# The Near Now …

**Later today, early tomorrow, sometime next week, the world began to end.**

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The United Kingdom, Ireland and the Scandinavian nations have been invaded by raiders from another cosm — another reality. These Possibility Raiders have come to steal Earth's living energy … to consume its possibilities. They have brought with them their own reality, and now portions of Europe have become *someplace else.*

The magical reality of Aysle has come to Earth, but not in the manner originally planned. Now two powerful beings vie for control of this patchwork realm — Lady Pella Ardinay of the Light, and Lord Angar Uthorion of the Dark. Creatures of myth and legend roam the streets of London and Stockholm, and sorcery has become commonplace in Dublin and Oslo.

Now the things of fantasy mix with 20th-century technology, elemental dragons rule the skies, and Northern Europe is locked in a struggle between good and evil. At stake is Earth's reality.

This is the realm of …

**Roleplaying the Possibility Wars™**

# Aysle

## The Sourcebook of Magical Reality

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## Note to Our Readers

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# Introduction

Jerry still couldn't get over how things had changed in England. Here he was, sitting in a meadow in Nottingham beside a dwarf named Groto, hiding behind the remains of a stone wall. He heard the twang of long bows, and arrows rained down around them, fired by skeletal knights intent on helping them join the ranks of the dead. He shivered.

"You normal humans are bad enough," Groto spat in his gruff manner, "but *dead* humans are intolerable." He reached into his pack — it had a Nike logo emblazoned across its front — and pulled out a hand grenade. Of course, Groto referred to it as an egg. "We're going to give them an egg to remember us by, boy," Groto said, hefting the grenade in one of his powerful hands.

The skeletal knights approached, dropping their bows and pulling swords from rotting scabbards. Groto examined the grenade for a moment, then plucked the metal ring from its top and tossed it into the group of undead warriors.

"Groto," Jerry said carefully, remembering the dwarf's temper. "You're supposed to throw the grenade."

"Oh. Right." Groto threw the grenade after the ring. It exploded half a second later, blasting the undead knights into oblivion. "Those eggs are wonderful inventions, boy," Groto said, a smile almost showing beneath his thick beard. "Now let's go get a pint of bitter."

## The Possibility Wars

Earth has been invaded. High Lords from different cosms — different realities — have come to our planet to plunder the power of the Earth itself. That is the situation in the Near Now of *Torg: Roleplaying the Possibility Wars*. Each High Lord has carved himself a piece of Earth and shaped the very fabric of reality across that area to match his desires.

Great Britain and Scandinavia have been overlaid by the magical reality of Aysle. Aysle is a fantasy realm. It is a place of dreams and nightmares, of folk both magical and mundane, of creatures of light … and darkness. It is a realm thrown into confusion, a realm split along the lines of two powerful beings who can both claim to be High Lord — Lady Pella Ardinay of the Light, and Lord Angar Uthorion of the Dark.

Aysle is a realm where reality works as it does in fantasy novels. Sorcery determines the standard of living, technology is at the level of Renaissance Europe, and mythical beasts and monsters are commonplace. There are also areas where Earth's reality exerts some influence or is even dominant. In these areas, the mundane mixes with the magical to produce some of the strangest combinations ever seen on either world.

All of this aside, Aysle is a realm at war. Once unified under the evil Lord Uthorion, the Ayslish forces now battle among themselves as two divergent powers struggle for dominance. Uthorion, now inhabiting the body of a Viking warlord, leads Vikings and giants from his Norway strongholds to recapture the realm. To the south, Lady Pella Ardinay and her knights and wizards try to establish a stable government from their base in England. They seek to stop Uthorion's plans of conquest and help the people of Earth cope with the magical reality.

From Ireland to Denmark, the faerie of Earth's past have returned with the rising magic axioms, once again able to live in the hollow hills and green meadows. In England, barbarian warriors and chivalrous knights patrol the countryside, while London remains a place of our world's magic — a hardpoint of modern technology. In Norway and Sweden, Viking longships once again ply the cold fjords, raiding where they will. In Finland, dragons rule the skies and half-folk run wild.

## Important!

This sourcebook is a companion volume to *Torg: Roleplaying the Possibility Wars*. While you may be able to use this fantasy setting with any roleplaying game, many of the concepts and rules presented here are explained in greater detail in the *Torg* rules set. Read the game books first, then come back to this book for details on the patchwork realm of Aysle.

## The Sourcebook

This sourcebook provides all the information and advice needed to design exciting campaigns and adventures set within Aysle and the *Torg* universe. It describes the cultures, religions, and world of magical reality. It provides new character templates for players to use, new world rules, a spell creation system, and more.

Discover the story of Uthorion and Ardinay, then explore the cosm of Aysle. From the dwarven account of creation, to the geography of the disk-shaped world, experience the unique feel of magical reality. Then move on to the realm, look over the new rules, and choose the character templates you like best.

Magic fills the countryside with faerie light, and a quest is in the offing. Grab your sword, pack your spell book, and don your armor. The adventure is about to begin …

# The High Lords

Lady Pella Ardinay stood upon the highest rampart of her tower, watching as the streaming armies of undead shambled ever closer. The invaders came across a bridge of some sort, constructed from twisted souls. It spiraled down from the sky, crashing to the ground beyond the Inland Sea, behind the Kelor Mountains. With its arrival, the land … changed. Where these monsters passed, the land became dark, poisoned by their foul touch. Trees blackened and withered. Water turned murky. The ground cracked like dried skin. And now the monsters were almost upon the defenders of Aysle, bringing their decaying touch with them.

This was the place they would make their stand, Ardinay had decided. Here, in the Valley of the Sword where Dunad had made his own stand so long ago. Here, in the castle where the speakers for each House met with the speaker for the people to decide laws and policies. This place stood for everything Ardinay had fought for, everything the people of Aysle believed in. It was the home of the Delegate Legacy, and she would die before she saw it defiled by these invaders.

Below ranged the forces of the Houses, armies led by the Knight Protectors. These generals and advisors to Ardinay were the sons and daughters of the House Dukes, the best warriors the continent had to offer. They were her friends. Much blood would spill this day — she hoped she would not have to bury too many of her friends.

The column of abominations moved relentlessly forward, drawing closer as the sun began to set. They would attack at dusk, Ardinay suddenly realized. They would attack at the Entity's Hour. At the head of the column she could see a huge dragon, somehow related to those of Aysle but made different by its wickedness. Upon its back was a man in dark robes — a necromancer. He was the leader of this terrible army. He was Uthorion. He was death.

The sun hit the rim of its path through the world, and vibrant colors exploded across the sky. Once the bright reds and oranges faded, the monsters would attack. Until then, they waited behind the dragon and its master, neither eager or sullen. They simply waited. Meanwhile, the blazing colors went through their cooling process, and darkness began to spread across the world disk with casual strides. Ardinay looked down and caught the eye of Tolwyn of House Tancred, the unofficial leader of the Knight Protectors. She hoped the plan she had formulated never had to be implemented, but it was there just in case. "The land," she had said to Tolwyn earlier, "remember the land." Then she cast her spell. She hoped Tolwyn would forgive her. These were her thoughts as dusk took the countryside and the dragon attacked.

As the dragon cut through the ranks of the defenders and the Knight Protectors began to pray, Ardinay prepared to face the necromancer. She heard Tolwyn's strong voice call out, "I will see you dead, Uthorion!" There were more shouts, but Ardinay blocked it out as she gathered her magic about her. She would need every bit of strength to battle the dark one. And even then, she knew that victory was uncertain.

"I am here," Lord Angar Uthorion of the Dark announced as he entered the castle.

"As am I," Lady Pella Ardinay of the Light answered. Necromancer and mage drew their powers into defensive cloaks, and the air crackled with energy.

"It is the Hour of the Entity," Uthorion said. "It is the hour of my victory." Then the battle was joined, but it was a short war. As powerful a mage as Ardinay was, she could not stand against Uthorion and the powers he drew from his Darkness Device. Before the Hour of the Entity passed, he sundered Ardinay's spirit and placed his own within her body. "Now this reality shall be mine," he said in triumph through Ardinay's red lips.

For 500 years Uthorion, who was in the body of Ardinay, ruled Aysle. With his Darkness Device, the Obsidian Crown named Drakacanus, he corrupted the world laws to his desires and reveled in the higher magical axioms. This was his reality now, not Orrorsh. He was no longer under the Gaunt Man's tutelage — no longer the student, but the master. Something haunted him, however. The promise that Tolwyn of House Tancred made before the claws of the Carredon brought her down. Uthorion became obsessed with the notion of his own death at the hand of the paladin who the legends now called Tolwyn Neverdeath. When the prophecy came to pass and she did return from the dead, Uthorion was actually relieved that the long wait was over.

## The High Lords Now

It was Tolwyn and her fellow Storm Knights, protecting the planet called Earth, who achieved victory over Uthorion. Tolwyn separated Uthorion from Ardinay's body, sundering him as he had sundered the Lady of Light. With the sundering, Ardinay was able to reclaim her form (see *The Possibility Wars* novel trilogy). Uthorion, however, had to find another body to inhabit. It wasn't really that much of a problem — he had done it countless times before over the centuries. This time he chose a strong, physically impressive Viking warlord named Thorfinn Bjanni. He quickly united the Viking tribes in Aysle realm and cosm under Thorfinn's control, establishing a force with which to continue his part in the Possibility Wars.

But Uthorion no longer has access to his Darkness Device and the extra power it grants him. Without that power, he cannot expand his borders. He cannot continue the conquest. Instead, he must battle Ardinay and retake her form — a form that is attuned to the Obsidian Crown.

Ardinay, meanwhile, waits patiently for all of her memories to return. Until then, she has begun to reestablish the Delegate Legacy, has taken a hand in destroying the creatures of darkness that seem rampant, and is doing what she can to ease the Earthers' acceptance of Aysle reality. After all, magic is much better than the fickle technology they used to depend on. Magic is more … natural.

In the meantime, Uthorion watches through Thorfinn's blue eyes and issues orders through Thorfinn's thin lips. He craves to hear the Obsidian Crown sing its song of destruction and power to him again, and he has sworn to look into its shining blackness through Ardinay's eyes once more. Ardinay, who is attuned to the Darkness Device, fights with all her strength to ignore its seductive song. It promises her the power she needs to end the Possibility Wars and restore peace to the Earthers. But its price for such power is high. If only it would stop singing and let her think …

## Uthorion, Ardinay, and the Other High Lords

Uthorion has little trust for any of the High Lords, and he is finding it increasingly difficult to deal with them as equals while his power is denied him. Ardinay, on the other hand, believes all of the High Lords are her enemies and wants nothing to do with them.

Uthorion had provided Baruk Kaah help in the form of advice and the Wild Hunt. He was planning on splitting the Living Land with the Antipope once Baruk Kaah had spread himself too thin. Now they have little contact.

Uthorion wants nothing to do with the technological wizards of Nippon Tech. But Kanawa has agents in Aysle, and that makes both Uthorion and Ardinay nervous.

Once Mobius and Uthorion had some minor dealings, but now the High Lord of the Nile sees the mixed realm as a blessing. Aysle keeps the Cyberpope occupied, and that means less worry for Mobius. Someday, however, the two realms must come to

war — especially if Ardinay emerges triumphant.

Uthorion, once a vassal of Orrorsh, was on good terms with the Gaunt Man. But the Gaunt Man has disappeared, and Thratchen is ruling in his stead. That makes Uthorion uneasy. Ardinay, however, is particularly opposed to Orrorsh and what it represents.

The Cyberpope Jean Malraux was once Uthorion's staunchest ally. Now Uthorion distrusts him because of his sudden gaining of high-tech axioms. Malraux, on the other hand, sees it as his duty to topple Lady Ardinay and place Uthorion once again in firm control of Aysle.

# Lady Pella Ardinay of the Light

**DEXTERITY 10**
Beast riding 15, dodge 16, maneuver 14, melee weapons 17, missile weapons 15, prestidigitation 22, unarmed combat 14
**STRENGTH 9**
Climbing 12, lifting 11
**TOUGHNESS 9**
**PERCEPTION 14**
Alteration magic 29, divination magic 31, evidence analysis 24, find 25, first aid 28, language 26, scholar (Aysle lore) 23, trick 23
**MIND 14**
Apportation magic 30, artist 19, conjuration magic 28, medicine 16, survival 18, test of will 27, willpower 27
**CHARISMA 13**
Charm 26, persuasion 24, taunt 17
**SPIRIT 13**
Faith (Dunad) 21, honor 23, intimidation 24, reality 25
**Possibilities:** 36
**Arcane Knowledges:** life 2, true knowledge 2, light 6, living forces 2, inanimate forces 1, air 2, earth 2, fire 3,

metal 2, plant 1, water 1, earthly 1, elemental 3, enchanted 2, folk 3
**Equipment:** elfmail enchanted armor (+8/armor value 17), *Light Blade* enchanted broadsword (+9/damage value 18/damage max 23), long bow (+6/damage value 15), quiver of enchanted arrows (+3 to damage value), quiver of normal arrows, grimoire

# Lord Angar Uthorion of the Dark

*(in the body of Thorfinn Bjanni)*
**DEXTERITY 14**
Acrobatics 17, beast riding 18, dodge 21, lock picking 21, long jumping 19, maneuver 18, melee weapons 25, missile weapons 21, prestidigitation 21, running 18, stealth 24, swimming 19, unarmed combat 23
**STRENGTH 15**
Climbing 20, lifting 20
**TOUGHNESS 15**
**PERCEPTION 14**
Alteration magic 34, divination magic 31, evidence analysis 21, find 22, language 24, scholar (Aysle lore) 18, scholar (Orrorsh lore) 21, trick 31, water vehicles 16
**MIND 14**
Apportation magic 30, conjuration magic 35, medicine 22, survival 27, test of will 31, willpower 32
**CHARISMA 8**
Charm 21, persuasion 23, taunt 24
**SPIRIT 9**
Corruption 24, faith (Corba'al) 22, intimidation 30, reality 32
**Possibilities:** 96
**Arcane Knowledges:** death 5, time 2, darkness 7, living forces 1, inanimate forces 3, air 1, earth 2, fire 2, metal 1, plant 2, water 2, aquatic 2, elemental 4, enchanted 2, folk 2, entity 4
**Equipment:** chainmail (+4/armor value 19), *Mjoni* enchanted two-handed sword (+11/damage value

26/damage max 26), long bow (+6/damage value 20), quiver of enchanted arrows (+2 to damage value), quiver of normal arrows, grimoire

# Drakacanus, the Obsidian Crown

While serving as a lieutenant to the Gaunt Man, Uthorion was sent to scout out a cosm for possible invasion. The world was extremely poor in possibility energy, but Uthorion found something of value on the bleak world. He found his own Darkness Device, which called itself Drakacanus, and it took the form of an obsidian crown. The Gaunt Man granted aid to Uthorion as he sought a reality to take control of, and even provided the troops necessary to place Uthorion in power. Why the Gaunt Man assisted him, Uthorion never understood, but he gladly used the help to take over Aysle.

