CASTLE LORD'S DEATH

It was not yet morning. The sun had still not completely managed to fight its way over the treetops, and the cold morning mist lay like parchment thin, moist, gauze over the world. The light, which succeeded in picking its way through the trees, was broken by the drops of water that built the mist, and formed an odd rainbow in the dawn. On the hill, high over the sleeping village, lay the monastery, Venidoria's divine guardian and observer.

The small party found its way through the village without any great difficulty. It passed the small village square, saw the craftsmen's shops and the marks in the ground after the stalls which traveling farmers set up on market day. He had actually been born here, they thought, one of the greatest and holiest men of God who had ever tread upon the surface of the world. This is where he played as a child, before the One had seen him and chosen him for a more meaningful task.

The way to the monastery from the village was not long, but the party of seven, four knights from the Burning star's holy order, two monks from the cathedral in Ravarra, and the aged priest Quirinus, still increased the pace of their steps. This close to the goal of the journey their enthusiasm escalated enormously, and they longed to hand over their burden to the monastery's abbot, to the man who would eternally guard the holy gift they had brought across the land.

In the monastery they were waited, the brothers had long since said the first prayers of the morning, and they were now in the middle of the day's work. When they were greeted by the abbot in his chambers, they were filled with the sense that even they, through their journey, had become a part of history, and when they handed over the large relic chest of red velvet, the lock of which was adorned with a seal formed like the thousand glass window in the cathedral of Ravarra, it was with a feeling of sobriety.

The abbot received their gift and nodded. He looked at them all, one by one, thanked them for their service, and then he talked to the chest as if it had ears to hear him.

"Blade of Ascentius. Dark cleaver, light bearer. Welcome home."

GEMINI

A castle lord's death is an adventure for Gemini which introduces the characters to the world, and to the different conflicts which keep it alive, by letting them fall right into the middle of an intensive power struggle at the court of a castle lord in southern Orschild. Beyond the first, visible conflicts, rests an ancient mystery, hundreds of years old, which turns out to be the solution to everything.

Any number of players of any race and career can play the adventure. If you intend to participate as a player in this adventure you should stop reading now, only the Narrator has the One's blessing to continue.

THE LEGEND OF ASCENTIUS' BLADE

During the time just after the first Marquis had left the world and been made glorious saints, the mission was led by the former grand master of the Holy Order of the Burning Star. This proud and wise man's name was Ascentius, and he had fought along side the Marquis during the wars against the Darkness and the other sovereigns, first as a squire, then as a knight, and finally as grand master. He fought with Attamens at Beaufort, burned heretics in Berlonge, and saw Caedes fall at the battle of Ravarra.

During the time when Ascentius was leader for the mission, he always had an exquisite sword at his side, wherever he went, a blade he swung for the Church and the One in battle against the unholy and unenlightened heretics. When Ascentius died, this blade was brought from Cergovia, where he had begun the building of a cathedral, according to an ancient tradition which would later come to be changed, back to the deceased Marquis' home county. There, it was left in the care of monks in the new monastery in Venidoria, which lay on a hill overlooking the Marquis' hometown.

The monastery at Venidoria was one of those which was ravaged by the uproarious armies during the Rebellion of Sovereigns, and which finally found itself under secular rule when the rebellion finally succeeded because of the battle at Veron. The monastery was torn down by the new rulers, and was replaced by a castle for the local governor, but the secret cellar where Marquis Ascentius' blade lay entombed, remained unremembered and unrevealed.

THE INTRIGUE

The adventure really has two intrigues, which, in a not completely uncomplicated way, run together, since they are very much connected to the same place, the village of Torestes and its slightly rundown castle.

The first, founding, intrigue, which also indirectly brings the characters into the game, is the coup which the young Latius, assisted by his converted teacher Rubert, and his father's cousin Noebius, is planning. They intend to dethrone the father, and let the son take his place as governor of Torestes. They have the support of the farmers, Latius is very friendly with several of the villagers (something which his father downright detests), and they hope to carry everything out with no great difficulty. Rubert's ulterior motive is that he will eventually introduce the dark truth to the villagers and convert them to the faith which he and Noebius, and soon even Latius, share. Exactly how the plan will work is described under the heading "The Coup".

The second, and maybe for Gemini's world, more important intrigue, is the one which deals with the legend of Ascentius' blade. A young monk found a several hundred-year-old notice in Ravarra's cathedral library that the Marquis' blade was brought to the monastery in Venidoria. After some research the Church managed to find out that the monastery in Venidoria now lay on Lord Gideon of Orschild's land, and that the village, like so many others, had changed name after the Rebellion of Sovereigns.

The new name of the village was Torestes, and a governor named Lucero watched it. To investigate whether or not Ascentius' blade still remained it was decided that an expedition consisting of one inquisitor and two Knights Templar, should, undercover, try to gain access to the castle. If possible, they would try to track down the blade and return it to the place where the Church's new regulations covering relics dictated that it should be – the cathedral in Ravarra. However, they are not alone in making inquiries. Noebius, Lucero's cousin, has found the remains of an old monk grave during a visit to the family graveyard under the castle, which has made him suspect that there is something more under the monastery, and relatively recently, a concealed passageway leading to the old library, has been found under the family crypt. The passageway was preserved by the first lord of the castle, who then had everyone who knew the secret killed. When he himself died he took the secret with him to the grave, and since then it has taken more than five hundred years before Rubert and Noebius found it (though neither of them know the blade's history and have let it be, they desire, instead, the forbidden scripts contained in the still intact parts of the library).

THE STORY'S ACTION

When the characters come into the plot the intrigues in Torestes have begun to thicken properly, and they are drawn in by governor Lucero himself, who fears, if not for his life, then at least for his health. During the days when the characters are at the castle, both the expedition from Ravarra, and Rubert and Noebius, are trying to complete their work in finding the buried monastery's hidden library. At the same time, Latius is pushing ahead with the work of preparing the coup, he wants to become the new lord at Torestes, and is driving a constant, intensive, collaboration with the villagers, who he sneaks out to meet at night. The characters will find themselves right in the middle of a conflict where they must make a stand, and are also falling straight into an old mystery, which they are probably eager to solve.

What the adventure's events are leading up to is very much dependant on the characters' actions, but one thing is certain – the village of Torestes will have changed a great deal by the time the party leaves. So that you as the Narrator will find it easier to keep track of what is going on when we have provided the following little "timetable", which should be a useful tool. Fill in for yourself any events which you are planning to put in, either depending on what the characters do, or as a result of their actions.

DAY 1 – THE CHARACTERS ARRIVE AT TORESTES. Dinner at the castle. Ambush 1 is arranged by Noebius and Rubert.

DAY 2 – THE HUNT. Feast at the castle where several are poisoned. Ambush 1 is arranged by Noebius and Rubert if no opportunity presented itself the night before.

DAY 3 – AMBUSH 2. Is arranged by Latius, who, later that night, visits his allies in the village to make the final preparations for the coup.

DAY 4 – THE COUP IS CARRIED OUT BY LATIUS AND THE VILLAGERS. Averius, Sernius, and Daro break through the rubble at night; they find Ascentius' blade and disappear, never to be seen again.

ACTORS

In A castle lord's death, most important of all are the actors, the different people whose goals together weave the intrigue which the characters come across. Their motives, backgrounds, and the circumstances under which they will act during the adventure, are all described here. Their technical values in game terms, are described at the end of the adventure under the heading Narrator characters.

GOVERNOR LUCERO

Governor Lucero, or the Lord, which is what everyone calls him, from the dirtiest stable hand to his nearest and dearest, is rather a sad figure. He is just above fifty, powerfully built but overweight, and remembers with pride the great deeds which his ancestors are supposed to have carried out during the countless clashes the province has had with the Church. He himself has never performed any really great deeds, other than to jail one or two farmers for poaching or tax evasion. (Narrator: A person with a good knowledge of history (area of knowledge Learning DL 2) will know that Lord Lucero led the armies which defeated the Church at Vernon, thereby ending the rebellion, something which the governor himself is not aware of, but which will make him very proud if it is pointed out).

For the moment, Lucero is a very frightened man. He believes himself to have sure evidence that his son, or someone else close to him, is planning to murder him. To subdue his fear, he drinks too much, which further increases his paranoia. He does not dare to trust anyone, especially not those close to him, and when the characters arrive at the village it is like a godsend. He is prepared to pay almost anything to buy himself free of his death sentence.

REINNA LUCERO

Reinna is a beautiful and determined woman in the late stages of middle age, somewhat younger than her husband the lord, and noticeably better preserved in her youth than him.



She is the only one who has any influence over Lucero for the time being, and it is only when she is close by that he is able to control his fear, only with her does he feel safe. Reinna knows nothing of the scheming which is going on at the castle, and even if she has observed that a gap has grown between father and son, she has taken it as nothing more than a normal communication problem between generations. She dislikes strangers, and will therefore automatically take a negative position to the characters and their presence at the castle.

LATIUS LUCERO

Latius is his father's son, not evil, but insanely egoistic, and all too impatient to wait for his father to die so that he can take over the castle and the governor title (on the other hand he is not so cold blooded that he actually intends to murder his father, only to displace him by a coup). He harbors an unbridled hatred for the Church, many times stronger than that which his father feels, and does not hesitate to, even in the presence of guests, give inflammatory speeches against the lying priests. When he is engaged in his agitation against the possibility that the One could even exist, even less be a God, he looks, to put it lightly, frightening. The whole of his sinewy body and stripy hair shakes, his dark eyes glow, and his hands flail wildly.