**DEXTERITY 0**
**STRENGTH 0**
**TOUGHNESS 205**
**PERCEPTION 24**
Alteration Magic 40, divination magic 41, find 28, language 31, trick 36
**MIND 43**
Apportation magic 42, conjuration magic 43, test of will 43, willpower 43
**CHARISMA 27**
Charm 31, persuasion 32, taunt 28
**SPIRIT 42**
Faith 52, focus 43, intimidation 44, reality 52
**Powers:** All powers listed on page 88 of the *Torg Rulebook.* In addition, it has the power to cause a patchwork check in any portion of the realm once per week (see Chapter Four, World Rules, page 54). Use of the Darkness Device results in an automatic corruption point.

# Chapter Two

# The Cosm

The disk-shaped world of Aysle is one at war with itself. With Uthorion, in the body of a Viking chieftain, occupied with directing the invasion of Earth, and Ardinay herself looking after affairs in the realm, a power vacuum has developed in the cosm. Nature abhors a vacuum, and so do ambitious folk, who have turned upon each other throughout Upper Aysle and battle for the domination of their world. Houses battle Houses, kingdoms war with kingdoms, and political intrigue is the order of the day.

During the time he possessed Ardinay, Uthorion ruled the cosm with fear and intimidation as his crown and scepter. The continent of Aysle was completely under his control, and after five centuries he had managed to create a loose confederation of states, with the Vikings, the Corsairs, the Freetraders and, after some "persuasion," the Barbarians allying with him. He also signed a treaty with the giants of Lower Aysle, ensuring that they would support his troops in war. Only the elves resisted his entreaties, and the invasions of other cosms took precedence over his plans to discipline that race.

One of the many changes he wrought in Aysle was a twisting of the Law of Corruption, which states that the wicked will reveal their evil, and makes it impossible for one to hide dark intentions. To prevent the body of Ardinay from being so affected, and thus betraying the presence of his spirit, Uthorion used sorcery to alter the law and redirect the corruption into the land. All of Aysle became dark and gloomy. What few crops grew were stunted and poisonous, gentle winds off the Trade Sea were replaced by violent gusts that seemed to howl with Nature's rage. And yet, the people were beautiful, protected from the physical and spiritual manifestations of their evil by Uthorion's magic.

Then came the fateful day when Uthorion traveled down the maelstrom bridge to lead his invasion forces.

Ambushed by Storm Knights, his spirit was driven from Ardinay's body, and hers restored. When this happened, Dunad gave all of Aysle a choice: return to the old world laws, or accept those created by Uthorion's dark rituals. The places where evil predominated remained dark, those with good in their hearts returned their land to a state of beauty and abundance, and those lands where the people were divided are in a state of flux, changing from light to dark and back again.

Much of this is concentrated on the continent of Aysle, where the Ayslish Houses control the land. Half of the ruling families have reverted to the old ways, and their light struggles with the darkness of the other three Houses. Of the lands under the influence of the Houses, the island of Vareth has remained dark and resisted the flux, and the island of Liandar has done the same for the light. The major land mass is constantly shifting from one extreme to the other, and is expected to do so until either Uthorion or Ardinay is finally destroyed.

Of the other kingdoms in Upper Aysle, the Viking and Corsair domains remain dark, while the elven continent, the islands of the Freetraders, and the lands of the Barbarians and Ice Nomads are divided.

The Land Between is leaning toward the light, while Lower Aysle is still under Uthorion's sway, save only for the isles of Arland and Ugorland, where the state of the land alters every few weeks.

## The Creation of Aysle

Excerpt from *The Dwarven Book of Tales:*

In the beginning, there was Nothing. Timeless, unchanging, eternal, Nothing had always been there and, it seemed, would always be there.

Then the Creators came, riding mighty beasts and scattering stars about as they traveled. Once they had been great builders, constructing vast worlds with a wave of their hands, and long and hard and well did they labor for others. But then their masters turned upon them, and spat at them and called them foul names, and so they fled.

They journeyed far, enduring much hardship and misery and pursued by the creatures of their vengeful masters. But they persevered, searching for a place where they could be free to create for themselves and not for others.

Finally, they arrived at this place. They knew their masters would never think to look for them in the midst of so much Nothing, and here, they felt sure, they could build something all their own.

Building Something when Nothing is all there is means much hard work, even for Creators. But were they dismayed? No, indeed, for they were the greatest craftsmen of all. Stopping only for a quick bite of lunch and a puff on their pipes, they rolled up their sleeves and began.

Fordex the Elder looked about him. "This Nothingness offends me!" he cried. Reaching into his sack, he brought out a single grain of dust. He blew it into the Nothingness before him and shouted, "I banish you!"

Now that it contained Something — yea, though naught but a grain of dust — the Nothingness was no more. For the *Book of Laws* says, "If a thing be one thing, it cannot also be another." Since a thing cannot be both Nothing and Something, the Nothingness was banished forever.

Exhausted by his labor, Fordex rested.

Errog the Mighty spoke next. "Yes, this is Something, but it stretches unto Forever! Even we cannot work our will on Forever! I shall create a Limit!" Reaching into his sack, he pulled out a handful of sand. Placing it in his pipe, he puffed mightily, heating the

sand until it melted and became glass. He shaped the glass into a ball and placed it around the grain of dust, saying, "This shall be the Limit and Extent of our Creation!"

Exhausted by his labor, Errog rested.

Terrin the Bold stepped forward, reaching into his sack and producing a round, flat grindstone. Using his smallest finger, he carefully poked a hole in the center of the stone. He placed the stone within the glass ball, surrounding the mote of dust. "Is that not fine?" he asked his fellow Creators.

Exhausted by his labor, Terrin rested.

Movin and Weeble, the Sculptors, worked next. They drew hammers and chisels from their sacks and carved the stone, sculpting deep pits, high mountains, ocean bottoms and riverbeds.

Then they, too, rested.

Ghanthor the Pure brought forth a flask of water and poured the liquid on to the stone. Charon the Gardener took a twig from his bag and planted it by the water. Mhyrron the Gatherer brought forth an egg and set it next to the twig. Plantir the Hunter drew his knife, cut off the tip of his finger and, after carving it into the likeness of the Creators, placed it next to the egg and the twig.

They rested.

Then it was the turn of Harp, the last Creator, the Bringer of Life. He looked into his sack, but it was empty! "Alas! I have nothing to give to our Creation," he cried, sadly. Then he brightened. "Ah, I know! I shall give life!"

Speaking thus, he breathed upon the twig, and lo! it grew into a mighty oak!

He breathed upon the egg, and lo! it hatched forth a beautiful bird!

He breathed upon the image of the Creators, and lo! it became a dwarf.

Giving Life, Harp died.

When the other Creators awoke, they were dismayed. "Alas! Poor Harp is dead! He died so our Creation could know life.

"But look! The oak withers; the bird huddles upon its branches; the dwarf is sore afraid. Our Creation is flawed!"

Fordex the Elder spoke. "Fools! Living creatures cannot be in the Dark! We need to give our Creation Light!"

So saying, he reached out and picked up the single mote of dust in the center of the Creation. He placed it in his pipe, and puffed mightily. It began to glow in the hot embers of his fire.

When it was all aflame, he placed it back into the Creation. He tapped it with his finger, causing it to move within the globe, giving the Creation Day and Night.

The oak thrived in the Light, giving birth to all manner of trees, grass and flowers.

The bird thrived in the Light, giving birth to all manner of birds, beasts and fish.

The dwarf thrived in the Light, giving birth to many strong sons and daughters.

Well content with their Creation, the Creators rested.

Soon, however, they became dissatisfied once again. "It's fine," said Errog the Mighty. "But I'm not really happy with the Limit. Perhaps something could be done with infinity …"

"You know, I don't quite like the flatness," said Terrin the Bold. "Maybe a round world …"

Movin and Weeble, the Sculptors, began excitedly discussing the possibilities of continental drift. "Let us try again!" they demanded.

The others agreed. Their Creation was very nice and all, but they were sure they could do better next time. Shouldering their packs, they cheerfully set off to try again elsewhere.

# Aysle's Cosm and Geography

The universe that the dwarven gods created is a fascinating and wondrous place. When Mighty Errog set the Limit around the world, he defined the extent of the Aysle cosm. If anything exists beyond the Limit, no one knows what it is. Ages later, when Dunad smashed his enchanted sword and released the arcane knowledges of magic into the world, those knowledges floated up into the Limit and settled into place as stars. The Essences rose to the highest portion of the Limit, followed by the Principles, the Mixed Forces, and finally the Kindred and Elements, which formed stars along the Limit on the same level as the world itself. They are sometimes called the rim stars. The way the arcane knowledges settled is shown by the seven tiers within the Limit. The sun bounces against the unseen boundary that separates the Kindred and Elements from the Mixed Forces, defining the extent of its rise and fall through Aysle.

The Limit itself oscillates once per day, causing the stars to travel from the horizon to their positions in the sky, and back down again. This oscillation follows a pattern that sees the stars move up from the horizon for six hours, back down for six hours, and then repeats the process on the other side of the world. The Limit also has an axis of oscillation that rotates once per year. While these unseen forces cannot be observed, their affects on the Kindred and Element stars can. As the Limit oscillates, the Kindred and Element stars rise and fall in the sky. During Arthuk for example (the first month of the Ayslish year), the water star is the highest of the rim stars in the night sky. The star of ascendency at the time of an Ayslish folk's birth determines the Kindred or Element arcane knowledge the folk is born with. The day of the month determines the magic skill. See "Magic in Aysle", page 23, for more information.

Neither Aysle nor the Limit revolve in any way. The Limit does oscillate (the dwarves call it wobbling), causing the stars to rise and set, but they remain within a fixed position relative to the land that allows them to be used for navigation and travel, and to determine other directions besides rimward and sunward.

Aysle is a flat disk-shaped world 9,000 kilometers in radius. It is thickest in the center, approximately 100 kilometers from top to bottom, but thins out toward the rim. The plane of gravity cuts through the center of the disk, which looks like two pie plates connected at the gravity plane. "Down" is toward the center of the planet, no matter which side you happen to be standing on.

The accompanying cut-away view diagram (page 14) shows that Aysle is more than just a flat disk, however. It is composed of Upper Aysle, Lower

# 🗿 Upper Aysle

# ⊞ Lower Aysle



ELEMENTAL STAR

CHAMKATT

POLJA

VOLCAN ISLES

FOLK STAR

ENCHANTED STAR

The Boiling Sea

Sun's Path

Boiling Zone

ARLAND

Hot Sea

RAKHOLM

Warm Sea

UGORLAND

Ice Sea

Tropical Zone

THE BROKEN LAND

The Frozen Land

DULGE

Temperate Zone

The World's Rim

Arctic Zone

AQUATIC STAR

Aysle, and the Land Between. A bright yellow sun constantly rises and falls through an opening in the middle of the disk, called the Sun's Path.

Upper Aysle is home to the human and elf races, but humans are clearly the dominant folk. From the World's Rim sunward (toward the center of the disk) is a variety of climates marked as circular bands radiating out from the sun. The Frozen Land is a massive area of ice and snow that completely covers the rim of the disk. Temperatures here are constantly far below freezing due to the distance from the sun. Next is the Frozen Sea, which is not actually frozen but is extremely cold all year round. Large mountains of ice float in this arctic region, and temperatures rarely climb much above freezing. While there are hardy folk living within this zone, most of the people of Upper Aysle find the region harsh and inhospitable. The temperate zone, called the Living Sea, is where most of the population lives. Temperatures in this area never fall below freezing or rise much above that of a warm spring day on Earth. The Trade Sea is that area which is tropical in nature. Most islands in this region are covered in thick jungle or rain forest. Finally, the Boiling Sea surrounds the Sun's Path. While brief excursions into this extremely hot region can be tolerated, no folk live here. The great falls that spill into the Sun's Path are a mixture of bubbling water and hot steam that sends clouds of vapor into the air.

It should be said that temperatures are not constant within a zone, but they are gradational. Basically, the closer one is to the sun, the warmer it gets. There are no seasons on Aysle — temperatures within a given circular band vary little throughout the year. Wind and water naturally move sunward. So, by definition, any wind or water moving rimward or in some other direction is unnatural and must be the result of magic or elemental forces.

The largest land mass on Upper Aysle is the Aysle continent, which touches all of the habitable regions. The second largest land mass is Elveim, the forbidden continent. This is the mysterious home of the elves. Compared to these two areas, everything else is little more than an island. Due to the sun's never-changing pattern of movement, areas located behind large hills or mountains are wrapped in perpetual darkness.

Lower Aysle is home to the giants, who live primarily on the four main continents, Chamkatt, Polja, Rakholm, and Arland. Another notable area is the Broken Land island range, which supposedly shattered as the result of some long-forgotten cataclysm. Being much more literal, the giants have named their zones the Ice Sea, the Warm Sea, and the Hot Sea. The Frozen Land and the Boiling Sea are named the same on both sides of Aysle.

The Land Between is a reflection of the lands above, complete with seas, continents, and islands. But instead of looking up to see the stars spread across the Limit, the dwarves and lesser folk that live below can only see the top of the great cavern they live within. When the sun passes through the Land Between, its light is diffused through the steam, waterfalls, and cavern walls that line the Sun's Path.

# The History of Aysle

Excerpt from *The Dwarven Book of Truths:*

Hearken to these writings, for they are the Truths of Aysle:

Many years ago, more years than anyone can count, the Creators left Aysle, seeking new Nothing in which to build Something. The sons and daughters of the first dwarf spread throughout the land, had many more sons and daughters, and soon they built great cities on the surface.

All the dwarves lived in harmony and peace, until one day when the sun began to grow angry. It spat streams of fire in all directions, grew so bright that nothing but it could be seen, and then faded to almost nothing. The dwarves were much afraid at this, and they left their cities seeking a place they would be safe from the sun's rage.

Soon the dwarves discovered the Land Between, and finding the tunnels and caves to be to their liking, they decided to live down there. Above them the sun grew angrier still, but they were protected by the stuff of their world.

The dwarves lived well in the Land Between, but as the years passed, some longed to return to the Land Above. And so the bravest warriors were chosen to venture through the tunnels to see if the sun had calmed, and the dwarves could return to the surface in safety.

When they reached the end of the tunnel, the warriors were shocked. Moving in and out of the cities were ugly creatures who did not know the right way to use their tools, and who babbled and chattered and made great noise everywhere they went. The dwarves thought of attacking these intruders, but there were too many of them and too few warriors, so they wisely decided to return to the Land Between.