Latius is not stupid, which means that he will very quickly guess why the characters are at the castle, and will then become gripped with fervor, both to carry out the coup, but also to make sure that the characters are taken out of the game. Latius has still not really understood that Rubert is a dark priest, and that his father's cousin is a convert, he sees them only as allies.

If anyone could prove to Latius that his allies are under the sway of the Darkness, he would turn from their side and instead align himself with his father.

RUBERT

Rubert is a dark priest, raised in Merodak under Marquis Lazarus' lead during the great conversion. He was introduced to the family by Lucero's cousin Noebius, as a suitable private tutor for the young Latius, a post he accepted with glee. Rubert is cold and calculating, calm and incredibly quiet, but at the same time inclined to come out with poisonous remarks from time to time, which make even the castle lord choke. As a dark priest, Rubert is also a practicing magician, something he has kept secret from everyone except Noebius. He knows all the spells in the fallen bishop Ignatio's spell book.

To all appearances, Rubert is certainly inconsiderable, a man who has long since had his best years, but he still manages to move about without any problems.

NOEBIUS

Noebius is the cousin of the castle lord, his mother was the lord's aunt, and as children the boys spent quite a lot of time together. Lucero looks up to Noebius to some degree, and likes to seek his council in difficult times, but now – in his paranoia – he has begun to fear even him (which is more than deserved). Noebius himself gives the impression of being a very likeable person, he speaks calmly and collectedly, and never draws hasty conclusions. In actuality Noebius is also an agent of Darkness – he met conversion in Orschild's capital, which is also where he met Rubert.

Noebius is dark, has well kept black hair, powerful hands, and a well-trained body, and he does not hesitate to make both Lucero and Latius practice weapon games of every thinkable sort. His nose has what the well-spoken call character, and his look inspires confidence. With him on his visit to Torestes he has his wife, Miana, who spends a great deal of her time keeping the lady of the castle company.

JESTOR

Jestor is the castle's handyman, most important servant, and the lord's most indispensable assistant. He is always eager to please, devours compliments like tidbits, and is constantly stressed. For the characters he will be an invaluable contact and helper since he trusts them (though you can ask yourself why) and has no idea what is going on.

LANES

Lanes is a sturdy dwarf, who has seen a little too much of life's good things, just like the lord, and with time has become relatively fat, though he is no less aggressive because of it. He is the one who is responsible for the castle's standing guard on nine soldiers, including himself, and he is unswervingly loyal to Lucero, furthermore, he shares the governor's contempt for the common people, and thinks that the young Latius is a tiresome preacher without faith, whose mouth someone should close up. If the coup was to actually get under way, Lanes (and several of his men) would definitely be on Lucero's side. On the other hand he has no great love for strangers, even if the irritability can ease after a couple of beers and some food.

THE PARTY FROM BERVOCHE

At the castle on a visit, there is also a party of three from Bervoche, who claim to be sent by the governor of Jornmark to discuss a possible alliance (if the characters should want to blow their cover with a few well placed questions this is quite possible, but requires Learning with the Heraldry specialization; make an attribute roll to determine how difficult a question the character manages to ask, the effect becomes the DL of the questioned person).

The most prominent of the party's members is the governor's personal advisor Averius (really the inquisitor), and the other two, Sernius and Daro, are the advisor's escort, simple knight's from the governor's court. Obviously they are traveling incognito, out of fear of the Church, and therefore carry neither their lord's colors nor weapons, but they have a document (forged) which has given their story credibility. The goal of the group is to determine whether or not Ascentius' blade is still in the castle, and they have found something which has been forgotten for a long, long, time – a mausoleum in the forest behind the castle, from which there is a passageway leading to the secret library (it was used as an emergency escape route by the monks). Unfortunately the passsage collapsed when the monastery was torn down to make way for the castle, and during the past week they have been here, they have spent all their time, at night, going to dig in the mausoleum.

If they are discovered by the characters (and realize it themselves), they will give them the opportunity to keep quiet and help them in the fight against the Darkness. If the characters decline the invitation there can arise quite a bit of unpleasantness.

THE INTRODUCTION

When the adventure begins the characters are for some reason traveling on foot through the province of Orschild, in the heart of what was once the One's realm, united under the five Marquis. It is fall , and the weather under the eclipsed sun leaves much to be desired. The cold is beginning to be tangible, the wind is growing in strength, and just as they are beginning to think about setting up camp for the night they see lights from the little villlage of Torestes, and they choose to seek shelter from the incipient storm in the village inn. If you want you can read out the text to the right directly for the characters.

Fall is here. The eclipsed sun's weak rays do not have the strength to penetrate the thick layer of cloud, much less warm the world below it. It is dark and chilly, raw and merciless. The cold winds grab hold of your clothes and your hair, whip against your tired faces' tender skin, and find their way in under your furs, coats, and cloaks, to freeze your bones. The birds are quiet as they sit silently up among the treetops' protective leaves and branches, and wait for the growing storm. Deep down you know that you should be doing the same. Still you continue.

You have been traveling on foot for several days now. Life in the wilderness, interrupted only by a solitary visit to a distressingly poor elderly couple in their run down farm, is beginning to test the resilience of some of you. The comfort of the journey is not as it should be, and you feel exposed to the wild's graces. You long back to the warmth of the towns, the swarm of people, and the shifting chaos, to the taverns and the protective city walls' safety.

In the same instant as the first raindrop falls you see the light from a distant village and you increase the pace, just like the rain. When you pass in between the first houses the rain pours down, it beats like a drummer's rhythmic sticks against your bodies, wearing you out. In the light from the houses you can see people having supper. Some of them stand expressionless and observe you with their faces pressed against the windowpanes. Above the roofs you can see the light of a castle through the rain, which, from its place at the crest of a hill, guards the town and its inhabitants like a brooding bird of prey.

After yet another minute, you reach the town square, muddy and dirty, and on the other side you see what you have waited for, unremarkable but still – an inn. The warmth hits you like a welcome breeze when you open the door to the free room. Finally.

When the characters tread into the inn they are met with cold, suspicious looks. Some men sit in the small free room and talk



in hushed voices (it is the butcher, the innkeeper, and two other villagers who are discussing when the next rebellion meeting is to take place). Nobody makes any direct effort to serve them, but after many umms and ahhs they will with all probability get some sustenance and something to drink (the prices are somewhat lower than those in the price list in the Equipment chapter are). Let the characters try to start a conversation, talk a little with the innkeeper and his wife, before you move on to the next scene – An invitation.

AN INVITATION

When the characters have sat a while at the inn (for exactly how long is up to you as the Narrator) something quite surprising occurs, both for the characters, and for the rest of the clientele. If you want, you can read the following text directly to the characters.
The atmosphere in the inn is everything but fun, and you are just thinking about going up to the rooms which you have just paid for, when the door to the inn is thrown open, and a man steps into the light from the darkness outside. The rainwater drips from his clothes and forms a pool below his feet. The man looks around, and then walks with purposeful steps towards your table.

"Welcome to Torestes strangers", he says. "The lord of the castle wonders if you would be kind enough to be his guests at tonight's banquet."

The man is no other than Jestor, the castle's indispensable handyman, who has been asked to invite any possible strangers to supper at the castle by his master. The situation is becoming desperate, and the castle lord is afraid for his life as you know (something Jestor obviously has not understood, but he still takes his task very seriously, and has therefore enlisted several of the younger farmers to work as scouts and inform him as soon as strangers arrive in the village). If the characters accept the invitation he presents himself as Jestor and bids them to follow him. He regrets the inconvenience which the weather has caused, and asks the characters if they want to leave their luggage at the inn so that it can be sent for later. Obviously, if the characters want to, they are welcome to take it with them to the castle, he will also not question them if they carry heavy armor or weapons – on the other hand he will look for signs that anyone in the party could be loyal to the Church, which is more of a reflex in these troubled times than something he has been asked to do.

The actual walk through the hellish rain, up the muddy hill to the castle, is relatively uninteresting, but is made slightly less so by Jestor's inimitable praising of his lord and his traits.

AN INTERESTING SUPPER

When they arrive at the castle, the characters are immediately taken through the lounge into the great hall where the larger part of the company has already sat down to enjoy a deliciously well-prepared supper. At the place of honor sits Lucero in an exquisitely decorated, throne-like, chair, with a high, ornamental, back. By his side sits his wife, and at his other side his son Latius. Next to Latius sit - Noebius, his wife, and a few places lower down, Rubert, who prefers to dine alone - in that order. Next to Reinna sits the Bervochian advisor, and little further down, almost opposite Rubert, sit the two knights.

Dinner will very probably be a very interesting event, during which the characters are supposed to get to know the story's actors. Possible events for the evening are detailed below.

* Immediately when the characters come into the great hall the lord himself will get up and go over to them, present himself, find out their names and who they are, ask why they are traveling through Torestes, and praise them for their incredible good

will in allowing him to enjoy the pleasure of their company on this rainy night. Then he presents them in order to the people at the table. If any of the characters shows any rancor against the Church, or have lost relations or friends in the war, he will feel a great closeness to that person and will not hesitate to have a recourse to him, give him meaningful glances, and explain how much he shares his sorrow.