On the way there, they discovered another tunnel, and this one led to the Land Below, now known as Lower Aysle. There they found *very* ugly creatures who towered above the rocks and the trees, and carried big sticks with which they smacked each other. The dwarves were ready to attack these monsters, but then thought better of it, and once again turned for home.

When they told their tale, some believed, and others did not. Thus they offered to take the leaders of the tribe to the Land Above to prove the truth of what they said. They showed them the ugly, noisy creatures and also saw something new; rather handsome and industrious beings were building a city apart from all the others.

Although the origins of all these new creatures was a mystery to the dwarves, they decided to attack and conquer them and rebuild their cities above. But when the dwarves attacked the Land Above, many were hurt and many killed; when they attacked the Land Below, many more were hurt and many more killed. Then the dwarves realized that the Land Between was really better than the Land Above or the Land Below, and they decided to stay there.

About that time, the powerful creatures from the Land Below (who the humans in the Land Above named "giants," at the suggestion of the dwarves) discovered the tunnels. Eventually, they reached the Land Above and a great war began.

The Sky as Seen from **U**pper **A**ysle

Aysle and its **U**niverse

Essences
Principles
Forces
**Aysle**
Forces
Principles
Essences

The Sky as Seen from **L**ower **A**ysle

**Aysle Cut-Away View**  ·  **Upper Aysle**

The **S**un

Gravity Line

**GRAVITY**

**GRAVITY**

**The Land Between**

| Arctic Zone | Temperate Zone | Tropical Zone | Boiling Zone | Tropical Zone | Temperate Zone | Arctic Zone |

**Lower Aysle**

# The War of the Giants

The War of the Giants lasted for thousands of sunrises and sunsets. The dwarves decided they liked the humans better than the giants, and so fought by their side (also, the dwarves felt that the war was partly their fault, since they did accidentally show the giants the way to Upper Aysle). The battles were long and horrible, with sword and ax crashing together until the din threatened to drown out all else. The humans fought with skill and daring, and of course, the dwarves were the bravest of all, but the war did not go well. The dwarves asked the handsome creatures, who called themselves "elves," to join in the struggle, but they refused, preferring to just sit and watch.

When all the noise was over, the giants had won, and the humans had to do what they said, while the dwarves went back underground. That was the way it stayed for 500 years, with the giants very happy, the humans and dwarves very unhappy, and the elves minding their own business.

Then, when it seemed as if nothing would ever change, there came a very special human, a human even the dwarves felt was unique. This human did not talk and talk. He took action. His name was Dunad, and soon he would be hailed by human and dwarf alike as a great hero.

Dunad stood apart from the other humans, in that he would not bow down to his oppressors. He went where he willed, and even the giants were loathe to oppose him, for he carried the magic sword *Aurel*. With this mysterious and powerful weapon in his hand, he was invincible — yet even his great strength and the mystic might of his blade were not enough to free his people from their chains.

After much thought, Dunad knew the answer to all his questions. He walked alone to the place now known as the Valley of the Sword, and there he drew Aurel and shattered it across his knee. Instantly, the arcane knowledges that had been in the blade flew to the heavens and became one with the stars. Then the knowledges rained down on the world, and all the folk grew strong with it. And so, the keys to the magic that always existed in Aysle were made available. The humans learned to use this power, and the dwarves and elves too, but the giants had difficulty with this new thing and could not master it. The humans and the dwarves rose up and used Dunad's gift to slay many giants and force the rest back to the Land Below.

Dunad himself was never seen again, but the humans say he went to the stars through the magic of Aurel, and remains there to this day. The ornate hilt of his sword was found in the valley, and serves as the holy symbol of Dunad. Although many have claimed to have the blade of Aurel, as far as is known it vanished along with its owner.

The religion of Dunad dominates on Upper Aysle, and many a dwarf has joined with the worshippers of the great hero. Although dwarves as a rule frown on such things, the miracles associated with Dunad are truths that cannot be denied.

Freed of the oppression of the giants, the humans set about reclaiming the Land Above. Instead of one vast kingdom, the humans divided the continent of Aysle into a number of little kingdoms, each ruled by a different family. In one of the wisest decisions in their history, the humans gave a little kingdom on the surface to the dwarves, which is now ruled by the Vareth clan. Other families that were given kingdoms of their own, called "Houses," included the Tancreds, the Ardinays, the Dalerons, the Gerriks, the Liandars, and the Bendes.

But now that they had no common enemy to fight, the humans began to fight among themselves, and then the dwarves joined in. Each House wanted to rule the other Houses, and the feud that resulted was known as the War of the Crowns.

Like many a war, there was no winner. The fighting ended when Lady Pella of House Ardinay called for a truce and met with the heads of the remaining six Houses. She proposed the creation of a system called the "Delegate Legacy," wherein only property could be owned by the Houses, never people. She dissolved House Ardinay, gave her lands to the

Tancreds, and declared herself the Speaker of the People, who would now have a voice in how things were run. Each House would send a representative to Castle Ardinay on the banks of the Inland Sea, and there they would meet to discuss grievances in peace, rather than with swords drawn and bows pulled back.

So it was, for many a year. Then the Dreaded One, Uthorion, arrived. Across a bloody bridge he came, leading an army of horrid monsters and determined to conquer Aysle or reduce it to ashes. All of the Houses united under Lady Pella, and each sent their bravest knight to serve under Tolwyn Tancred as a Knight Protector. Many of these were the children of the Dukes of the Houses, and they served as generals to the troops and advisors to Pella Ardinay through the battles to come.

## The Houses Now

The six Houses that were in existence when Uthorion attacked still maintain their holdings on the continent of Aysle and the adjoining islands. Some have grown weaker in the 500 years the Dark High Lord possessed Pella Ardinay; others have thrived under the twisted world laws and iron rule of the usurper. But now the involvement of Uthorion in the invasion of Earth's cosm and the refusal by Ardinay to return to Aysle until Earth is safe have combined to leave the seat of power empty. This has allowed differences between the Houses to erupt into full-scale conflicts and leave the cosm on the brink of a conflagration, the like of which has not been seen in Aysle since the War of the Crowns.

The following is a brief description of the Houses as they stand today, and their alignment in the struggle between Dark and Light in Aysle.

## House Tancred

**Symbol:** Crossed swords
**Colors:** Brown and gold

Aysle tradition calls for the eldest son or daughter to inherit upon the death of the reigning duke in a House.

A middle child will be given a high rank and the management of some of the family's business affairs, while the youngest is commonly sent into the priesthood, as he has little chance of attaining power in the House.

In the case of House Tancred, at the time of the invasion of Aysle it was ruled by Duke Bordal, and his eldest child, daughter Tolwyn, was expected to assume those responsibilities when he passed away. The second in line, Alistair, looked after the family's gamelands, and the youngest, Gareth, had come of age and was about to be sent to a seminary to become a priest of Dunad.

But Gareth's soul was foul with corruption. He coveted the wealth of his father, and longed to lead men into battle in the manner of his sister, Tolwyn. When Uthorion attacked, he saw his opportunity and seized it — as the Knight Protectors battled the Dark Forces at Castle Ardinay, Gareth revealed his treacherous nature and slew Bordal and Alistair. If Uthorion lost, he planned to say the two were felled while fighting to protect the cosm from the invaders, weep some false tears, and then conceive a plot to dispose of Tolwyn as well.

To Gareth's delight, Tolwyn died in battle (or so it seemed) — but when the monsters retreated back across the maelstrom bridge, he knew he would have to feign mourning so Lady Pella would not suspect his role in his kin's deaths. When Lady Ardinay granted him an audience, he discovered to his shock that not only did she know of his bloody deeds, she approved! She struck a bargain with him: he could have control of House Tancred, and virtual immortality through her sorcerous might, in return for his unquestioning obedience.

Gareth never suspected that the Ardinay he dealt with was possessed by Uthorion, but did realize that there had to be some connection between the invasion and Ardinay's radical change of attitude. He kept to his word for 500 years, crushing any sign of rebellion and lending troops to Ardinay's invasions of other cosms. But he was haunted by the prophecy that Tolwyn would return one day, and since learning that she is leading the forces of an altered Ardinay on

Earth, he has devoted his energies to planning the true and final death of the rightful ruler of House Tancred.

House Tancred has grown wealthy and powerful under Uthorion's rule, and controls much of the sunward portion of the continent, beneath the Folk and Earth stars, including the trade center of Leshope and the port cities of Orraine and Eufemiast. To Gareth's anguish, the flux has caused his features to change without warning from youthful and handsome to rotten with age and corruption. His sanity has been rendered fragile by this, and he has locked himself inside one of the towers of Castle Tancred, allowing only his most trusted adviser, Mokai, to see him. Even his most recent bride, Marlena of House Daleron, has not been allowed at his side since the flux began.

House Tancred is linked with House Daleron through Gareth and Marlena's marriage, and enjoys uneasy alliances with House Daleron and House Vareth.

## House Liandar

**Symbol**: Oak tree
**Colors**: Blue and green

Prior to Uthorion's invasion of Aysle, House Liandar controlled the rimward and sunward section of the continent, beneath the Plant star's light, as well as the island of Liandar and the Naenia island chain. But after the war, Lady Ardinay supported efforts by House Daleron to steal Liandar land, and with the House weakened by the ravages of the Orrorshan monsters, it was unable to mount any effective resistance.

Today, the House controls only the island of Liandar, much of which is located in the Frozen Sea. Only a small amount of the land is suitable for farming, but Liandar's holdings have become a stronghold of the Light, and thus have regained fertility since Uthorion's spirit was sundered. Although the House has not attempted to regain its lost territories in the past, Liandar eyes are turning toward a House Daleron weakened by the absence of many of its troops and its patriarch, Manfred.

William Liandar, ruler of the House, inherited along with the mantle of power the family belief that Ardinay was tainted with madness centuries ago, and has only now recovered. Being an extremely religious family, the Liandars believe too many have turned away from Dunad, and the Valley of the Sword is now cursed with evil. Once free of its confines, Ardinay was able to return to her benevolent ways once more.

William has been negotiating with representatives of House Gerrik, whose lands adjoin those of the Dalerons, attempting to forge an alliance. Progress has been slow, for many supporters of the Liandars remember how the Gerriks did nothing to prevent their House being driven from the continent. There remains an undercurrent of animosity between the two, but William hopes it can be put aside for their mutual benefit.

Liandar Island has also become known as a haven for the Ice Nomads who wander the Frozen Land. Often, the wounded or the sick are brought to Liandar, where the family shares its meager supplies. Should war break out with the Dalerons, the Liandars can rely on support from the Nomads.

## House Daleron

**Symbol:** Swooping hawk
**Colors:** Black and red

This most martial of Houses has an usual and bloody history. Ardinay had relied heavily on their military might to ensure the safety of the cosm, and Duke Roderick Daleron did send his eldest son, Kwev, to join the Knight Protectors, along with a token force.

But it was all a feint. Roderick had little regard for Kwev, whose merciful nature was not in keeping with the philosophy of conquest that had shaped the Dalerons. As soon as Kwev and his troops were on their way to the Valley of the Sword, Daleron ordered all his other troops into battle — at the side of Uthorion.

The House's troops crushed the flank being manned by the Liandars, and that was the start of their outright theft of territory on the continent. They now control the rimward and sunward portions of Aysle beneath the Folk star

and the Naenia islands, and have served as Uthorion's strong right arm against rebellious Houses. Although publicly submissive to House Tancred, the Dalerons have long coveted the Tancred holdings, and with Castle Ardinay now abandoned, they consider that land ripe for conquest. They are waiting for a report from their spies on the condition of Gareth Tancred before launching a strike.

Of all the Houses, only the Dalerons have come close to suspecting the truth about Ardinay's "change of heart" after the war, and so they were disturbed, but not shocked, at reports of her altered nature once in the cosm of Earth. The current duke, Manfred Daleron, who had personally led his troops down the maelstrom bridge during the initial invasion, has chosen to remain on Earth to attempt an overthrow of Ardinay that would allow his House to rule in the cosm.

Manfred's only son, Frederick, is currently leading the House in the cosm. Its outlying lands have been hard hit by the changes in the Law of Corruption, but the cities of Harak, Creant, and Xandel remain largely dark.

## House Gerrik

**Symbol:** Three stars
**Colors:** Blue and silver

The Gerriks are a rugged family, well suited to the rough terrain that makes up their holdings in rimward Aysle, under the Folk star. Included within their lands are the Sashni snow fields and the treacherous Kelor Mountains, which tower up to 280 meters above the Valley of Skulls.

The Gerriks have a history of able seamanship and exploration. It was a Gerrik who first mapped much of Upper Aysle, and named many of the islands in the Trade Sea and the Living Sea. Their House is also the strongest militarily of those that are presently backing Ardinay on Earth.

Uthorion's bridge landed in an isolated portion of Gerrik lands during the initial invasion five centuries ago, and since the Dark High Lord's plan did not involve a great deal of destruction in the cosm, his forces were able to make it to the Valley of the Sword without attracting a great deal of at-

tention. Gerrik troops made a noble effort to outflank them, but were butchered by ghouls and a flight of Draconis Teutonica who took Uthorion's part. Many of Uthorion's creatures still live among the Kelors, thriving in the shadows cast by the peaks.

The Gerriks had ranked as one of Aysle's most influential families, along with the Tancreds, until the invasion. After that, the possessed Ardinay raised the statuses of House Daleron and House Vareth, eclipsing the Gerriks. Ardinay allowed Daleron to annex a large portion of the Gerrik lands, all of which drove the noble family into a self-imposed isolation. Protected from attacks by other Houses by natural boundaries, the Gerriks managed what was left of their domain and did very little else while Ardinay's forces pillaged and sacked other cosms.

The family was initially suspicious of Ardinay's "conversion" upon reaching Earth. But the House's leader, Duke Augustus Gerrik, was willing to gamble that the change of heart was genuine, and he dispatched extra troops under the command of son Duncan to aid her fight.

In recent days, the Gerriks have come out of their isolation with a vengeance, making guerilla-style raids against the Dalerons and the Tancreds. The Gerriks have already formed a firm alliance with the Bendes clan, and believe they can at least keep the other Houses off-balance and prevent them from sending more troops to Earth. Their long-range goal is to take Castle Ardinay and thus control the bridge (there are forces within House Gerrik who believe Aysle would be better off if the mercurial Ardinay were not allowed to return).

## House Bendes

**Symbol:** Lion on a field of white
**Colors:** Red and white

The last 15 generations of the Bendes family have played a dangerous game, indeed — while pledging their loyalty to Pella Ardinay loudly and often, they have subsidized rebellious forces in other Houses, ferried supplies to the Liandars, and made their lands available as a refuge for runaway dwarves from the slave pens of House Vareth.

Through it all, their wealth has been their shield. Watchdogs of House Tancred who have come too close to the truth have been bought off, or silenced in other ways. The Bendes have done their best to stay on the good side of Ardinay, the Vareths and the Dalerons, while all the time working against them in hopes of a general rebellion at some point in the future.

That point seemed to arrive when Ardinay called for an end to the war in the cosm of Earth. If she was truly withdrawing her support from the more brutal Houses, this was the time to strike and eliminate them. The Bendes have been helping both the Gerriks and, to a lesser degree, the Liandars rebuild their armies. They have begun mobilizing themselves as well, with an army made up of humans, half-folk and dwarf mercenaries.

All of this activity has caught the attention of the Tancreds, but thus far they have not acted, Gareth apparently being occupied with other matters. The Bendes are trying to convince their allies to crush House Vareth first, thus opening up sunward ports under the Earth star for use by the Corsairs, who might be willing to join in the fight for the right amount of money.

Duke Mordecai Bendes oversees the activities of the House in the cosm, while his son, Earl Thomas Bendes, leads their forces in the realm. Despite holding a relatively small area of land in the rimward section of the continent beneath the Earth star, the Bendes have some of the most fertile acreage and a good portion of their domain is in the temperate zone. Although some crops have suffered from the world flux, much had already been harvested and can be sold to other Houses whose food supplies are less certain.

## House Vareth

**Symbol:** Hatchet and spade
**Colors:** Orange and gray

The ancestors of the Vareth clan were good, hard-working dwarves who were rewarded for their services in the war against the giants with their own lands and their own House to rule them.

Unfortunately, this newfound wealth and the resulting soft lifestyle has corrupted the Vareths over the years, until the thought of doing actual labor is repugnant to them. In one of the most heinous acts in Aysle history, the Vareths began kidnapping dwarves from the Land Between and enslaving them to work the fields. Other dwarves and half-folk were sold to other Houses, and soon the name Vareth was considered a curse in the Land Between.

The Vareths long for wealth and power, it is true, but more than anything they desire to be considered the equals of humans, specifically the Tancreds and the Dalerons. Ardinay pledged this to them after the invasion of Aysle, but the other Houses still consider them, at best, *nouveau riche*, and at worst, deride them as "slavers."

Thus when the opportunity arose to invade a rich cosm on Ardinay's behalf, Duke Dwyvan Vareth leapt at the chance, sending his son Taleron and thousands of hand-picked troops down the bridge to Earth. Here at last would be the opportunity to prove to Ardinay and the rest of the humans that the dwarves were as good, if not better, at the art of war than they.

Then, to hear Dwyvan tell it, they were betrayed by Ardinay. As the Vareth troops were about to win a great victory, Ardinay called for the fighting to cease. Some dwarves laid down their arms, others fought on, and still others became extremely confused and were not sure what to do. This incident reinforced Dwyvan's instinctive distrust of humans, and has made him reluctant to heed the calls of the Tancreds and the Dalerons for aid against the other Houses.

Even if Dwyvan knew the truth about Uthorion and Ardinay, it would not matter a great deal to him. As far as he is concerned, one human is much like another, and he marks as his allies those who will help him turn a profit. The Vareths remain in the war on Earth simply because, since Ardinay now opposes slavery of any kind, it seems wise to fight alongside those who oppose her.

Dwyvan has, of course, heard the rumors about a dwarven rebellion in the cosm of Earth, but thus far the effects of it have not been felt in Aysle. He has reason to suspect that the Bendes have something to do with the situation, but without a central authority to bring a grievance to, his only option is all-out war, a step he is not willing to take with so many of his troops committed to Earth.

The Vareths currently hold the rimward and sunward portion of the continent under the Earth star, along with the island of Vareth in the Frozen Sea. The island has remained dark despite the flux, and is the site of the city of Tuonetar, home of the Vareth clan.

## The People's House

The People's House was the name given by Lady Pella to House Ardinay after its lands were donated to the Tancreds. Encompassing Castle Ardinay, the Valley of the Sword and the banks of the River Thamar and the Inland Sea, the People's House was the meeting place of representatives of the other six Houses during the era of the "Delegate Legacy." This small area in central Aysle borders the lands of House Gerrik, House Bendes, House Vareth and House Tancred.

The People's House, as such, no longer exists in the cosm of Aysle. It was dissolved during the period that Uthorion possessed the body of Ardinay, along with the "Delegate Legacy," and the Dark High Lord used the area as a base of operations during his reign. The main maelstrom bridge between Aysle and Earth is located in the courtyard of the castle.

The castle was abandoned by Uthorion when he traveled down the bridge to Earth's cosm. It is presently guarded by a tribe of Vikings from the isle of Skani, who intend to stay at their post until their chieftain returns with the head of Ardinay. Gareth Tancred had originally intended to move into the castle during Ardinay's absence, but the sudden shifts in the world laws (and his own appearance) forced him to change his plans.

## The Kingdoms of Aysle

Along with the Houses, which govern the continent of Aysle, there are a number of kingdoms, both large and

small, throughout the cosm. Some of these formed strong alliances with Uthorion during his reign, others isolated themselves from the Dark High Lord's doings and pursued their own interests.

The following is a summary of the kingdoms of Aysle, the lands they control, and their role in the increasingly violent power struggle in the cosm.

## The Elves

Very little is known about the elves of Aysle or their domain. Ayslish histories relate that they appeared on Upper Aysle shortly after humans and giants were first seen, and they established themselves on the land mass now known as Elveim (also referred to as "the Forbidden Continent") and the outlying islands.

Their only contact with the rest of the cosm has been through dealings with the Freetraders, who are allowed to dock at the isle of Elvenport. There they exchange human and dwarven goods for the valuable elven silk used to fashion clothes for members of the great Houses, and the light but strong elfmail armor. But not even the Freetraders know very much about them, as the elves refuse to discuss their origins or history.

All other lands besides Elvenport in the kingdom are forbidden to outsiders, and this restriction has generally been respected by the various races in the cosm. There are reports that a Viking longship once docked at Elveim, its crew planning to plunder the wealth of the elves. But none of the Vikings ever emerged, and the wreckage of the ship washed up on the Mage Islands. That account is centuries old, but the Vikings deny that there is any truth in it.

The elves remained neutral during all the cosm's wars, and have avoided any involvement in the troubles between the Houses in recent months. Elves have been spotted in the realm, usually aiding the forces of Ardinay, but they will not reveal their reasons for doing so. Some have exhibited the incredible ability to ride the fierce dragons that roam throughout the cosm.

With the current upheavals in the cosm drawing attention away from the elves, it appears their secrets will remain their own for the foreseeable future.

## The Vikings

The fierce warrior race of Aysle occupies a string of islands in the Trade Sea, the Living Sea and the Frozen Sea. All of the waters around the islands of Holm, Skani, Scania and the Nolfgar chain are considered the domain of the Vikings, and to enter them is to invite the pillaging and burning of one's vessel and the slaughter of the crew.

The Vikings first appeared as such in Aysle roughly 650 years ago. Speculation is that they are the descendants of humans who escaped the domination of the giants and fled to inhospitable Holm. The difficult living conditions on that snow-covered island toughened their stock through the generations, until they were taller, more muscular, and better able to withstand extremes of temperature than the average human.

The Vikings' great strength has made up for their relative lack of magical knowledge. They rely often on great wooden oars to move their ships, even in the face of winds that blow perpetually toward the hole in the center of the disk.

The Vikings made themselves known through raids on shipping in the Trade Sea. Goods were stolen, women were carried back to Holm as mates. Eventually, the Vikings expanded their empire to the other islands in the area, and the various tribes united under one chieftain, Grettir Bjanni. This brought an end to the civil strife among the Vikings, and enabled them to increase the profitability of their raids.

The Vikings embraced the alteration made by Uthorion in the Law of Corruption. Since they did not work the land, they did not care that it had gone dark, and as long as Freetraders continued to ply the seas, they would have supplies. Prior to the invasion, Ayslish soldiers had begun to travel on the traders' ships, making it more difficult to sack them. After the war with Uthorion, Ardinay proposed an alliance with the Vikings, a condition of which was that Aysle would no longer extend protection to shipping.

The Vikings participated in a number of the invasions of other cosms, and found great glory in it. But when Ardinay declared a truce in the cosm of Earth, the Vikings were reluctant to accept it. Then their chieftain, a descendant of Grettir named Thorfinn Bjanni, seemed to find new strength, and declared that Ardinay was weak and cowardly, and he would lead the Vikings to victory. Unaware that the spirit of Thorfinn had been driven from his body and replaced with that of Uthorion, the Vikings gladly followed him into battle.

The Vikings in the cosm are led by Rolf Bjanni, the elderly father of Thorfinn and the former chieftain (that title is passed down from father to son in Viking society). They now communicate most often with a representative of Gareth Tancred, and have the singular honor of guarding Castle Ardinay and the bridge within.

## The Corsairs

The rogues and scoundrels known collectively as the Corsairs travel under no banner in Aysle, and relish the freedom this brings. Their vessels sail the Trade Seas, plundering merchant ships at will before vanishing into the safety of Pelk Cove and the infamous isle of Haven.

The Corsairs are a relatively recent branch of the Ayslish family, having come into existence after the War of the Crowns. Soldiers and seamen who found a life of peace not to their liking settled on three large islands between Aysle and Elveim, and used these as a base from which to raid their rich neighbors. Unlike the Vikings, it is rare for the Corsairs to sack an entire town, not having the manpower for that sort of an operation and unwilling to provoke a war with any race. The Corsairs much prefer plundering without violence, as repairing ships and replacing crew is highly expensive.

The Corsairs' usual method of attack is to converge on a Freetrader ship with three vessels, in the hope that such steep odds will discourage their quarry from fighting back. The Corsairs' fiercest opponents are the Vikings, who regard the pirates as competition and have long eyed their is-

lands as sites of possible expansion. Attempts by the Vikings to mount full-scale attacks on the Corsairs have been frustrated in the past by the superior speed and maneuverability of the pirate vessels and their knowledge of the waters.

Along with the Freetraders, who also rely on the sea for their livelihood, the Corsairs often hire mages to sail with them and communicate with air elementals. These elementals can redirect the winds away from the Boiling Sea and allow sailing ships to reach their destinations with ease.

The Corsairs probably come the closest to a democratic form of government of any of the races on Aysle. Captains are elected by popular vote, their platform usually consisting of how much booty they've accumulated. There are normally eight captains, with the best strategist among them acting as the overall leader (at present, that honor falls to Logan Portman, a former sergeant in the army of House Gerrik). On issues of great importance to all (a proposed plan to burn the Viking fleet docked at Scania, for example), every crew member is allowed one vote, and each captain has two.

This system has worked well, in general, but has been no help in deciding which faction to back in the cosm. Some of the Corsairs enjoyed the rule of Ardinay/Uthorion and are willing to aid the Dark Forces. Others balk at the idea of siding with Vikings for any reason. One captain, Benjamin Westbrook, went so far as to gather his crew and travel down the maelstrom bridge to Ireland, and he was soon followed by others. This has left the Corsairs in the cosm at roughly half-strength, and thus they are treading warily whenever in Viking seas.

## The Barbarians

The people known as "barbarians" in Aysle are actually members of a tribe called Uygdir who reside on the island of Bar'aan in the Living Sea. They have the reputation of being unfeeling savages, and have been branded as everything from giant-lovers to cannibals.

In truth, the Uygdir are none of those things. They are warlike and brutal, but

no more so than the Vikings, and they have been dismissed as little better than beasts primarily because they have no system of government as the term is understood on Aysle. Although technically under the leadership of self-styled warrior king Yon Taal, the Uygdir believe in each individual looking after himself and pursuing his own destiny. Anyone who wishes to obey Taal is free to do so; anyone who feels he knows better than the king can assemble a group of followers and do as he pleases. Taal has made a few half-hearted attempts to bring the various cliques into line, but even those he has successfully won over to his side do not remain there long.

Under these circumstances, it is impossible to say if the barbarians are for or against Ardinay. Some are fighting furiously for the Dark Forces, others just as strongly for the Light. Bar'aan itself reflects this split, as parts of it are blasted with corruption, while other regions are green and lush.

The barbarians were initially reluctant to invade other cosms (preferring to choose their own wars), but the Vikings destroyed several coastal villages and Ardinay told them more deaths would result if they persisted in their cowardice. The positive aspect of joining in the invasions was that it afforded some the opportunity to get away from Bar'aan and see other lands, and there are now Uygdir on the continent of Aysle, the islands near Elveim, and even a few working in Tradeport.

The primary source of income for the barbarians is mining, chiefly for iron, which they then exchange for food with the Freetraders. Bar'aan is rich in other minerals as well, such as gold, but the Uygdir have no idea of their value, and refuse to let other races come in and work their mines. That has made them a number of enemies, including the Vikings and the dwarves of House Vareth, all of whom would like to see the barbarians driven off Bar'aan and into the Frozen Land.

## The Freetraders

The Freetraders are a mixture of Aysle folk, united by their love of commerce. It was love of conjs and lemays (Ayslish money) that led them to cross

the treacherous Trade Sea and dare the wrath of the elves by approaching what is now Elvenport. It is they who keep the various continents abreast of the news of the cosm, provide markets for goods and sell food to areas where none can be grown because of the corruption of the land.

Unfortunately, it is also the Freetraders (or some of them, anyway) who ferry enslaved dwarves from the markets on Vareth to their new masters. These slave ships are the favorite targets of Corsairs, who massacre the traders, keep whatever gold they find, and either add the freed dwarves to their crews or return them to the Land Between for a substantial reward.

Save for the slavers, most of the Freetraders consider themselves to be on the side of Light. Being the first to learn anything of import in the cosm, they heard the whispers that perhaps Ardinay wasn't really Ardinay at all. Then all military protection for their ships was withdrawn by the Aysle government, leaving them perfect victims for the pirates and the Vikings. Thus the Freetraders feel they have a vested interest in the return of a benevolent Pella to the throne, if only to get House protection back for their vessels and saving themselves the high cost of hiring mercenaries to guard their goods.

A number of Freetraders traveled to Earth during the invasion, seeing the potential for great profit there. They have since discovered that ferrying refugees can be a very lucrative business indeed, although they avoid the Scandinavian waters, preferring to stay as far away from the Vikings as possible.

## The Ice Nomads

These wanderers of the Frozen Land have been in Aysle for as long as any humans can remember. Where they came from — whether they were originally cast out of Ayslish society or left of their own accord to seek a better place — no one knows. But from that day to this, they have trekked through the harshest terrain of the Land Above and braved biting winds and killing temperatures that no one else would dare challenge.

Despite their lack of comforts, the Ice Nomads have survived. In part,

this is because no one particularly wants to conquer a barren, snow-covered wasteland, but it is also because the Nomads seem to have developed skills denied those in the more comfortable areas. The barbarians speak of them with something akin to awe, saying that they have seen Ice Nomads bring down a Draconis Teutonica and then feast on its carcass.