* Sometime during the course of the evening Latius will give an inflammatory speech against the Church, for Orschild's freedom, and for everyone's right to think freely and do as they please. He will also warn against infiltrators, intruders, and the diabolical agents of the Inquisition, at the same time as he directs meaningful glances, at the characters mainly. After a while his father will try to calm him down, even if he himself largely shares Latius' views, as he definitely does not want to risk upsetting the characters who are perhaps his last chance of salvation. (If any of the characters are familiar with the teachings of Cyrus they will notice a certain similarity. The only problem is the Latius himself is not aware of it – it is Rubert who has begun to plant the seeds of conversion into the young man's head.)

* As the evening wears on the castle lord will begin to become slightly drunk, one after one the Lady of the castle and Noebius' wife, Rubert, Latius; the party from Bervoche, and Noebius himself, will excuse themselves. Finally the only ones left in the hall will be the characters, a few servants, the lord of the castle himself, and a few guards who have been summoned by Noebius in case the characters should turn out to be rogues (though they are not so many that the characters would not be able to overcome them without a problem if they wanted to since Noebius is really only moderately concerned with his cousin's life. If someone other than him was to kill him he would be more than satisfied).

AN URGENT REQUEST

When the characters are alone with the fairly drunk lord he asks them to sit close to him, so that what they say can be heard by neither servants nor guards, and he then asks for their support and promises to make it more than worth their while. If you want you can read out the text below directly to the characters.

The lord of the castle beckons you to move closer, and then, noticeably affected by the evening's refreshments, he begins to speak.

"Dear friends", he begins "though I have known you for no more than a few hours you are the only ones I can trust in my whole castle, everyone seems to be against me, conspiring, intriguing, and planning my downfall. Furthermore, my castle is haunted, the spirits of my ancestors are restless, and that is a very bad omen, a sure sign that something is wrong. I need your help to keep my position as governor of Torestes for more than a week, even, to carry on living at all, other than as a refugee from my former home. Will you help me? I promise to pay well for your efforts."

If the characters accept the offer, or want to know more, the castle lord tells them everything about what he thinks is going on (which is not quite the truth, but it is the version of the truth which Lucero believes). If they ask him what he means by saying the castle is haunted he tells them of something extremely harrowing which happened to him when he decided to ask his ancestors advice a couple of weeks ago ("I sometimes do that when I feel restless and confused (i.e. drunk)"). When he had been down in the crypt for barely a minute he began to hear sounds from beneath the castle and became very nervous, he began to call for his ancestors but they did not answer him, instead a chanting voice, as from the stones themselves, commanded him to flee, told him that he was unworthy, a barbaric and useless oaf. Obviously he was gripped by panic, and fled from the crypt, and he has not been down there since. (Na: What actually happened was that Lucero was very close to surprising Rubert on his way up from the secret library, but thanks to Lucero's initial terror, Rubert had the opportunity to act as a ghost).

When it is time for the castle lord to talk about his suspicions you can continue to read the following for the characters.

"I have for a long time suspected that my son dislikes me, and now I am certain. I have heard him speaking with his secret allies, the knights from Bervoche who are visiting my castle, and overheard them discussing how to get at me. They saw me, pretended to become unfriendly towards each other, and have not spoken since that day. (Na: The discussion was actually about something completely different, namely that Latius accused them of being spies, maybe even churchly ones, but neither the characters or Lucero know this. If the characters ask for a clear example the castle lord clearly remembers the phrase "eradicate all traces of the Lord", which Lucero interpreted as meaning that they were to murder him, while Latius obviously meant to say that the Church's God would soon be but a memory, regardless of the Church's efforts). "I believe they are trying to kill me, or maybe even worse, and I truly wish that you could help me. Please, say that you will stay for a few days at the castle, spy on them, find out their true intentions, and talk some sense into my son - he no longer listens to what I say - and I believe that even his teacher and my beloved cousin is involved. Everyone is against me, they want to take my castle, and my life from me, and without you I cannot stop them. Without me, and without a strong man's presence at the castle Torestes will be ripe for the plucking by the Church's malevolent servants. Imagine if my son is even allied with the lying priests, what a tragedy would not that be – what a tragedy?



Furthermore, he has taken a farming girl as a lover. Has he no respect, no respect at all for his old father?." (Na: Lucero really has no reason at all to suspect that his son is a believer, other than that his anti-Church tendencies have become so strong that he is beginning to think it is all an act on the son's part, to hide where his true loyalties lie, a fairly advanced, but not incredible, line of thought for a drunken and paranoid castle lord. The suspicion can also come to be indirectly confirmed if the characters make a thorough inspection of the party from Bervoche's room. The conclusion of a lover has been drawn by the father because of the son's nightly visits to the village, when he is actually planning the father's displacement).

When the castle lord has uttered these words he breaks down crying, crushed by the seriousness of what he has just revealed to the characters. He has left his life in their hands, and truly hopes that they will help him. That money is no object he makes clear time and time again. If the characters ask him exactly what he wants them to do he begs them to make a thorough investigation of everything, spy on everyone who is involved, and check what they are doing, especially at night, because he has, on several occasions, been woken by the fact that people are running around the corridors at night. He wants evidence of a conspiracy, and of who is involved in the conspiracy, so that they can be put on trial, for himself he is not capable of doing this, and as he said, in his present state he trusts nobody.

INVESTIGATIONS

The characters are given rooms (some of the guestrooms) in which they will live during their stay at the castle. They have all their things, and they are also given keys so that they will not have to worry about snooping servants. In this episode life at the castle is explained as simply as possible, and also what the characters can find out by shadowing some of the different characters which the action revolves around.

A DAY AT THE CASTLE

A day at the castle begins at a comfortable hour of the morning, often with a ride, weapon games, studies, or other entertainment, for the inhabitants. This continues until midday when there is a collective meal in the great hall. Then you rest, study, or go on an excursion during the afternoon, to then meet up for another collective evening meal. In short, the characters have great possibilities for organizing their time and their investigations freely, and can calmly stroll around the castle, even during the day.

A NIGHTLY OUTING 1

Practically every night, when all the castle's other inhabitants have gone to bed, Rubert (since he is always one of those who excuses themselves earliest during the evening, usually with the excuse that he needs plenty of rest to think clearly) has had time to take a little nap, so that he has enough energy for the night's work. He creeps through his door and down to the crypt; he is careful, but if any of the characters has the Thief area of knowledge (to shadow) and the Movement area of knowledge (to sneak) he can easily (if he succeeds with both attribute rolls) follow Rubert without him noticing. Rubert will go into the crypt, open the secret door to the library, and disappear down into the darkness with his bedside lamp. To follow Rubert down into the library is difficult, but far from impossible, and down there he will be found in room 5, deeply engrossed in a book. If he discovers that he is followed Rubert will defend himself with magic, get out of the secret library, and trap his pursuers in the darkness.

A NIGHTLY OUTING 2

Some others who can be followed are the party from Bervoche. They also often go to bed at a reasonable time, but look fairly haggard in the morning (if anyone asks why they always blame it on nightmares). What they are actually doing is this – when most of the castle's inhabitants have gone to bed they scramble through the narrow windows of their rooms, and slide down outside the castle walls. Then they disappear into the night, towards the old mausoleum. The men of the Church are not particularly difficult to shadow either, and if you follow them to the mausoleum you will find them in the collapsed passageway (somewhere under the castle), busily trying to dig through the rubble. The knights do not carry armor during the nightly outings, but they do have their weapons as they are unsure what lies beyond the stones. If the characters follow them closely it is possible to arrive in time for witnessing the service the three hold to strengthen them for the night's work.

For how the inquisitor and Knights Templar will react if they are discovered see The party from Bervoche, under "The Actors" above.

A NIGHTLY OUTING 3

The third person who can be followed advantageously at night is the son, Latius, who fairly frequently goes down to the village to seek the advice of his allies, the peasants, about how to win the loyalty of the guards. However, he will not leave the castle before the third night after the characters' arrival, and then it will be to start the rebellion to take over the title of governor (see The Coup below).

The problem with following Latius is that he himself will always come and go through the castle gate, which is always watched by at least one guard at all hours of the day (it is due to this that the castle lord knows about his son's nightly outings since Lanes is never slow to report his men's observations to his lord), and on the way back he routinely asks the guard if anyone other than him has come or gone, so that he immediately knows if he has been followed (at least as long as they have come and gone through the gates).

If the characters succeed in following Latius they can shadow him to the inn, where those who are organizing the rebellion against the governor will meet for the last time before the attempt. The meeting takes place in the free room, and it is quite easy for a thievish and dexterous character to break open the kitchen door and listen to what they are saying in secret through the wall. The innkeeper, the butcher, the miller, and several other men and women are there, and they are discussing what the peasants need to know in detail, when everything is going to happen, and what to do if anything goes wrong. If the characters pass this information over to Lucero he will only go mad and beg the characters to help him with the situation, he wants to catch Latius red-handed so that he can not possibly deny anything.

PROBLEMS

The characters' activities at the castle will not pass the conspirators by unnoticed, and virtually as soon as they step through the door to the great hall, on the night of the terrible storm, everyone, that is to say Latius, Rubert, and Noebius, begins to plan how to get rid of the strangers, who undeniably threaten to spoil their coup, at least if they can not be persuaded to leave the castle.