Cut off as they are from modern society, nothing is known about their social structure or their loyalties. Whether they are able to comprehend the concept of a People's House, or the roots of the Ardinay-Uthorion conflict, is unknown. They have, however, evidenced a great deal of loyalty to the Liandar family, and they have spoken to William Liandar of a tradition among their people, that of sacrificing one's life for a friend and the rewards in the afterlife for such an act.

## The Half-Folk

The bizarre creatures called half-folk have, in a sense, every kingdom and none at all to call their own. There are half-folk virtually everywhere in Aysle, save perhaps for Elveim. They have been found everywhere from the islands bordering the Boiling Sea to the farthest reaches of the Frozen Land, and nowhere are they welcomed. The humans consider these half human/half creature mixtures dangerous monstrosities, the Vikings regard them as fit only to be beasts of burden, and the barbarians and Ice Nomads consider them befouled by dark magic and thus unclean.

When Uthorion first invaded the Aysle cosm, the reality storms transformed the folk into beings that were bizarre hybrids of man and monster, who eventually became known as half-folk. First-generation half-folk are never possibility rated, but each succeeding generation produces more possibility-rated beings.

The overwhelming rejection they have experienced has had several negative effects on the half-folk. Some, particularly the minotaurs, have reacted by lashing out at every other race, and as a result there are areas of Aysle where the man-bulls are killed on sight. The harpies tend to hide them-

selves away from everyone, staying in dark caves and grottos — often the combination of their isolation and the sight of their horrid appearance in a pool will cause them to go insane. Of all the half-folk, it is the satyrs who seem to adjust most quickly to their new state — they flock to the hillsides of the Aysle continent, grazing on vegetation and not particularly caring what anyone thinks of them.

Bitter and frustrated, the half-folk were easily recruited by Uthorion, in the guise of Ardinay, for his army. At last, they felt as if they were accepted — in truth, Uthorion had need of expendable fodder to soften up enemies before the Vikings went in for the kill.

The half-folk live under the laws and political system of whatever kingdom they happen to be occupying, but have no legal rights under any system currently operating in the cosm.

## The Giants

The giant race controls virtually all of Lower Aysle, occupying most of the major land masses there, although they have only a few settlements in the Broken Land, which is a haven for lesser folk, half-folk, and creatures of all descriptions. The giants have had minimal contact with Upper Aysle since the War of the Giants hundreds of years ago, except for meetings with Ardinay/Uthorion that resulted in many of them joining the Dark High Lord's invasion force.

Contrary to the belief of many in Upper Aysle, the giants are not one united bloc of oversized bullies. There are fierce rivalries between different groups, the bloodiest thus far between the giants of Chamkatt and those of Polja. The feud started 300 years ago over a stolen cow, and now many joke that it is easier to conquer an entire cosm than to get a Chamkatt and a Polja to agree on anything.

The giant tribes, major and minor, live under a system in which the strongest warrior rules, and can be replaced at any time, providing the claimant to the title bests him in battle. For this reason, there are few elderly giant leaders, nor are there very many wise ones. The giants rely on brute strength to accomplish their ends, eschewing

strategy and tactics and often meeting defeat as a result.

The giants have a particular hatred for humans, especially those who worship Dunad. Giant histories make no mention of Dunad or his deeds, but refer instead to a traitorous giant named Lafetor who betrayed his race to the humans. Those giants who have taken the side of the Light tend to be followers of Ugorl or those who have ventured into Upper Aysle and been awed by the riches and the different races found there. A giant in Upper Aysle can find work fairly easily (there's always demand for someone who can lift boulders and considers two wolacs a fair day's wage). Other giants who oppose the ravages of the Dark Forces have formed a community on the isle of Ugorland in Lower Aysle.

The giants have varying degrees of dislike for all the other races in Aysle, but reserve a special enmity for the dwarves of the Land Between. No giant has forgotten that the dwarves fought against them in the war for Upper Aysle, and the uneasiest alliance in all of Uthorion's vast army is that between the giants and the dwarves. In fact, the giants have taken to blaming the dwarves for Ardinay's change of heart and any setback the Dark Forces meet (there is an old saying among the dwarves, "In the eyes of a giant, the dwarves were showing Dunad how to take a sword apart one day, and things just got out of hand").

## The Dwarves

The dwarves actually occupy two distinct "kingdoms" in the cosm of Aysle, the Land Between and the territories controlled by House Vareth. As the Vareths have been dealt with elsewhere in this chapter, we will focus here on the dwarves who occupy the "middle ground" between Upper Aysle and Lower Aysle.

Along with humans and giants, the dwarves are one of the dominant races of Aysle. Although they do not have a reputation as great warriors, they are fierce and tenacious, and make up in cunning what they lack in brawn. The dwarves realized how easily their land could be conquered, or turned into a

pathway for the invasions of others, and took steps to prevent this from happening. Using their engineering skills, they booby-trapped many of the tunnels which connect Upper Aysle to Lower Aysle, and this has lessened the number of disturbances by giants in their kingdom in recent years.

In fact, the greatest threat to the dwarves over the last five centuries has come not from the noisy creatures above or below, but from their own kind. Raiding parties from House Vareth appear once every few weeks, and carry off the healthiest and strongest dwarves to be sold in the slave markets. Attempts by the Land Between dwarves to stop this have been largely unsuccessful, and every dwarf family has lost at least one member to the slavers.

This situation has engendered a great deal of resentment toward Ardinay in some quarters, and over time some of these dwarves have organized into small resistance bands. They have proven very effective saboteurs, and many of the groups mingled with the Vareth troops and traveled down the bridge, hoping to do their bit to aid the cosm under attack.

When Ardinay announced a truce, the dwarves were divided. Some took this to mean she had not been herself over the last 500 years, and was not responsible for all that had happened in Aysle; others claim she simply saw the battle was going against her, and decided to try the "Did I do that? I can't remember!" trick that many a dwarf has pulled after a long night of lager. Regardless of their opinion, these bands continue the fight against the Dark Forces in the realm.

Other dwarves from the Land Between have less noble natures. Some came to the conclusion that the only way to avoid becoming a slave was to become a slaver, and went to work for the Vareths. These dwarves dismantle alarm systems in the tunnels to allow the raiders to come down safely, and in return are well paid and promised that their families will not be harmed. Of course, if one of these spies displeases the House, the Vareths will not hesitate to leak his name to the dwarf families who have been victimized, ensuring that the offender will be dispatched in an exceedingly pain-

ful manner by his outraged neighbors.

Unlike many other Ayslish races, the dwarves do not choose their leaders based on strength or material wealth. Although an especially militant dwarf can always gather a small group of followers, generally the eldest and the wisest in a community are the *de facto* leaders. The primary responsibility of the Council of Elders is to provide for the safety of the kingdom and closely monitor the supplies of food.

The latter is a constant problem for the dwarves. Living underground, they have never had the most fertile soil to work with, their primary crops being mushrooms and some forms of moss. With the world flux, even those often will not grow. Thus they must forage or trade for what they need, usually in Upper Aysle. Trading with humans is fairly easy, as the dwarves have an abundant supply of gold, silver and other precious metals and minerals to offer. Foraging has been less successful, since so many parts of Upper Aysle have been ravaged by the changes in the Law of Corruption and food is in short supply.

Along with mining, the dwarves rely on their skills as craftsmen for their livelihood. Their most lucrative pursuit is ship repair, particularly with the Freetraders taking such a pounding from the Vikings and Corsairs. A team of dwarves can patch a hull in a matter of minutes, and a number of Freetraders have taken dwarves on as crew members to effect emergency repairs.

Dwarf mages are also in high demand in Aysle, primarily because they cannot demand the same high prices a human sorcerer can, and Ayslish enjoy getting the same magical effect for less money. (Of course, dwarf mages do have a reputation for casting spells that don't do quite what the customer expected — like the person who purchased a *floater* spell at a cut rate and then painfully discovered the duration was not quite as long as he had been promised.)

The dwarves make up the majority of the population in the Land Between, sharing that area with a number of half-folk and lesser folk. These groups are avoided by the dwarves, who fear the lesser folk and have no use for the half-folk, dwarves preferring to do their own manual labor.

The dwarves have recently heard rumors of Gutterby's revolt in the realm, and have been heartened by them. Plans are going forward for an insurrection against House Vareth, which has committed a large number of troops to the battle for the cosm of Earth.

# The Lesser Folk

The lowest class in Aysle, the lesser folk — the gnomes, trolls, kobolds, and ogres — have no true social structure to speak of, beyond the occasional loosely-knit group seen wandering through the mountains of Upper Aysle. In general, the lesser folk lead independent existences, taking care of themselves and caring little for anyone else. They favor caves, tunnels, and other dark places, particularly in the Land Between, and shun gatherings of humans, dwarves or giants.

A lone Ayslish is another matter entirely. Cosm residents roaming too near the homes of lesser folk have been killed for no more reason than that the resident troll was in a particularly foul mood that day.

Lesser folk are normally of low intelligence, although they can recognize a profit-making venture when they see one. That is why so many of them have gravitated to the Dark Forces, a troop that allows them to pillage and burn and pays them well for it. There are few lesser folk among the soldiers now following Ardinay, and since neither humans nor dwarves care to associate with them, that is probably just as well.

The lesser folk are also the only group which doesn't care that crops cannot be grown in huge areas of both Upper and Lower Aysle. This is because lesser folk tend to be meat-eaters, and will feast on anyone or anything they can get their hands on. For that reason, they make for dangerous allies — if an ogre gets too hungry, the ideas of "friendship" and "cooperation" will swiftly be replaced by less lofty ideals, and a traveling companion may find himself the main course on the dinner menu.

Like all folk, the trolls, ogres and such have some magical skill and knowledge, depending on their birthdate. But fewer of their number

have become adept at the use of the sorcerous arts, due to the refusal of the academies on the Mage Islands to admit them and the unwillingness of the lesser folk to trust each other with any knowledge they do gain.

# Magic In Aysle

Since Dunad broke his enchanted sword and released the arcane knowledges into the cosm of Aysle, magic has been a part of everyday life. Because of Dunad's blessing, all folk are born with a magic skill and a knowledge, and simple magic is as commonplace as electricity in Core Earth. The rim stars — those celestial embodiments of the Kindred and Element knowledges — determine which knowledge a person is born with. The skill is determined by the time of the month. The "Determining Magic by Birth" table provides an easy way to figure out a character's magic skill and knowledge by birth. It lists the months of the Ayslish year, which stars (knowledges) are in ascendency during particular months, and which skill is associated with the date of the month in question.

**Example:** Bord Feral is born on the 26th day of Celay. This means he is born with the *apportation magic* skill and the *metal* arcane knowledge at one add each.

## The Entity Knowledge

When the arcane knowledges were released from the blade of Dunad's sword, each found a home in the Limit as a star. One of the knowledges did not take physical form, however. It remained incorporeal, haunting the very edges of reality with its presence. But it retained the ability to manifest itself twice every day, at dawn and at dusk. These parts of the day became known as the Entity Hours, the time when the world is closest to the places of spirits, demons, and other things not of the folk.

A person born during the Entity Hour is marked as someone who communes with unclean things. For this reason, many midwives and mages do everything in their power to delay or rush labor as the Entity Hour approaches. But the entities cannot always be denied. If a person is born during this time, it is usually kept secret. A folk born at 6:21 pm on the first day of Arthuk receives the *divination/entity* skill and knowledge, but publicly declares he is a *divination/water* person to avoid the negatives associated with entity folk.

## Born Contrary

After you have rolled to determine the knowledge under which a character was born, you must then roll to see if the character was born during the day or night. Most midwives and court mages use spells to ensure an evening birth, under the light of the knowledge star. Those born during the day, however, are born contrary to the knowledge. These rare individuals must increase the backlash of any spells using their arcane knowledge of birth by +3.

To determine contrariness, roll a die. On a roll of 1 to 5, the character is contrary. If the character is of noble blood and had court mages assisting in the birth, then contrariness is determined only on a roll of 1.

**Example:** Bord Feral is born under the water star, but is born during the day. Because of this, any spell requiring the *water* knowledge that Bord casts is subject to its normal backlash +3.

## D etermining Magic by Birth

| Month | Arcane Knowledge | Divin.* Day 1-18 | Apportat.* Day 19-27 | Alterat.* Day 28-30** | Conjur.* Day 30*** |
|---|---|---|---|---|---|
| Arthuk | Water | 1 | 1-2 | 1-2 | 1-2 |
| Asten | Aquatic | 2 | 3-4 | 3-4 | 3-4 |
| Harang | Avian | 3 | 5-6 | 5-6 | 5-6 |
| Darsot | Air | 4 | 7-8 | 7-8 | 7-8 |
| Shali | Enchanted | 5 | 9 | 9 | 9 |
| Celay | Metal | 6 | 10 | 10 | 10 |
| Endrak | Fire | 7 | 11 | 11 | 11-12 |
| Minthod | Elemental | 8 | 12 | 12 | 13-14 |
| Mesus | Earthly | 9 | 13 | 13 | 15-16 |
| Borl | Earth | 10 | 14 | 14 | 17 |
| Dunad | Folk | 11 | 15 | 15 | 18 |
| Rak | Plant | 12 | 16 | 16 | 19 |
| — | Entity**** | 13 | 17 | 17 | 20 |
|  | Move to next column and roll again | 14-20 | 18-20 | 18-20 | |

 * Represents abbreviations for Divination, Apportation, Alteration and Conjuration.
 ** Alteration skill in folk born from Day 28 to 5:59 am on Day 30.
 *** Conjuration skill in folk born on Day 30, from 6:00 am to 12:00 am, except for the Entity Hours.
 **** Those born under Entity are born from 6:00 am to 7:00 am or from 6:00 pm to 7:00 pm (the Entity Hours, dawn and dusk). On an Entity roll, a folk is born with the skill listed and the Entity knowledge. Roll again on the knowlede column to determine which month and public knowledge they receive.

# The Mage Isles and the Arcane Academies

The great schools of magic can be found in the Trade Sea of Upper Aysle. Here, on the Mage Isles, apt pupils study the arcane knowledges to become competent spellcasters and work their way up to master wizards. The four charted islands are Being, State, Bridge, and Pure Isle. The rumored fifth isle, Pinnacle, has never appeared on a navigation chart. Each of the four charted isles has a port which is open to friendly vessels, and ships come here with passengers and to trade. The islands are administered by the archmages, the four ancient wizards who have each specialized in a particular body of arcane knowledges and oversee the four arcane academies. Legends speak of a fifth archmage who deals in the Essences, but neither he nor his island have ever been confirmed.

The Isle of Being contains the Seven Towers of Kindred Knowledge, and is run by the archmage L'lana of the Seven Towers. This mage allows all manner of kindred to wander the shores of her domain, but none save the serious mage-born can pass the tests that allow them entry into the towers of arcane knowledge. Normally, only six of the towers can be seen rising over the trees from the port town. But every day at dawn and dusk a seventh tower appears beside the others — the hauntingly different Entity Tower. To look upon the tower is to invite the notice of an otherworldly being, or so the legend goes.

The Isle of State is home to the Six Towers of Element Knowledge, and the arcane academy administered by the dwarven mage Dalen of the Six Towers. Each tower is set within a park dedicated to one particular element, and those visitors lucky enough to travel beyond the port town are amazed by the rivers of metal and the tower that floats in the air.

The Bridge Isle, or the Island of Two Towers, contains the arcane academy of Mixed Forces. The elven archmage Thelim of the Two Towers oversees the academy.

The Pure Isle houses the Three Towers of Principle Knowledge, and the arcane academy dedicated to the pure forces. Magellan of the Three Towers wears the high robes of Principle Knowledge and splits his time between the towers of darkness, light, and magic.

Beyond these four isles, legends speak of Pinnacle and the Four Towers of Essence Knowledge. If this fabled isle does exist, only those of the highest order of magic can pass through its veil of secrecy. And if the archmage Kalilor of the Four Towers is a real person, then he must be truly powerful indeed.

# Improving Magic Skills and Knowledges

The folk of Aysle are born with a magic skill and knowledge, but only a few go beyond the most rudimentary training. People tend to specialize, going into fields where their birth knowledge will give them an advantage. So, those born under the water star tend to become sailors, fishermen, and shipwrights. Those with a desire to increase their station can teach themselves magic, but this is expensive. The better way is to find a teacher, either at the arcane academies or a rogue wizard, which greatly reduces the time or the number of Possibilities it costs to learn. It costs 10 Possibilities to teach yourself a skill that cannot be used unskilled, or the value of 10 in months (100) for an Ord. It only costs five Possibilities, or the value of five in months (10) for an Ord, if you have a teacher. Note, this is true of learning all skills, not just magic skills.

Those who opt to take the arcane academy route must make their way to the Mage Isles and offer themselves to a particular academy. While they can learn from the other academies (and are encouraged to do so) they must pledge themselves to one particular body of knowledge. Then they undergo a test. If a would-be mage comes through the test whole and unharmed, then he or she may join the academy. When an apprentice joins an academy, he gives up his family name. So, Belder of House Gerrik becomes simply Belder for the remainder of his apprenticeship. Once he has achieved 12 adds in arcane knowledges (at least two of which must be from his pledged body of knowledge), then Belder can call himself Belder the Mage. Belder's next goal is to achieve 20 adds in magic skills, 10 adds in any two knowledges of his academy, and at least one add in every other knowledge of his academy. Once he does that, then Belder can claim the title of his pledged body of knowledge. For example, Belder of the Three Towers, which makes him a master mage specializing in the Principles.

Those who don't want to go through these sometimes grueling and dangerous tests can simply buy enchanted items that contain arcane knowledges that they must provide the magic skill for. Traders can purchase a water compass, for example, that constantly points toward the water star. All the trader must provide is the *divination* skill — and the money to purchase the item. Less common (and more expensive) are those items that also contain the magic skill.

# Religion in Aysle

Religion plays an important part in Aysle society, and in many ways religion is simply an extension of the natural magic that permeates the disk world. But in other ways, religion is of a separate, more spiritual nature. Like magic, religion requires a leap of faith as it deals with matters beyond the normal perceptions of the populace. In a world where observation is everything, this is important to remember.

The major faiths are built around strong gods and legendary heroes. In general, the three major faiths are those of Honor, Corruption, and Balance. But in practice, the folk follow a particular god and his or her agents in the world. The followers of Honor tend to consider themselves good. The major tenets of belief center around faithfulness, loyalty, respect, and being true to yourself. The followers of Corruption see themselves as opposed to the followers of Honor. Their actions could be considered evil, and they take the form of both overt and subtle activities. Their tenets incorporate de-

structive and disruptive tendencies. The followers of Balance try to walk the middle path, leaning neither toward Honor nor Corruption but incorporating both into their tenets. They believe in balance, and strive to maintain a balance in everything.

The gods, while real entities whose influence in the world can be observed, are nevertheless apart from daily life in Aysle. Legends persist of actual appearances by the gods in physical form, but these occurrences are rare and only happen to the most holy members of the faith.

# The Gods of Honor

## Dunad

*Major God of Honor*
**Arcane Spheres of Influence:** time, life, magic, living forces, fire, folk
**Symbol:** Dunad Cross

Dunad was a human male who released his people from the bonds of giant slavery and brought the arcane knowledges of magic to Aysle. He traveled beyond the Limit to seek out a way to help his people, and returned with a powerful enchanted sword named Aurel. The sword contained all of the magic skills and knowledges, and made Dunad almost invincible. But he could not defeat the giants on his own. In the end, he traveled to the Valley of the Sword and shattered the blade of his sword, thus releasing the skills and knowledges into the air. While he meant

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**R**eligions in a Game

This sourcebook describes fictional religions as they exist and operate in the fictional *Torg* setting. It is in no way intended to portray real religions operating in the real world.

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for these skills and knowledges to be used only by humans, magic saw no difference between one type of folk and another. So, all folk were blessed with Dunad's gift.

Dunad's priests get a +3 bonus when using any of the arcane knowledges under the god's influence. Their weapon of choice is a sword, and they tend to be warriors as well as clerics.

## Shali

*Major God of Honor*
**Arcane Spheres of Influence:** life, true knowledge, light, inanimate forces, air, enchanted
**Symbol:** The Eye in the Sun

Shali was the first true mage of Aysle, a female human who sought to learn everything she could when the knowledges first became available. She was also Dunad's love, and though she remained on Aysle for many years after Dunad gave the gift of magic and disappeared, she eventually went in search of her lover. Together, they became the first true gods of Aysle (not counting the dwarven creators). Legends state that Shali created the arcane academies after the giants retreated to Lower Aysle.

Shali's priests get a +3 bonus when using any of the arcane knowledges under the god's influence. Her followers tend to be mages, and most who follow her look for peaceful solutions instead of the ways of war.

## Argon

*Minor God of Honor*
**Arcane Spheres of Influence:** light, earth, avian
**Symbol:** The Hawk in the Sun

Argon is a male human said to wander the world in the company of an

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earth elemental and a hunting hawk, seeking to find and destroy the hated Harang and her followers. This legendary battle is carried on by the followers of Argon, who seek to destroy the corrupted avians which have fallen out of the light and now reside in the darkness beneath Harang's outstretched wings.

Argon's priests get a +2 bonus when using any of the arcane knowledges under the god's influence. Their weapon of choice is the long bow.

## Mesus

*Minor God of Honor*
**Arcane Spheres of Influence:** living forces, plant, earthly
**Symbol:** Crys Flower

Mesus takes the form of a female centaur, and she is revered by the half-folk of Upper Aysle. Her symbol, the crys flower, has only recently returned to the world in great number. Under Uthorion, the beautiful blue-red flower was allowed to be trampled to near extinction. It, like Mesus' followers, remained hidden in solitary, out-of-the-way places. Now, with the return of Ardinay, the god and her followers are trying to regain a place in Ayslish society. Nature and the land are Mesus' chief concerns, and her followers tend to be rangers, woodsmen, farmers, and the like — all folk, although the majority are half-folk.

Mesus' priests get a +2 bonus when using any of the arcane knowledges under the god's influence.

## Elmiir

*Major God of Honor*
**Arcane Spheres of Influence:** true knowledge, magic, water, elemental
**Symbol:** Two Stars over Water

The most influential of the elven gods, the male Elmiir is an enigmatic and mysterious figure. His symbol

represents the arcane stars of magic and elemental knowledge rising over a body of water, and some believe it actually stands for the elven homeland, Elveim. Legends say that Elmiir brought his people to Aysle from somewhere beyond the Limit, and he took his place beside the other gods to make sure the elves would always have an advocate within the spheres of power. It is because of the tenets of Elmiir's teachings that the elves remain apart from the other folk.

Elmiir's priests get a +3 bonus when using any of the arcane knowledges under the god's influence.

## Asten

*Minor God of Honor*
**Arcane Spheres of Influence:** inanimate forces, metal, aquatic.
**Symbol:** The Star Gem.

Asten is said to be a beautiful elven maiden, the mate of Elmiir. Her symbol is the holy star gem, a rare gemstone found only on Elveim. This obsidian stone shines with an inner light, as if a star was captured within the mineral. Unlike her mate, Asten teaches that the other folk are not to be feared or looked down upon. But her followers have little influence. They must be content with their posts on Elvenport as the only place of contact between the elves and other races. Still, they maintain the vow of secrecy as prescribed by Elmiir long ago, and refuse to speak of their past or the forbidden continent to outsiders.

Asten's priests get a +2 bonus when using any of the arcane knowledges under the god's influence.

# The Gods of Corruption

## Arthuk

*Major God of Corruption*
**Arcane Spheres of Influence:** death, true knowledge, darkness, inanimate forces, water, enchanted

**Symbol:** Dark Skull

Arthuk, a male giant, was the leader of the giants enslaving Upper Aysle during the time of Dunad. Dunad killed him with his enchanted sword after a terrible battle, but Arthuk overcame death and became the major force of corruption in the world. His symbol, the dark skull, brings fear to the followers of honor the world over. His followers still attempt to exert their influence on the smaller folk, and they revel in war and violence.

Arthuk's priests get a +2 bonus when using any of the arcane knowledges under the god's influence. Their weapon of choice is the war club.

## Borl

*Major God of Corruption*
**Arcane Spheres of Influence:** time, life, magic, living forces, earth, folk
**Symbol:** Gnarled Tree

Borl, the giantess mate of Arthuk, has influence over life and living forces, and uses this influence to corrupt them. She is considered a fierce warrior and the greatest of the giant mages ever to walk the disk world. Like most of the gods of corruption, Borl is more feared than worshipped. Her symbol is a gnarled and withered tree. While Borl has more of an innate connection with all folk, she still looks upon her giants as the true folk — all others are lesser folk fit only to serve the giants.

Borl's priests get a +3 bonus when using any of the arcane knowledges under the god's influence.

## Harang

*Minor God of Corruption*
**Arcane Spheres of Influence:** living forces, air, avian
**Symbol:** Black, Poisoned Feather

The harpy half-folk Harang is a god of pain and torture. Her followers claim that they use pain to teach others of the suffering of the half-folk, but their gleeful inflictions go beyond mere lessons. They wage an unending war on the followers of Argon. Harang appears as a female harpy with black feathers that drip poison. Her priests carry replica feathers as holy symbols.

Harang's priests get a +1 bonus when using any of the arcane knowledges under the god's influence.

## Estar

*Minor God of Corruption*
**Arcane Spheres of Influence:** magic, plant, aquatic
**Symbol:** Two Stars under Water

Estar, the corrupted son of Elmiir and Asten, has gained a following among certain elf, half-folk, and lesser folk communities. It is said that Estar helped Arthuk in his domination of Upper Aysle, and even taught Borl how to use the magic that was within her after Dunad gave his gift to the folk. She quickly became more powerful than the corrupt elf, and she convinced him to betray his people and join the Corrupt Pantheon. Like his mother, Estar believes that all of the folk should be viewed equally — but to him this means they should all be used to further his own causes. To show his opposition to Elmiir, Estar's symbol is the stars of magic and aquatic knowledges beneath water.

Estar's priests get a +1 bonus when using any of the arcane knowledges under the god's influence.

## Endrak

*Minor God of Corruption*
**Arcane Spheres of Influence:** darkness, fire, elemental
**Symbol:** The Dark Sun

Endrak, the human male god of fire and darkness, teaches that the night fire shall someday claim the disk world and wipe it clean of honor and balance. In its wake it will leave only corruption, and that is what Endrak's followers look forward to. The night fire will come with the darkening of the sun, just as the last great change on Aysle occurred when the sun flared brighter. Until that day comes, Endrak's followers will wreak what corruption they can in their god's name.

Endrak's priests get a +2 bonus when using any of the arcane knowledges under the god's influence.

## Kalim

*Minor God of Corruption*
**Arcane Spheres of Influence:** inanimate forces, metal, earthly
**Symbol:** The Obsidian Hammer

Kalim, the corrupt god of the lesser folk, appears as a mighty troll wielding an obsidian hammer. He is a war god who delights in battle and chaos. The corruption that such activity propagates is just an added bonus. Kalim and his followers detest the higher folk (humans, elves, dwarves, and giants) and have only a passing tolerance for half-folk.

Kalim's priests get a +1 bonus when using any of the arcane knowledges under the god's influence. Their weapon of choice is a war hammer.

## Corba'al

*Major God of Corruption*
**Arcane Spheres of Influence:** death, true knowledge, time, darkness, living forces, air, water, folk, entity

**Symbol:** Crossed Bones

Corba'al, the entity god, is a god apart. Even though he is part of the corrupt pantheon, he is also the only god who regularly communes with the things that are not of the folk. The dead, decay, and corruption are his tenets, and Corba'al's followers are granted the ability to see the flow of time and decay in every living thing. Few follow the ways of the entity god, and those who do specialize in entity magic and necromancy. Uthorion is Corba'al's high priest in Aysle.

Corba'al's priests get a +3 bonus when using any of the arcane knowledges under the god's influence.

# The Gods Between

## Minthod

*Major God of Balance*
**Arcane Spheres of Influence:** time, magic, inanimate forces, earth, elemental
**Symbol:** World Disk

Minthod takes the form of a huge minotaur, and is the patron deity of adventurous half-folk. His symbol is the world disk of Aysle, complete with a hole in its center, and shaded half light and half dark to represent the two sides. It is said that Minthod wanders the world disk, traveling across Upper and Lower Aysle when he is not at home in his hidden temple in the Land Between. The followers of Minthod believe in absolute patience, in magic as the factor that makes all folk equal, and in a true balance between honor and corruption. Minthod's followers rarely take sides unless it is to help restore balance. As corruption has gained a distinct advantage under Uthorion's reign, Minthod's faithful have currently taken up the cause of honor until the scales are again level.

Minthod's priests get a +3 bonus when using any of the arcane knowledges under the god's influence.

## Celay

*Major God of Balance*
**Arcane Spheres of Influence:** life, magic, living forces, metal, folk
**Symbol:** Star Mushroom

Celay, a female gnome, is the most powerful of the lesser folk gods. She is also the least followed, as most lesser folk prefer Kalim's corrupt ways. Nonetheless, Celay's faithful seek to correct the deeds of Kalim's followers and restore balance to the lesser folk. For this reason, Kalim's followers kill Celay's whenever they are able. This religious war has lasted since the gift of magic and the coming of the gods. The tenets which Celay's faithful follow celebrate life, living forces, and the magic that balances the world. This is symbolized by the star mushroom, a plant that thrives even in the darkest regions of the Land Between. They love all folk and seek to bridge the gap that exists between the major races and the lesser folk.