During the days when the characters are at the castle the atmosphere will gradually grow more and more tense. It becomes especially problematic if the characters are caught just as they are busily searching through someone's room, this must simply not be allowed to occur, and as the Narrator it would be better if you gave the characters an opportunity to find amazing escape routes and escape by the skin of their teeth, than if you get them for every single liberty they take. They have the governor's blessing after all...

To get rid of the characters the plotting trio decides to try to put them out of the picture and drive them away from the castle. The first step is taken the same night as the characters arrive at the castle.

AMBUSH 1 – A SIMPLE MISTAKE

The first of the ambushes which the characters are exposed to is a trap which is brilliant in its simplicity. During the first night there will be a light knocking at one of the characters' doors (you choose which one, but he should sleep close to the party from Bervoche), just enough to wake him from his sleep and allow him to hear the well chosen words "Sernius, the attic, in half an hour". Regardless of how quickly the character is at the door he will only hear steps disappearing along the corridor, the one who spoke the words is nowhere to be seen.

Hopefully (for Rubert and Noebius who have arranged the trap), at least one of the characters will creep up to the attic to see who it was that left the message. There, both of them are lying in wait, and Rubert will use magic to the utmost, in order to scare, or even better, kill the characters. They have made minute preparations, and can not be taken by surprise, they also have no intention of getting caught.

AMBUSH 2 – THERE IS NOBODY IN THE DARK...

The second ambush, which is planned by Latius and some servants, is to lie in wait for one or no more than two characters, either in their rooms, or somewhere else in the castle. They will throw themselves over the characters, ram foul-smelling, molding sack over their heads, and drag them into a room where their screams will not be heard...

In the room (which will probably be the food cellar underneath the kitchens) they are given a proper beating with truncheons,



kicks, and punches, and are time and time again told to that they should not get involved in things which are nothing to do with them, that they are not wanted at the castle, and that they should leave very quickly if they want to carry on living. (That the milder, less brutal, attack is carried out after Rubert's assault is because Latius is not as raw and violent as his mentor is. He has not yet fallen completely for the dark temptations.)

THE HUNT

The day after the characters' arrival the lord of the castle decides that the whole party would feel much better after a little hunt (he can be as lively as anyone at times), and he happily makes arrangements for horses, weapons, and other equipment for any characters who need it. Everyone is to join in with the hunt, everyone shall have the opportunity to enjoy the excitement of its heat. When the hunting party has gathered, and Jestor, with the help of Lanes, has organized the beaters, they set out from the castle.

On a field outside the forest the servants have set up a long table with a light lunch, at the same time as the suddenly changed Lucero begins to organize an archery tournament (everyone is welcome to join in – those of the archers who get the highest Effect wins every round, you carry on for as long as the participants wish).

You socialize, play, and compete in a very friendly spirit, even if there might be some traces of yesterday's events (a small bruise on a cheek, a damaged hand etc.227) which mean that you can see who was involved in the attack. When one of the many prize winning events which the lord has organized (crossbow accuracy with a moving target, jousting with a spinning dummy etc.) is just getting going the sound of trumpets is heard from the forest, which can only mean one thing – the beaters and their hounds have found a quarry which they are driving into the field where the party is waiting. It is time to mount, it is time for the hunt!

STAYING AT HOME

An excellent opportunity to have the castle almost all to oneself can be had if you can think of a good excuse for staying home when the others go hunting. The only ones that remain at the castle during the hunt are a couple of servants and Rubert, who has taken the opportunity and sneaked off to improve his spell collection in the secret library.

ACCIDENTS WILL HAPPEN...

When the hunt is at its best, and all the participants are chasing after the fleeing deer on their horses, an extremely unfortunate accident occurs. Who it affects depends very much on the circumstances, but one of the characters who are participating in the hunt, or one of the knights (Sernius or Daro), are the most probable targets. The target is probably hit accidentally by a wildly thrown spear (Latius or Noebius most likely), the hunt is broken off immediately and everyone is extremely shocked by what has happened. The one who caused the accident asseverates their regret, but in his eyes shines a clear message: it is time for you to leave our castle.

How seriously wounded the victim is depends slightly on the circumstances, but it can not be too serious, since the victim is out of the adventure in that case, a light or a serious wound in an arm or a leg is about right, though, for the sake of drama, it is good to stress how close it was that things were much worse.

If the wounded person is one of the characters Lucero will give him extra attention, guarantee his safety, and compensate him richly with silver.

A FEAST FRIENDS, A FEAST

After the hunt has had its abrupt interruption through the little accident, the hunting party draws back to the castle. The lord himself is greatly distressed, but to still his agitation he decides to arrange a feast. The small amount of meat, which the hunt generated, is dealt with by the cook, and some of the old troubadour talents from the village, who have appeared at the castle before, will be called up. Tonight there will be a feast at the castle!

The feast at the castle will be an event of seldom seen extravagance, even if some stay in the background more than others do. The lord is gushing with high spirits, the entertainment is decent, the food is good, and the wine is strong, which a particularly disobliging individual has decided to use to his favor.

HE'S SICK !

Rubert has decided to teach the characters a lesson, and since the ambush in the attic was not enough to scare them away he has decided to poison them with the help of the poison splint which he has in his room (see the Equipment chapter for the poison rules). At some time during the evening he will try to poison at least one of the characters. If the poison takes effect help will immediately be summoned from the village in the form of the healer.

THE COUP

The coup is carried out in the early morning hours, and is begun by the sleeping guards being locked in their rooms by Latius and Noebius, the night guardsmen are then surprised by the same, and the peasants are let into the courtyard, the pair then go to wake up the lord of the castle. They then force Lucero, with the support of the people, to resign the governor's title and let it go to the son instead. Lucero will believe himself to have no choice, and will renounce any claim on the castle Torestes and its lands. He is then clapped in chains and locked in the prison tower.

PREVENTING THE COUP

Obviously there are a number of things which can change the course of the coup. That which is described above is the ideal completion of it, if all the pieces fall into place, and absolutely nothing goes wrong. Now, however, quite a lot can go wrong since the characters are hopefully still at the castle.

To completely prevent the coup the following are required:

* All three members, Latius, Noebius, and Rubert are imprisoned, dead, or have fled from the castle. In this case there is still a risk that the peasants will decide to storm the castle, in this case see Under Siege. If all three troublemakers are not imprisoned and the characters are still at the castle the coup will take place as planned.
* At the same time as the guards are locked in the characters will also be locked into their rooms.
* If Latius is already imprisoned or dead Noebius and Rubert will carry out the coup in his name. If Latius is really dead they will try to present Noebius as a suitable governor, something the people will accept with a few sour looks.

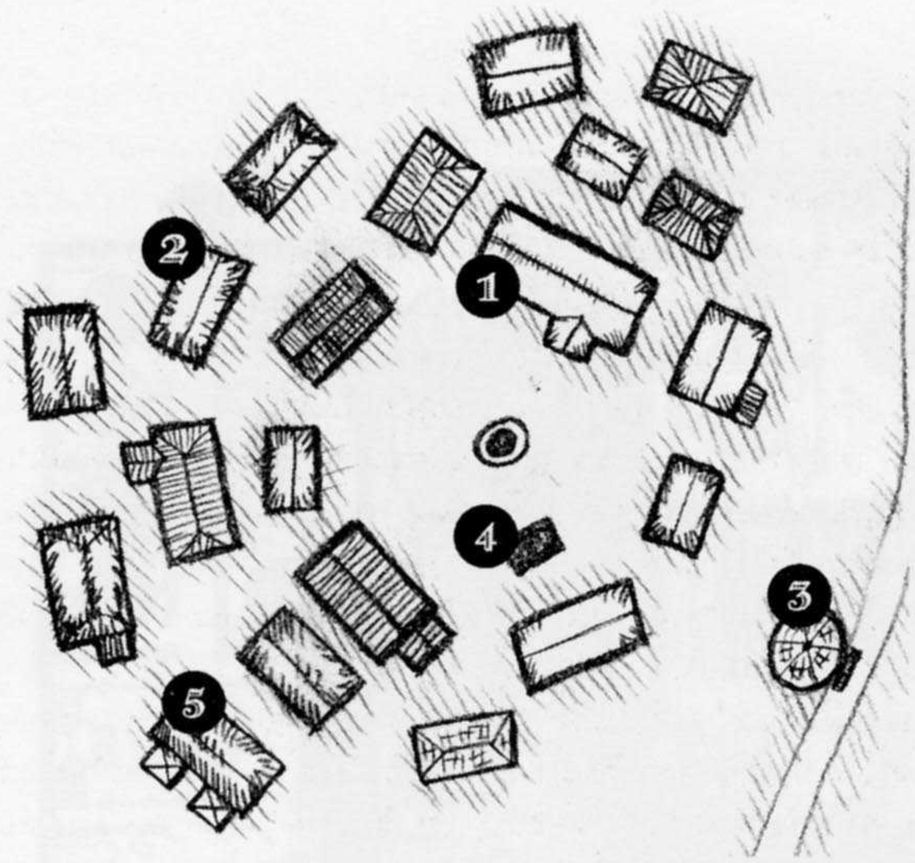
UNDER SIEGE

If all three troublemakers are imprisoned or dead, but neither the characters nor the governor has managed to explain what was going on to the people, what plans which Rubert, who completely controlled Latius, had for Torestes, they will unconditionally storm the castle. Although they are many, all their weapons and leather armor is locked away in the castle armory for reasons of safety, wall to wall with the barracks, so for trained warriors like the guards of the castle, they offer no real resistance - the dangerous thing is their burning arrows and primitive battering rams. If you are really unlucky the siege can go on for several weeks and become an adventure in itself. That is up to you as the Narrator to decide.