Celay's priests get a +3 bonus when using any of the arcane knowledges under the god's influence.

## Darsot

*Minor God of Balance*
**Arcane Spheres of Influence:** light, air, aquatic
**Symbol:** Winged Fish

Darsot is one of two human gods in the Between Pantheon. He embraced the ways of balance and his followers are usually diplomats and peacemakers, striving to bring balance to the world. But their job is hard, all the more so because of their reluctance to strike back at their attackers. This would not lead to balance, they believe, but would instead aid either honor or corruption.

Darsot's priests get a +2 bonus when using any of the arcane knowledges under the god's influence.

## Areel

*Minor God of Balance*
**Arcane Spheres of Influence:** darkness, water, enchanted
**Symbol:** Dark World Disk

Areel, the other human god in the Between Pantheon, is the god of night. All things of darkness are hers, for they balance the things of light and day. Unlike her mate Darsot's followers, the followers of Areel make war. They do this to balance Darsot's influence in the world, and they never battle for victory — only to maintain the status quo. They are fierce warriors nevertheless, and many losing sides have given hefty donations for their services. Once the two sides are again at even power, the Areels abandon the fight and go in search of another battle to balance.

Areel's priests get a +2 bonus when using any of the arcane knowledges under the god's influence. Their weapon of choice is the mace, but they are usually skilled at a number of weapons.

## Ugorl

*Minor God of Balance*
**Arcane Spheres of Influence:** inanimate forces, fire, avian
**Symbol:** Fire Bird

The giant Ugorl teaches moderation in all things, including the basics of giant life such as violence, primal urges, and corruption. Because of this, she is not a popular god in Lower Aysle. But to those giants who seek adventure and to live with the folk of Upper Aysle, she is an alternative to the teachings of Arthuk and Borl. Ugorl's followers do not go against the teachings of the corrupt gods, they simply control their urges and direct them toward a balance that allows them to mingle with the folk of Upper Aysle.

Ugorl's priests get a +1 bonus when using any of the arcane knowledges under the god's influence.

## Rak

*Minor God of Balance*
**Arcane Spheres of Influence:** living forces, plant, earthly
**Symbol:** Lush Tree

Unlike Ugorl, Rak is a popular god among the giants of Lower Aysle and the Vikings of Upper Aysle. He is the god of living forces, teaching that nature has its own ways of balancing honor and corruption. The strong survive, the weak perish, and balance is maintained. That is the basic tenet that Rak's followers hold to. Everything that exists in nature strives to maintain the world's balance. All urges must be indulged, for that is nature's way of showing the folk how to keep the balance.

Rak's priests get a +1 bonus when using any of the arcane knowledges under the god's influence.

# Secular Dwarvenism

After creating the world and giving the dwarves dominion, the dwarven gods left Aysle. Since then, due to flaws inherent in the world's creation, other sentient races have come into being to contest the dwarves' dominion. Naturally, this has given the dwarves a somewhat jaded view of the competence of gods in general, and the ones who created them in particular.

In short, the dwarves don't like gods and want nothing to do with them. They hold in pitying contempt all those who look to higher agencies to solve their problems for them.

If dwarven religion has to be classified, it should be thought of as secular dwarvenism — they know there are supernatural agencies out there somewhere, but they'd rather like to be left alone, thank you very much.

Still, many dwarves look upon the gods of the other folk as either heroes or villains, and some have even adopted their religions in absence of one of their own. Dunad is a particular favorite, as is Minthod. Arthuk, Kalim, and Rak are seen as enemies, as their followers tend to delight in killing dwarves.

Some dwarves actively seek to curtail any religion, no matter who or what practices it; these might more properly be called secret societies than sects. There are a few small communities which worship the Creators, attempting to bring them back to "right the wrongs of their creation;" however these are too small in number to have any real religious or political clout.

There is no formal religious community in dwarven society. Many dwarves are taught the *faith* skill (in the "religion" of secular dwarvenism) at one add. There are no strictures for dwarven belief — if a dwarf is foolish enough to believe in a religion, as long as he does it in the privacy of his own home, that's his business. There are no priests of secular dwarvenism. Some dwarves are more virulently anti-religion than others; these might be titled "Philosophers," "Pragmatists" or "Dwarvenists," and have the *faith* skill at from two to four adds. Except for being respected in the community, these dwarves gain no other special benefit.

The dwarves can use their *faith* to attempt to cause a miracle to fail (see "Atheism," page 125 of the *Torg Rulebook).*

# The Elven Path of True Knowledge

The most prominent elven sect is the monks of true knowledge, a small group of followers of Elmiir who believe that the path to true knowledge may be found by studying it: that is, by taking a look at the cosmverse and everything in it. There are about 50 followers of the sect; at any given time, half or more are journeying across Aysle, attempting to gather as much information as possible and returning with it to their temple, which is rumored to have the single finest library on the planet — though no one outside the temple has ever seen it. The monks are fascinated by new experiences, and have embraced Uthorion's methods

only in the fact that new worlds have been opened to them, with plenty of untapped knowledge to explore.

The monks are expected to return to the temple once every decade to report on what they have seen since they last left. If they learn news of great importance, they are expected to return as quickly as is possible.

The monks are forbidden to ingest liquor, drugs, or any mind-altering substance; it is felt that such things damage one's ability to see and understand the Path. The monks are forbidden to reveal the temple's location to anyone, unless that person evinces a strong desire to join the Path. Once someone has learned the temple's location, he must join the Path or die.

Typically, monks spend up to 30 years at the temple before venturing out into the world, studying, meditating, and learning the skills necessary to survive. The monks are trained to rely on their own abilities; they will use only weapons which are powered by their skill and strength — i.e., missile or melee weapons — they disdain weaponry which relies on chemical, electrical, or magical power of any sort — it disrupts their connection with the Path.

In addition, they refuse to wear armor which hinders movement (in game terms, that which gives a *fatigue* penalty). They feel that the added protection is not worth the loss of mobility.

The monks are forbidden to acquire wealth, except as necessary to help further their quest for knowledge. A monk rarely owns more than he can comfortably carry on his back. And monks can be either male or female.

## Elven Disciplines

Disciplines are special abilities the monks who follow the Path of True Knowledge gain from years spent learning to control their bodies, minds and souls. When generated, a monk has one level of mastery (one add) in a discipline per *faith* add; the monk gains a level of mastery or a new discipline for no additional cost every time his *faith* increases. (For example, a monk with a *faith* add of three could have three levels of mastery in one discipline or one level of mastery in three disciplines, or any combination thereof.) If a monk

ever loses his *faith*, he loses his disciplines until his *faith* returns.

Because the monks of Elmiir concentrate on the spiritual, they cannot increase their magic skills or learn new ones other than the skill they are born with. As they seek true knowledge, however, they can improve their arcane knowledges.

### Clear Thought

The *clear thought* discipline makes a monk resistant to mind-disruptive influences — mind-altering drugs, illusions, mind control devices, and so forth. For each level of mastery in this discipline, add two to the monk's *Mind* attribute when resisting such influences. The monk also gains this benefit when resisting the effects of *charm* and *persuasion*.

### Clear Senses

Because of his knowledge of and connection to the Path, a monk is much more aware of the world around him. For each level of mastery, add one to the monk's *Perception* and *Perception*-based skills.

### Fade

The monk learns to fade into his surroundings. For each level of mastery, add two to the monk's *stealth* value.

### Focus Power

The monk learns to focus his spiritual energy into his body. Add two to his damage value in *unarmed* or *melee combat* for each level of mastery.

### Grant Knowledge

Acting like an enchanted item, a monk with this discipline can grant his arcane knowledge to a person with a magic skill. For each add in this discipline, a monk can provide two adds of a particular arcane knowledge to a mage. The monk must be in physical contact with the mage, and the granting of knowledge only lasts during that contact. Any backlash is shared equally by mage and monk. A monk can only pro-

vide knowledge that he has, and only as many adds as he has in it.

### Ignore Fatigue

The monk may perform feats of strength and endurance without exhaustion. If the monk possesses this discipline, he reduces the fatigue results on the Push and Speed Tables by two for each add he possesses.

### Ignore Pain

The monk may take shock damage in excess of his *Toughness* without collapsing. For each add in this discipline, he can withstand two additional shock points beyond his *Toughness* value.

### Reaction

The monk can sense when an enemy is going to attempt to damage him. The monk's *dodge* increases by two for each add he has attained in this discipline.

# Adventuring in the Cosm

Given the unique situation in the Aysle realm — a large number of maelstrom bridges, at least one of which is controlled by an ally of the Storm Knights — adventuring in the cosm itself is far easier here than in the Nile Empire. Providing Ardinay's permission is secured, a Knight can climb the Oxford maelstrom bridge and emerge at Castle Ardinay in the Valley of the Sword.

In addition, characters from other fantasy roleplaying games might somehow find themselves on the disk-shaped world and have to handle the complex and dangerous intrigues that have become an integral part of life in Aysle. Perhaps Uthorion mounted an attack on that fantasy realm in an effort to drain its possibility energy.

The aspect of the Aysle cosm that is most important for Storm Knights to keep in mind when adventuring is that the situation between the Houses is a tense one, just waiting for a spark to set it off. A wrong move by a Knight could set off a bloody civil war and further destabilize the situation in the realm.

# The Realm

The forces of Aysle launched their attack upon Earth with the dropping of seven maelstrom bridges in the United Kingdom and Scandinavia. Creatures, the like of which no Englishman had ever seen outside of a book of fables, poured into the streets, cutting a swath of destruction through cities that had resisted conquest since the days of Caesar.

The initial battles were over within hours, the bizarre armies that had come from the sky triumphant. The defenders fought valiantly, but were hampered by sudden malfunctions of their weapons and the sheer numbers of the invading force. Soldiers used their sophisticated rifles as clubs and drew blood with their bayonets, but in the end were no match for the dragons, giants and Vikings they faced.

## Tolwyn's Revenge

It seemed as if the Aysle legions were unstoppable, but then deliverance came from a most unexpected source. High Lord Angar Uthorion, whose spirit possessed the body of Pella Ardinay, Lady of the Houses of Aysle, was lured down the maelstrom bridge into a trap. Informed that his nemesis, Tolwyn of House Tancred, was dead, Uthorion started down the bridge. But he found the bridge a path into the Dream Time, where he was confronted by Tolwyn and a group of Storm Knights.

More than five centuries before, Uthorion had been responsible for the conquest of Aysle and the death of Tolwyn and her fellow Knight Protectors. But before they perished, Tolwyn's comrades had sent her spirit to someplace else, so that it could return one day and take revenge. When the invasion of Earth began, Tolwyn was reincarnated in the body of a young woman named Wendy Miller.

When she finally faced her ancient enemy, she joined forces with her brave companions, and together, they cast Uthorion's spirit out of Ardinay's body and returned the soul of that noble woman to its rightful place.

**Tolwyn of House Tancred**
   **DEXTERITY 12**
   Beast riding 18, dodge 18, maneuver 14, melee weapons 20, missile weapons 19, stealth 18, unarmed combat 18
   **STRENGTH 13**
   Lifting 16
   **TOUGHNESS 13/20**
   **PERCEPTION 10**
   Find 14, first aid 14, tracking 16, trick 17
   **MIND 9**
   Apportation magic 10, survival 12, test of will 16, willpower 17
   **CHARISMA 10**
   Charm 16, persuasion 16, taunt 13
   **SPIRIT 11**
   Honor 19, intimidation 16, reality 18, faith (Dunad) 14
   **Possibilities:** 23
   **Arcane Knowledges:** metal 1
   **Equipment:** *Battlestar*, enchanted two-handed sword, damage value STR+9/23; dagger, damage value STR+3/16; long bow, damage value STR+6/19, 3-10/100/250; full plate mail, enchanted, armor value TOU+7/20 (add +2 when defending against magical attacks); enchanted helm, armor value TOU+2/15, (add +2 when defending against magical attacks)

## The Return of Ardinay

Ardinay crossed the bridge to Oxford and immediately ordered all fighting to cease. Those folk who had believed they were under the rule of Ardinay all along obediently broke off the attack. But others, those who had known of Uthorion's existence and followed him willingly, and those who lived for the spilling of blood and the taking of plunder, fought on.

Faced with a cosm in disarray, Ardinay decided to remain on Earth and attempt to repair the damage done by Uthorion. She has become a valuable ally of the Storm Knights.

The greatest danger to her plans is Uthorion himself, whose spirit found refuge in the body of a Viking chieftain in Norway. Cut off from the power of his Darkness Device, he continues to plot ways to retake control of Aysle on Earth.

## The Patchwork Realm

Uthorion's defeat and the restoration of Ardinay's spirit wrought many of the same changes in the Aysle realm as occurred in the cosm. Dunad offered the Ayslish on Earth the same choice he had given the residents of the cosm: live under the world laws as perverted by Uthorion, or return to the natural tenets that had existed long before the High Lord arrived.

When the choices were made, reality twisted in the realm. Areas that had been barren and blighted suddenly became lush and green once again, while in other regions, fields withered and crops died. Evil creatures that had appeared angelic saw their features melt and change, becoming hideous reflections of the wickedness in their hearts.

But with neither the Light nor the Dark being dominant in the realm, portions of the land remain bleak and foreboding, yet populated by beautiful, alluring creatures who hide monstrous corruption in their souls. Other regions are fruitful and teeming with life, yet when the sun disappears, foul things emerge from caves to stalk the night.

This instability has caused severe problems in the realm. The struggle between the old laws and the residual power of Uthorion causes areas to change between Dark and Light from one day to the next. Farmers who look forward to a fine harvest awaken to discover their land devastated as if by some great natural disaster. Food shortages are rampant throughout the

realm because of this, and a number of riots have broken out in major cities, all of which is making it more difficult for Ardinay to maintain control. She has done her best to supplement food supplies through the use of magic, and Spain, Italy and southern Ireland have managed to send supplies to the beleaguered country, but only the southern portions of the island have benefitted from this.

The sudden shifts in world laws from place to place have also resulted in some unpleasant surprises for various folk. A band of dwarves traveling through Essex with a pair of lovely flying creatures as guides were shocked to see them transform without warning into harpies and attack. An evil giant was using his pleasant appearance as a means of luring two Storm Knights to their dooms, but his intentions were betrayed by a resurgence of the old laws and he was beheaded by the heroes.

## The Maelstrom Bridges

Unlike the other realms, the maelstrom bridges of Aysle appear in a variety of forms. The majority are constructed of blocks of stone, giving them a medieval flavor and an imposing appearance. Bridges such as this fell into England, Wales, Scotland, Ireland and Norway. The primary bridge leads from the courtyard of Castle Ardinay to Oxford.