CONCLUSION

The adventure can end in many ways, either extremely violently, in a bloody coup or a futile peasant uprising which the lord is forced to squash either with unnecessary force, or relatively peacefully, through discussions and consultation. The following are a few examples of endings which the adventure can have. Within the brackets ( ) the side which is seen to have won the fight for Torestes, at least for now, is shown.

* The coup is carried out, the characters are imprisoned and sentenced to death by a new, brilliant, governor named Latius Lucero. (Darkness)
* The coup is carried out with the characters' help. Latius might have succeeded in convincing them that his father is a bad governor who needs to be changed with the help of the villagers. (Darkness)
* The coup is carried out, but the characters and the guards manage to free the governor and squash the rebellion. (Governor Lucero)
* Rubert's true loyalties are revealed by the characters, which also manage to convince Latius of the wrong in what he plans to do. The coup is called off and Lucero realizes the ill in his treatment of the villagers. He promises his son that he will change and makes new connections with the villagers. (Governor Lucero and the people of Torestes) (Na: this ending requires a lot of hard work from the players to achieve, but it is far from impossible).
* The coup fails for some reason other than those stated above. (Governor Lucero) Regardless of how the adventure ends the characters have had a first fleeting contact with Darkness, maybe they have made an alliance with servants of the Church, or found friends among the peasants and servants of Torestes. If they saved Lucero from downfall he will be eternally grateful for the rest of his life, and will remember them as friends. Furthermore, who has the blade of Ascentius? If the characters have it but fail to give it over to the Church, the inquisition will appear when they least expect it and demand the sword.



THE VILLAGE OF TORESTES

During the last three hundred years the village of Torestes has been under the rule of the governor family Lucero, which, with time, has become more and more self-righteous, and more and more inclined to use the peasants to perform difficult jobs at the castle. Furthermore, Torestes lies relatively close to the Ravarrian border, which means that the villagers more or less live in constant fear of the fact that the Church will come riding over the hill with their Knights Templar, something which makes them very ill disposed towards strangers. This fear, and the degree of safety living in the shadow of a castle gives in spite of everything, is the only reason why they have abstained from rebellion, but now that they have an ally on the inside there are no more reasons to hesitate, the villagers want a new governor.

The actual village is amide up of about fifteen houses which give shelter to farmer and craftsman families. They are sullen, constantly living on the edge of poverty, and the afternoon pint at the inn is often the only pleasure they can afford.

The houses that are numbered on the map are of special interest, and their function and inhabitants are described here.

1. THE BOAR INN. The Boar is run by the red-faced Bertram and his wife Wilhelmina. They belong to the closest circle of conspirators around Latius, and the top floor of the inn, or the butcher's cellar, is the place where the meetings are usually held.

2. THE HEALER. The only person versed in the art of medicine in the village lives here, and it is usually he who has to function as the castle healer when Rubert's talents aren't enough. Keran, which is his name, is really a monk in the service of the Church (something which he keeps very quiet about), and he volunteered freely when the Inquisition was looking for agents. During the past thirty years he has lived a completely normal life in the village, and he has no idea that there are three members of the Church in the castle – but they know about him.

3. THE MILL. Down by the stream there is the mill in which all the villagers grind their corn at harvest time. The mill is obviously owned by the governor, but it is run by the miller, Ermanius, who gets a part of the profit, and is allowed to grind for free, as thanks.

4. THE GALLOWS. To hold the people in fear Lucero, as the first governor of Torestes to do this ever in its history (the Rebellion of Sovereigns excepted), for roughly fifteen years ago, erected a permanent gallows at the bottom of the castle hill. It is the hope of Rubert and the villagers that he himself will be the one to dangle from it soon.

5. THE BUTCHER. The butcher's name is Cerdok, and he is part of a long line of butchers. He belongs to the closest circle of conspirators around Latius, and the nightly meetings are often held in his cellar. Cerdok is also the leader of the militia force, and is responsible for its moonlight exercises, which are always observed by Lucero who wants everyone to be able to swing a weapon when the Church comes.

THE CASTLE ON THE HILL

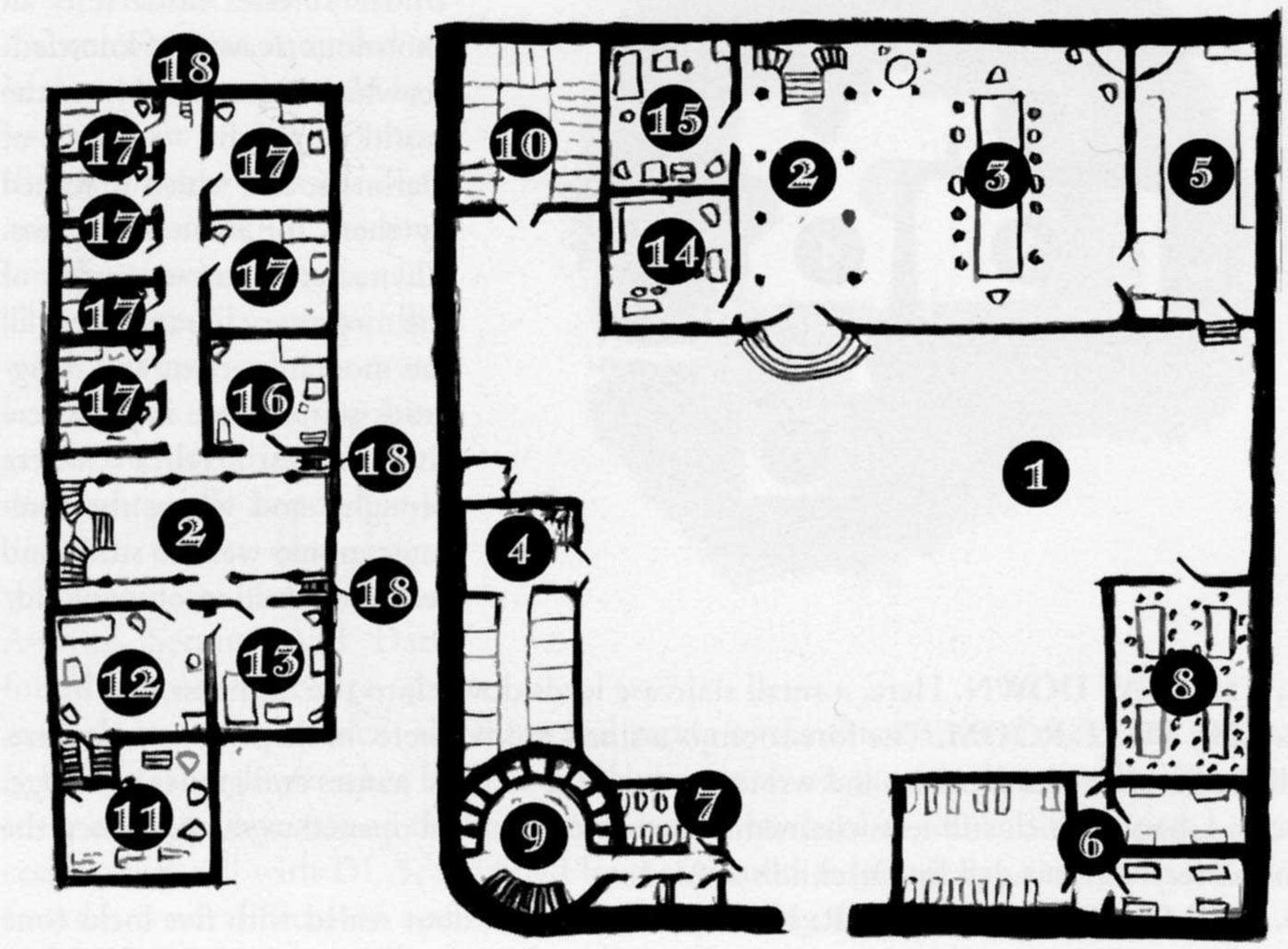
Torestes castle is a not too grandiose castle, which, during the last few years, has begun to fall into decay. Especially the roof, the stables, and the servants' quarters, are in a bad condition. The beams have begun to rot in places, the ceiling has caved in, and in the fall and spring, when one rain relieves another, the castle is extremely damp. It is built in two stories with an attic and a cellar, and stands in solitary majesty on the hill surrounded by forest on three sides, from which the lord of the castle can look out over his domains, the village of Torestes and nearby land.

A complete description of the castle is given here since the characters will assuredly want to explore it, probably more than once as well. The places which are of special interest are described in more detail than the other rooms, who have only been given a name which reveals their function. The rooms without numbers are empty, unused rooms, and in most cases they are locked. In those places in the castle where people go it is covered with memorabilia, old items (armors and weapons from the time of the Rebellion of Sovereigns), trophies (captured banners, blades, and shields with foreign insignia), carpets and embroidered tapestries (with scenes like the battle at Veron and the stand at Hueron's bridge), which hail the resistance against the Church and the proud knights heroism. Even these items are a little worn, but that does not make Lucero any less proud of them.

If nothing else is said all the locks have DL 3 if someone should get it into their head to break them open.



1. COURTYARD WITH WELL.
2. LOUNGE.
3. THE GREAT HALL. This is the castle's meeting hall, where you gather for lunch and evening meals, where you hold meetings and sit up late at night involved in heated discussions, play cards, and drink wine. Lucero himself is usually always the last man to leave the hall.
4. STABLE.
5. KITCHEN.
6. SERVANTS' QUARTERS.
7. BARRACKS. The nine guards and Lanes, their captain, live here.
8. DINING ROOM. The guards and the servants have their meals here.
9. PRISON TOWER.
10. FAMILY GRAVE. The grave is not particularly extravagantly decorated, instead the walls of the little room are adorned with plackets for each of the family's deceased members who rest in the crypt's darkness. If you look you will find graves which do not fit in, and where the inscriptions are almost rubbed out. With high levels of Learning (DL -7), the graves can be identified as monk graves. The crypt is the only part of the castle which was a part of the old monastery and is still used.



11. THE TREASURE CHAMBER. This is where Lucero goes, especially at dark moments, to comfort himself with the fact that he is still rich at least. It is with parts of this fortune that he will try to buy the characters loyalty.

12. THE LORD OF THE CASTLE'S CHAMBER.

13. THE LADY OF THE CASTLE'S CHAMBER.

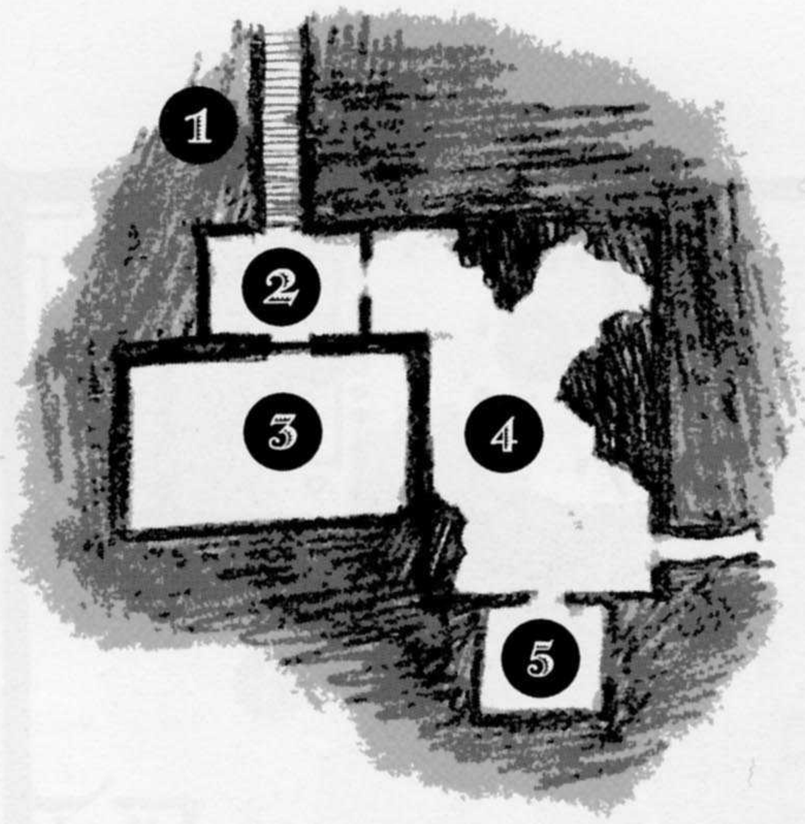
14. RUBERT'S STUDY ROOM. This is where Rubert and Latius have their lessons, which often last for most of the day. The room is sparsely decorated. The only furniture is a partly filled bookshelf, a couple of chairs, a table, and a desk. The books treat all subjects from history, geography and mythology, to advanced criticism of the One's teaching, written by a number of learned men in Orschild shortly before the Rebellion of the Sovereigns, one of the religious resistance's most favored scripts.

15. RUBERT'S CHAMBER. Rubert's chamber is overly filled, with furs, skins, and thick carpets everywhere, and a hearth where a fire is constantly burning (when Rubert is there). In a tightly locked chest of iron (DL 7) lies Rubert's spell book, his absolutely most treasured possession. At night, when he is in the secret library, the chest is unlocked and empty, since he always has his formula collection with him. In Rubert's chamber there are also about ten doses of the poison he plans to use to poison the guests at the feast after the hunt.

16. LATIUS' CHAMBER. In Latius' chamber there are a whole load of interesting things, primarily notes from his lessons with Rubert, where he writes in detail how he is going to go about replacing his father. If the characters get a hold of the notes and have time to copy them they have an invaluable aid.

17. GUEST ROOM. The guestrooms are simply but comfortably decorated, and it is here that the characters will live in the room closest to the corridor. In the slightly larger room lives Noebius and his wife. Noebius has got nothing to hide, but is a man of extremely good memory, and would surely know if anyone had been in his room and dug around. Furthermore he would not hesitate to bring it up. In the other rooms live the foreign advisor (inquisitor) and the two knights, Sernius and Daro. Their rooms are of the utmost interest, since in them you can find notes which have to some extent led them to the castle of Torestes and the forgotten mausoleum, and a roughly ten meter long rope which they use to get out for their nightly escapades.

18. THE ATTIC. The attic is enormously large, and has room for all manner of junk, mostly broken furniture, ancient tents from forgotten campaigns, a disassembled tourney pavilion, old toys, spinning wheels, and much more. The roof is broken in several places and it leaks, both through the holes, and through clumsily closed hatches.



THE SECRET LIBRARY

Under Torestes castle rests an enormous treasure of knowledge, which is concealed from the world by the agents of Darkness, and which is abused by them for their own gains. The secret library was a part of the monastery library where all the most important and dangerous scripts were kept, where the holiest relics where brought, and where the foremost monks went to study and seek the salvation of mankind.

1. THE WAY DOWN. Here, a small staircase leads down into the darkness.

2. THE FORE ROOM. The fore room is a small room where, in the monastery's time, all the libraries guardians sat and wrote down all the visitors' names and grades in a large, bound, book, which still rests chained to a marble desk, and opened to the day when the monastery was invaded by Orschild's armies.

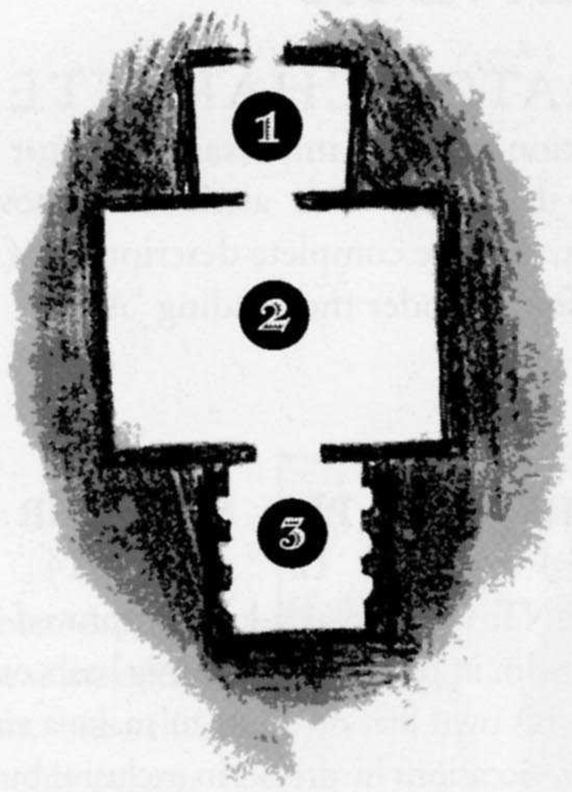
3. THE BLADE'S CHAMBER. Here, behind an iron door sealed with five locks (one for every Marquis – all DL -9), rests Ascentius' blade. The door has never been opened by Rubert, as he fears what rest behind it, the blade's goodness feel like a burning sense of unease for the lost. Ascentius' blade is a beautiful and simple broadsword which rests in a scabbard of golden leather. It is a relic with nature 22.

4. THE LIBRARY. A large part of the library collapsed during the building of the castle and is buried under several tons of heavy rocks, but there is still an impressive collection of books from the time before the Rebellion of Sovereigns, about the first Marquis and their greatness. Every volume which could be brought from here to the cathedral at Ravarra would be an enormous gain for the Church and their fight against the Darkness.

5. THE LOCKED ROOM. This is the only one of the so-called "forbidden" chambers, which was not destroyed in the collapse. The lock which once sealed the door (the library keeper always bore the keys) looks formless and lies on the floor next to the door, destroyed by Rubert's magic. There are three different spell books here, and a book about the mysteries of magic which Rubert comes to study here every night. It is also here which Rubert performs his magical experiments, and enters new formulas into his formula collection.

6. THE ESCAPE ROUTE. The escape route which leads to the mausoleum in the forest begins here, and at night you can hear how the men of the Church are digging their way through on the other side of the rubble. (If they are allowed to work undisturbed they will break through on the same night as Latius, Rubert, Noebius, and the peasants, plan to displace the lord of the castle.)

THE MAUSOLEUM



Even when it was built the mausoleum was intended to be discreet, since it would be a last way out for the monks if the monastery was attacked and the situation seemed hopeless (several monks actually managed to escape this way). Now, when moss, lichen, trees, and bushes have grown over it during five hundred years, it is impossible to discover unless you know what you are looking for. Averius, Sernius, and Daro found the entrance to the mausoleum after persistent searching and razing of the forest around the castle, precisely because they knew what they were looking for. Even though they have had to clear some of the foliage around the entrance it is still very hard to see, and it requires a successful PER-roll with DL 5, modified by the Awareness knowledge area, to find. Once found it is not difficult to open, and reveals a puzzling darkness.

1. FORE ROOM. A small room where the wall are covered with various pictures detailing the Church's earlier history, from the period when the enlightenment had not yet really had time to become history.

2. SEPULCHRE. A significantly larger chamber where all the most important brothers, retainers of the different honorary positions (like the librarian, treasurer, and key master) were buried. Every placket has an inscription with a quote from Nomen, followed by a short but intensive description of what a good person the brother was during their life (e.g. "With crystal clear wisdom and the purest soul, a leader along the true path and a savior of the confused."). Under a stone plate, approximately in the middle of the floor, is the end of the escape route which begins in the secret library.

3. THE ABBOTS' HALL. In this hall, which is smaller, but all the more adorned, with small chambers, altars for candle lighting, and busts of the most prominent of the deceased, rest the greater number of the bishops which the monastery had during its barely five hundred year long activity. Their remains would, with all certainty, be treated as relics, but grave robbing is a deadly sin, especially for believers.

4. THE ESCAPE ROUTE. At the end of the approximately four hundred meter long escape routs (that is the distance between the castle and the mausoleum), is a pile of rubble which someone is apparently trying to dig through (tools and rocks moved down the tunnel bear witness to this). This is where Averius, Sernius, and Daro work the night through. What they do not know is that Rubert waits on the other side.

APPENDIX

NARRATOR CHARACTERS

In this section the most important Narrator characters of the adventure "A Castle lord's" death are described, with attributes, knowledge areas, specializations, and essential equipment. A more complete description of their personalities and roles in the adventure can be found under the heading "Actors" at the beginning of the adventure.

LUCERO

ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
13	14	12	12	13	14



EQUIPMENT: Lucero has a long, improved chain mail shirt, and a light helm in plate, which he only bears on occasions when he fears for his own life, or wants to make a strong impression. For everyday occasions he dresses in exclusive but worn clothes in garish colors. When he fights he does so with broadsword and shield. Other than that he has access to everything in the castle.

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
LEARNING	2	HISTORY
CLOSE COMBAT	3	1-HANDED SWORDS, SHIELD
MISSILE WEAPONS	3	CROSSBOW
COMMUNICATION	3	ETIQUETTE
MOVEMENT	4	RIDE
WILDERNESS	1	HUNTING (2)

LATIUS

ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
11	12	12	14	11	14



EQUIPMENT: Latius dresses in dark colors, black leather and light shirts. When his father forces him, and in weapon games, he carries his armor, a scale mail with arm and leg plates in metal and a light helm in plate. His weapon, just like the father, is the broad sword, and of course he too has access to most of the items in the castle.

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
LEARNING	1	HISTORY, THEOLOGY
CLOSE COMBAT	3	1-HANDED SWORDS
MISSILE WEAPONS	2	BOW
COMMUNICATION	2	CONVINCE
MOVEMENT	3	RIDE

GEMINI

RUBERT

ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
8	10	10	14	16	13



EQUIPMENT: For everyday occasions Rubert dresses in a dark cloak, the common mode of clothing for a learned man. He carries a small dagger closest to his body, but relies on magic to defend himself. *Remember that the only person that knows that Rubert can perform magic is Noebius, and that he will not want to reveal it except for in an emergency and will then do his utmost to make sure that there are no witnesses.

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
LEARNING	3	THEOLOGY, HERB LORE
CLOSE COMBAT	1	DAGGER
MAGIC*	3	FIRE, KINETIC ENERGY, ORGANIC MATERIA
COMMUNICATION	2	CONVINCE
AWARENESS	3	LISTEN, SEARCH

NOEBIUS

ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
14	13	13	12	13	14



EQUIPMENT: Noebius always carries fiery red, yellow, or orange clothes or chain mail, high leather boots, and strong gloves. He always has his short spear, his bastard sword, his shield, and his crossbow with him. He rides a dark brown stallion by the name of brown star, which can be recognized by its light brown blaze.

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
LEARNING	1	THEOLOGY
CLOSE COMBAT	3	1-HANDED SWORDS, SHIELD
MISSILE WEAPONS	3	CROSSBOW, BOW
COMMUNICATION	2	ETIQUETTE, ACTING
MOVEMENT	3	RIDE, JUMP



LANES



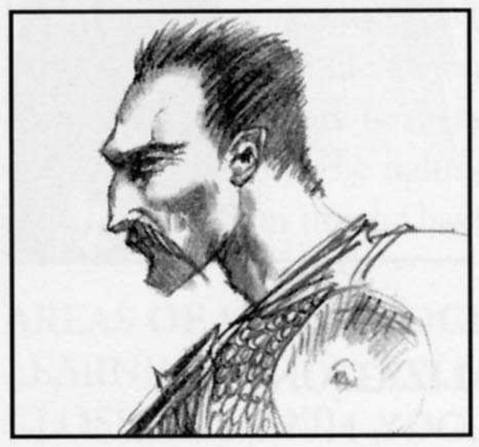
ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
15	14	11	11	11	10

EQUIPMENT: Broad axe, studded leather armor and light helm.

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
LEARNING	0	HISTORY
CLOSE COMBAT	3	ONE-HANDED SWORDS
COMMUNICATION	2	
MOVEMENT	2	RIDE

AVERIUS



ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
10	12	12	14	17	14

EQUIPMENT: Averius dresses appropriately for a governor's advisor in worthy, but not unnecessarily expensive, clothes, and, in dangerous situations, studded leather armor. He carries a short sword which he seldom uses though. Around his neck he normally carries the One's symbol, blessed by Marquis Herodias (this is hidden in his room though).

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
LEARNING	3	THEOLOGY (2), MAGIC LORE
CLOSE COMBAT	2	
COMMUNICATION	3	BLUFF, QUESTION, CONVINCE
MOVEMENT	3	RIDE
AWARENESS	2	SEARCH
THIEF	2	LOCK PICKING

SERNIUS / DARO



ATTRIBUTES

STR	PHY	AGL	PER	MEN	CHR
14	14	13	12	14	14

EQUIPMENT: Broadsword, shield, chain mail armor and light helm.

AREAS OF KNOWLEDGE	LEVEL	SPECIALIZATIONS
CRAFTSMANSHIP	1	
LEARNING	1	THEOLOGY
CLOSE COMBAT	3	1-HANDED SWORD (2), SHIELD
MISSILE WEAPON	2	
COMMUNICATION	2	
MOVEMENT	2	RIDING (2), JUMP
AWARENESS	2	



WHAT HAPPENS NEXT?

Depending on how the adventure ends the story can continue in a number of different ways. The only thing which limits the possibilities for what can follow the characters' adventures in Torestes is your imagination, but here are a few suggestions for how the characters can move on.

REVENGE OF THE DARKNESS

If Rubert and Noebius get away they will never forgive the characters, they will do everything in their power to take revenge. Maybe the Darkness weaves a web of intrigue to snare the characters, maybe even to lure them over to the dark side with some fiendish promises.

FLIGHT TO ORSCHILD

A possibility is that the characters choose to help the men of the Church to bring Ascentius' blade back to Ravarra. In this case they will be forced to fight their way through the countryside, pursued by Gideon's men. If they succeed in their work they will almost definitely be offered a position within the Church, either in one of the knightly orders, or as laymen.

WITH ASCENTIUS' BLADE

If the characters choose to keep Ascentius' blade for themselves they undeniably have a unique relic in their possession, a relic which will bring them a whole load of problems - obviously depending on what their ulterior motive in keeping the blade is. If the characters are loyal to Lord Gideon they should try to bring the sword to the capital so that the Lord will have a trump card in his dealings with the Church.

STAYING WITH LATIUS

If the characters manage to prevent the coup, and at the same time reunite father and son, it is quite possible that they will be offered a position at the court. If they accept they can look forward to a future filled with intrigues, plotting, and slandering. The intrigues just thicken constantly in Orschild.

THE JOURNEY CONTINUES

The characters might just spend a week at the castle, and then continue on their journey through Orschild. In this case the opportunities for adventure are endless. They might run into refugees at the border to Cavala, run into a party who are really churchly intrigue makers, or land right in the middle of yet another conflict.

A

A Castle Lord's Death 215-235
Academy in Bervoche 33
Actions 21, 47-57
Advanced Combat 62
Afterlife 149
Age 24
Appearance 40
Areas of Knowledge 21, 28-30
Aretas 130-131
Armor 67-68
Ascum 198
Aspects 75-83
Astrologers, the 23
Attribute Roll, the 48
Attributes 19-20
Avenger, the 151
Avernus 122-123
Avernus' Catacombs 21

B

Background 40-43
Bervoche 124-125
Bestiary 107-109
Black Storms, the 121
Blessings 160
Blood Brothers 209
Blood of Marquis Caedes, the 155
Book of Darkness, the 180
Brethren of the Bleeding Eye 183

C

Career 21, 33-40
Carillions 157
Cathedral in Ravarra, the 51
Cavala 126-127
Celak Sau 204
Cendora 63
Cergovia 144-145
Cergovia's mines 43
Cerites 176
Chained, the 166, 177
Chance of Success 48
Character Description 21
Character Sheet, the 23, 238-239
Church, the 9-10, 146-166
Cleansing Baths, the 153
Close Combat 59-65
Combat 58-71
Commemoration Day 61
Creating A Story 96-98
Creating Your Own Spells 84
Curse, the 13, 209
Cyrus 3, 114, 118, 181

D

Damage Bonus 25
Dantero 162
Dark Inheritors, the 180
Dark Martyr, the see Cyrus
Dark Relics 184
Darkness, the 10-11, 167-184
Decide Attributes 23
Decide Race 23
Decide Secondary Attributes 24
Deliverer of Darkness, the see Malachdrim
Difficulty Levels 49
Duke Laernes' Ravens 25
Dwarf Body Adornments 210-212
Dwarfen Character, the 208
Dwarfen Realm Beneath
the Mountains, the 97
Dwarfs 13, 24, 200-213
Dwarfs in the World 213

E

Eclipse, the 179
Effect 50
Elfen History 186-188
Elfs, the 12-13, 24, 185-199
Endurance 25
Enlightenment, the 111-112
Episodes 96-97
Equipment 46, 99-109
Example of Play 57
Exorcism 164
Experience Points 91-92

F

Faith Healers 153
First Elf War, the 112, 187, 201

G

Gamiel 13, 191-192
Galatien 132-133
Giants of Mordinan, the 213
Gold Leafs 159
Golden Tide, the 93
Gospels, the 181
Grades of the Knights Templar, the 45
Guard Towers of Murgia, the 69

H

History of Gemini, the 110-118
History of the Darkness, the 177-180
History of the Dwarfs 201-203
Holy Bonestaff of Marquis
Magnius, the 107
Holy Trade War, the 29
Homing Pigeons, the 35
How you create a hero 22-46

I

Icons 113
Influence of Darkness, the 89
Inquisition, the 154-155
Iron Gate, the 3, 6, 112, 180, 181

J

Jeselites 169
Jethrus 13, 192

K

Ketura 12, 189
Knights Templar, the 155-156
Knowledge Levels 49
Korentian Tower, the 39

L

Lazarus, see Marquis Lazarus
Lost Lake, the 31
Lothren 65
Luceria 136-137
Lucerian Wild Dogs, the 83

M

Magic 72-89
Malachdrim 13, 118, 187, 191, 194
Manes Mountains, the 19
Mark of the Curse, the 212
Marquis, the 150-151
Marquis Lazarus 172, 182
Masquerade of Assentium, the 71
Mausoleum in Nordel, the 111
Merodak 138-139
Missile Weapons 65-67
Mission, the 151-154
Monastery in Nantes, the 27
Monesora 53
Mordinan 140-141
Motives 45
Movement 27
Mummified Grand Masters, the 49
Murgia 75

N

Narrator, the 18, 95-98
Nature 27, 92-94
Nomen 148-149

O

Order of S:t Martius, the 79
Orschild 142-143

P

Path of a Thousand Pillars, the 67
Penalization 117
Personality 43-45
Player, the 18-19
Player Character, the 19
Poisons and Drugs 103-107
Portrait, the 105
Possessed, the 168
Prophecy, the 3
Purgates 170

Q

Queen Ketura see Ketura

R

Ravarra 128-129
Reaction 25
Rebellion of Sovereigns, the 11, 115
Reigning, the 211
Relics 157
Resting Cocoons, the 187
Resistance, the 85
Revelations 158
Revenner Forest 87
Reunion, the 161, 209
Rings of Yvers, the 41
Role-playing an Elf 193

S

Sacrifice of Marquis Latius, the 149
Saeculum 188
Salem 12, 190
Sanatoriums, the 115
Sau kin 13, 101, 210
Second Elf War, the 117, 187, 203
Secondary Attributes 20
Sein 134
Servants, the 191
Social Status 26
Sovereigns, the 11-12, 120-121
Specializations 30
Spell book 240
Spellbook of the Fallen
Bishop Ignation 85-89
Stigma 159-160
Stone ships of Lantes, the 81
Swindlers, the 103
Sword hand 25

T

Tedora 55
Templar Castle in Merloch, the 37
To Change 90-94
Travelers, the 189
Twilight, the 118
Twins, the 6

U

Unarmed Combat 64-65
Underground Lakes, the 91
Untouchables, the 209

V, W

Vaun Vuriche 3
Weapons 68-69
Weight Allowance 27
Well-being 27, 94
What is Gemini? 17-21
World, the 119-145
Wounded, the 59
Wounds 69-70
Vresum Monastery, the 77

X

Y

Z



PLAYER

NARRATOR

CHARACTER'S NAME

GENDER (2)

RACE (2)

HEIGHT AND WEIGHT (2)

AGE AND AGE GROUP (3.1)

DAMAGEBONUS (DB) (3.4)

SWORD HAND (3.5)

SOCIAL STATUS (& SAECULUM) (3.6)

CAREER (5)

APPEARANCE (6.1)

PERSONALITY (6.3)

MOTIVES (6.4)

ATTRIBUTES (1)

STRENGTH EXP	AGILITY EXP	PHYSICAL CONDITION EXP
PERCEPTION EXP	MENTAL POWER EXP	CHARISMA EXP

REACTIONS (3.2)

INITIATIVE

MOVEMENT (3.7)

WALK RUN SPRINT

NATURE (3.8)

ENDURANCE (3.3)

FLESH WOUND 1- LIGHT WOUND - SERIOUS WOUND - MORTAL WOUND +

WEIGHT ALLOWANCE (3.9) STR = STRX2 = (DL -2) STRX3 = (DL -5) STRX5 = (DL -10) STRX10 = (DL -20)

WEAPON	GRIP	STR	DAMAGE	AV	WEIGHT

	ARMOR	AV	WEIGHT	FLESH WOUND	LIGHT WOUND	SERIOUS WOUND	MORTAL WOUND
RIGHT LEG				○○○	○○○	○○	○
LEFT LEG				○○○	○○○	○○	○
ABDOMEN				○○○	○○○	○○	○
CHEST				○○○	○○○	○○	○
RIGHT ARM				○○○	○○○	○○	○
LEFT ARM				○○○	○○○	○○	○
HEAD				○○○	○○○	○○	○
ACCUMULATED WOUNDS				●●●	●●●	●●	●

WELLBEING (3.10) -5 -4 -3 -2 -1 0 +1 +2 +3 +4 +5

CHARACTER SHEET

GEMINI

BACKGROUND (6.2)

EQUIPMENT (7)

AREAS OF KNOWLEDGE (4)

CRAFTMANSHIP AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

LEARNING (MEN) AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

COMMUNICATION (CHR) AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

MOVEMENT AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

CLOSE COMBAT AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

MISSILE WEAPONS (AGL/PER) AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

AWARENESS (PER) AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

THIEF AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

WILDERNESS AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

MAGIC (MEN) AR EXP
0,75 +/-0 +2 +4 +6 +8
SPECIALIZATIONS AR EXP

GEMINI

SPELL BOOK

NAME _____
INVOCATION _____
DIFFICULTY LEVEL _____
ASPECTS _____
RANGE _____
AREA OF EFFECT _____
DURATION _____
EFFECT _____

NAME _____
INVOCATION _____
DIFFICULTY LEVEL _____
ASPECTS _____
RANGE _____
AREA OF EFFECT _____
DURATION _____
EFFECT _____

NAME _____
INVOCATION _____
DIFFICULTY LEVEL _____
ASPECTS _____
RANGE _____
AREA OF EFFECT _____
DURATION _____
EFFECT _____

NAME _____
INVOCATION _____
DIFFICULTY LEVEL _____
ASPECTS _____
RANGE _____
AREA OF EFFECT _____
DURATION _____
EFFECT _____

NAME _____
INVOCATION _____
DIFFICULTY LEVEL _____
ASPECTS _____
RANGE _____
AREA OF EFFECT _____
DURATION _____
EFFECT _____

The sun has been veiled and the Dark Martyr released.
An ancient darkness emerges from beyond the Iron Gate, waking the slumbering demons that feed on human faltering, egotism and cruelty.
Pious priests and valiant Knights Templar behold in terror as the Darkness infiltrates the Church's inner circles, seducing the sacrosanct.

The powerful sovereigns of mankind stand divided, foolish enough to decline the peace offered to them by their archenemy the Church, refusing to unite with them in the struggle against the growing Darkness.

In her remote realm beyond the mountains, the elfen Queen mourns her treacherous vassal Malachdrim's fall to the tempting Darkness.

The dwarfen people stand divided after an inane treason. They are weakened, but not wasted.

There is no unity, but that of the growing Darkness.
But there is hope.

In this accursed world the noble, the fearless and the brave fight the abhorred Darkness. A pair of twins, marked by an ancient prophecy, journey through the war-torn land guided by a guardian in an attempt to seal the Iron Gate. Soon, it will be too late. Soon all will be lost.

The struggle against the Darkness needs heroes.

Do you have what it takes?



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