In Sweden, Uthorion added an extra element of surprise to his assault by having the Darkness Device form the bridge out of water, which spouted from the Riddafjarden. This bridge emerges from the Living Sea off the coast of Skani.

In Finland the bridge was made of ice blackened by corruption, and this pathway leads to the Frozen Land near the isle of Vareth.

All of this has upset the mental equilibrium of some Ayslish folk. A few particularly weak-minded trolls have been virtually paralyzed by the constant shifts, while small bands of ghouls have reportedly been migrating from dark area to dark area in a frantic effort to avoid an influx of light that would be disturbing to them.

## England

The island nation of England suffered terribly during the initial days of the invasion. Ayslish warriors, giants, ogres, and barbarians spread rapidly throughout the country, sacking and burning villages and terrorizing the populace. Entire towns were transformed by the axiom wash into halffolk, and minotaurs, centaurs, and satyrs became common sights, particularly on the Devonshire moors.

The failure of technology, particularly communications networks, has served to reemphasize the geographic isolation of England. With the East Coast of the United States under the domination of Baruk Kaah, and France now a Cyberpapal state, those who attempted to flee by boat in the early days of the invasion could find no safe haven and were forced to return. Many power plants and most mass transit systems have shut down all over, and the owners of racing stables in places such as Tunbridge Wells have made a handsome profit selling their horses to travelers desperate for the means to reach London.

Oxford, specifically Christ Church College where the bridge dropped, has become the headquarters of Pella Ardinay's government. Many of the academics who were there during the initial invasion have remained to serve as advisers to the court, and refugees from Gloucester, Warwick and Berks have streamed into the city, seeking the relative security it affords.

The traditional civil defense measures have been a failure thus far. While in previous wars it was practical to send people from the cities into the countryside, the heaths and moors are often far more dangerous than the alleyways of the large cities. Thus the roads are clogged with refugees going to and from the cities — these somber processions have served as excellent hunting grounds for trolls, ghouls, and dragons seeking a taste of human flesh.

The English Channel, which served in ancient times as a vast moat protecting the fortress that was Britain, is now ravaged with reality storms. Core Earth, Aysle, and Cyberpapacy reality all collide at this strip of water, making it highly dangerous to attempt a crossing. The fishing and merchant fleets that once sailed the Channel are largely confined to their docks now, their captains too fearful to venture into the storms.

Among the hardpoints identified in England are the cities of London and York, and Stonehenge on Salisbury Plain in Wilts.

A bridge dropped in New Quay, Wales shortly before Ardinay appeared to order an end to hostilities. For this reason, the Welsh did not experience the terror and bloodshed England did, and the adjustment to Aysle axioms has been less fraught with anxiety. The primary dangers in this region arise from Ayslish highwaymen who lurk throughout the countryside and rob travelers. There are many who believe, however, that the caves and coal seams of the Welsh valleys are now inhabited by fearsome trolls, and there have been reports that a nest of Draconis Terra was disturbed by miners, who were subsequently slaughtered to a man.

Ardinay has focused much of her attention on the situation in England in Wales, largely abandoning Scandinavia to its fate for the present. She dispatches her Home Guard to trouble spots whenever possible, and has come to rely a great deal on Storm Knights to serve at times when her forces are stretched thin.

### London

England's capital is the country's largest hardpoint, where modern technology continues to function. Because of this, refugees have crowded into the city, more than doubling the population. Twenty-one million souls, over 24,000 people per square mile, have created a major overcrowding problem in the city.

AYSLE REALM

Power for London comes from the coal/oil burning W. Thurrcock and coal-fired Tilbury plants, located in the East End. Shortages of coal and oil have forced the English to prioritize the use of power, with government offices and the military receiving service and the private sector largely in the dark. Small generators or batteries have become precious commodities, and a lucrative black market in these and other goods has sprung up. In fact, a number of Ayslish dwarves have found gainful employment in London repairing generators and rigging devices so they can be run from car batteries (which they call "sparkers").

Phone and sewer service is sporadic at best, with no water pressure above the third floor of any building. York Road between Westminster Bridge and Waterloo Bridge is completely without water because a band of dwarves has blocked off the pipes and turned them into living quarters for themselves.

The traditional seats of British government, Parliament and Whitehall, continue to function, and are in contact with representatives of Ardinay, attempting to coordinate efforts against the Dark Forces. But many members of Parliament have returned to their home districts to be with their families, and the Prime Minister has taken on emergency powers allowing her to enact legislation without the representative body's approval. The municipal government has begun printing ration books for meat, petrol, and sugar. Also still functioning is the London Stock Exchange, which has seen a number of dwarven merchants make fortunes recently (much to the consternation of proper English traders).

## The Home Guard and Ardinay's Army of Light

Lady Ardinay first established the Home Guard when she arrived on Earth. These were her protectors and police force at Oxford, as well as special operatives to undertake important quests.

Now that she is a little more established, she has begun raising an actual militia — her self-styled Army of Light. While not yet large, the Army of Light already boasts some of the best fighters in the Aysle realm.

Perhaps the most dangerous place in London is the Underground, which no longer functions due to a lack of power, but has provided sanctuary for trolls, lesser folk and the occasional dragon. Trolls, which tend to be nocturnal and have a strong dislike for bright light, spend the day in the tunnels and roam the streets at night looking for food. Goblins trail along behind the trolls eating whatever scraps the larger creatures leave behind. During the day, the goblins act as guards to protect for the trolls while they slumber. Additional police have been deployed in the areas the trolls frequent to protect grocers from their attacks. Several of the trolls have found work as "leg-breakers" for London mobsters, who have greatly stepped up their protection rackets since the invasion.

Dragons favor the tunnels for a different reason. They find them an ideal place to hide their treasure, which includes not only gold and jewels plundered from various parts of the realm but items one would not normally associate with the giant serpents. One Storm Knight who went down into the

## G oblins

The goblins currently plaguing parts of the Aysle realm are not natives of the cosm. When Aysle's reality washed over Core Earth, some people transformed into the malevolent lesser folk. Goblins have large, oversized heads and slender, twisted bodies. They are, as a rule, malicious beings, and refuse to have anything to do with machinery.

Some folk claim that goblins can command lower orders of life, like insects, but there is no proof of this. It is just as likely that bugs congregate around goblins because of the foul odor they give off.

In an ironic twist, goblins have begun to emigrate to the cosm, and their depraved and antisocial natures are causing a variety of problems, particularly on the continent of Aysle.

tunnels and survived reported that he had spotted a dragon's horde that included Bank of England savings bonds and a Kawasaki motorcycle.

Ayslish waters flow through the Thames, but once the river reaches London's environs, it picks up sediment infused with Core Earth axioms from the hardpoint, London. From Battlesea Bridge in Chelsea to the mouth of the Thames, and on into the North Sea, the current roils and twists unpredictably, depositing pockets of Core Earth soil in the riverbed, and creating exceedingly small mixed zones in places along the waterway. These shifting pockets pose unique navigational hazards to agents of other cosms, and protects London from easy invasion by sea.

The weather at the city's borders is violent and unstable, because of the clash of Core Earth and Aysle realities. Ardinay has wizards working to stabilize a corridor through which diplomatic messengers and merchants can travel to reach Oxford.

By and large, the staid Londoners have borne up well under the harsh conditions imposed by the invasion. "Patience and fortitude" are the watchwords of the day, and for many, the presence of dwarves and trolls seems infinitely preferable to the German bombs of the last war. The most violent reaction among the city's citizens has been reserved for reports that some Englishmen in the countryside have begun referring to Ardinay as "Queen." Though that is a title she never sought, it is the English term that most closely describes her position in Ayslish society, and one she has tolerated to make the transition easier for her new subjects. Many Londoners have blasted the "damn cheek of the woman" for allowing herself to be called that.

The legitimate English royal family is currently at their Buckingham Palace residence, being guarded by members of the British military. It is feared that agents of the invasion force may attempt to kidnap or kill him.

## Oxford

The famed "City of the Dreaming Spires" has become the headquarters

of Ardinay's provisional government in the cosm of Earth. Here, representatives of the other lands encompassed by the Aysle realm meet to discuss possible strategies in the war against the Dark Forces and discuss economic and social problems arising out of the struggle.

The maelstrom bridge landed in Christ Church Meadow in southern Oxford. Giants and trolls made up the main strike force, but the Oxford police had prepared a defense against them. Fires were set in the meadow, Merton Field, the Botanic Gardens, and Magdalen Grove, with Magdalen College being regrettably sacrificed for the sake of the fire line. The flames, heat and smoke drove the majority of the invaders toward the River Cherwell and the southeastern, less populated section of the city. From there, the giants moved toward Iffey, Reading, Cowley, Headlington and London, allowing Oxford to escape serious damage.

When Ardinay reached the city and called for a truce in the war, she took up residence in the towers of Christ Church College. Soon her court became a magnet for the powerful in England, Ireland and Scotland, and with the arrival of emissaries from Sweden and Denmark, Ardinay was able to gather accurate information on conditions in Scandinavia.

With many of the colleges in the city of medieval origin, the buildings themselves have not transformed radically under the axiom wash. Most no longer serve their original purpose, however — some are used to house the members of Ardinay's Home Guard, others as shelters for the thousands of refugees that have poured into the city since the invasion. Tolwyn of Tancred occupies quarters in Carfax Tower when she is in Oxford.

Despite the presence of so many of Ardinay's supporters, the city remains a very tempting target for the Dark Forces. The Ashmolean Museum and the Bodleian Library contain many valuable artifacts, and Nippon agents have struck at the British Telecom Museum. A troop of trolls recently sacked St. Catherine's College, but were prevented from entering the city by bowmen posted at the City Wall.

# Ireland

The Irish enjoy the advantage of still having a large chunk of their country operating under Core Earth axioms. West of the line from Knockadoon Head to Inishshark Island, including County Kerry, most of Cork, and parts of Limerick and Clare, is a Core Earth pure zone, providing refuge to those fleeing the monsters who came down the bridge into Belfast.

Giants and dwarves made up the bulk of the invasion force in Ireland, and they promptly wrecked large portions of the country. Faced with a devastating threat from outside, the remnants of the Irish Republican Army were forced to work side by side with the Ulster Defense League and British troops to try to stem the tide of the invasion.

Unfortunately, the axiom wash rendered the weaponry of the soldiers and the homemade bombs of both radical groups useless, and they were forced to retreat south to Castelbellingham. There they regrouped and set up a nautical supply chain running from Dundalk Bay through the Irish Sea and St. George's Channel to the city of Cobh in Cork Harbour. Now they are fighting a guerrilla war against the Dark Forces, trying to cover the exodus of Irish to the safety of the south.

Many of those who fear the long journey to Cork or are daunted by the prospect of crossing the line of reality storms that separate the Core Earth dominant and mixed zones, have settled in Dublin. The government has abandoned the city, settling in Tralee and attempting to coordinate defense efforts from there.

Tent cities have sprung up throughout southern Ireland, and ports are busy providing transport for refugees to South America. The Irish merchant fleet is still operational, and has been instrumental in providing some supplies to the English and Welsh.

Anyone who chooses to stay in Ireland is given a small amount of military training and drafted into the Home Defense, serving as firemen, medics, and in other support functions so the army can concentrate on battling the enemy to the north.

With the Irish having their own civil defense squadrons, Ardinay has been reluctant to send members of her Home Guard there, preferring to let the Storm Knights handle matters there.

Hard points in Ireland include the Books of Kells in the Trinity College Library in Dublin, and St. Patrick's Tomb in Downpatrick.

## Belfast

The capital city of Northern Ireland has a long and bloody history of strife between Irishman and Englishmen, Protestant and Catholic. When monsters descended from the sky on a great stone bridge, the city's residents learned of a new kind of violence.

The segment of Uthorion's army sent to take Belfast was a particularly brutal one, led by giants who have borne a hatred for all humans since their overthrow on Aysle centuries ago. The giants butchered the populace, their bloodlust disgusting even the dwarves who accompanied them. The creatures' rampage resulted in entire blocks being leveled and fires sweeping through much of the city. Worse than the wanton destruction in the dwarves' eyes was the fact that much of the potential plunder was ruined, and not having any great love for the giants to begin with, they began to turn on their Brobdinagian allies. When Ardinay made what seemed to be a miraculous change back to the ways of peace, the two groups realized they would have to look after their own interests, and skirmishes broke out in the city.

Thus Belfast is once again a war zone, as giants and dwarves settle old grudges with fire and spear. In between these pitched battles, the dwarves search for treasure, their most significant find so far the jewels carried by the Spanish Armada which were housed in the Ulster Museum.

Another new denizen of Belfast is the Draconis Metallica, which soars above the city, armor-like scales gleaming in the sun. A few enterprising (or foolhardy) giants have tried to bring one down to serve as a meal, but found its hide too tough to be penetrated by their spears.

Very few humans are left in Belfast, and those remaining tend to be looters and scavengers. A few have allied themselves with the warring factions, serving as scouts, and others keep watch on the general situation and report back to the resistance fighters in Castelbellingham.

## Dublin

Refugees who have made it as far as Cork report that things are chaotic in Dublin. Homeless shelters have been erected on St. Stephen's Green and in Phoenix and Croke Parks, but they have been little help for the problem of crowding in the city. Much of the electric power is down, and kerosene and oil are being conserved for use by the two major hospitals, St. Brendan's and St. Lawrence, who treat the wounded from the war being fought to the north.

The municipal government has taken up residence in Trinity College, and is struggling to maintain some semblance of order in the midst of food shortages, water shortages, and violent reality storms that sweep across the land. The presence of the Book of Kells, one of the oldest and most beautiful of illuminated manuscripts, has turned portions of the college into a hardpoint where technology still operates. Thus the college has become a command center for police, fire and medical services. With the majority of creatures stalking the city not possibility-rated, the college has been relatively safe from attack.

A large section of the city, between Narrowbone Lane and James Street, has remained dark despite the return of Ardinay. For Dublin's ghoul and goblin population, this is the "promised land," but attempts by the police to confine them to that neighborhood have been failures. City officials made overtures to some of the dwarves in the area in search of help, and the little folk readily agreed. Unfortunately, they discovered the abandoned Guinness Brewery at the same time, and have since been seen but rarely, staggering and hiccupping up and down Stevens Lane.

Dubliners have had better luck dealing with the faeries that now reside all over the city. Irish folktales contain many

## The Return of the Faerie: Far Darria's Tale

Listen well, little ones, for I'll tell my tale but once, and the truth of it ye must decide. For I am the trickster, and I carry the true and the false within me where'er I roam.

Long, long ago, when the world was very new and magic was in all things, there lived folk called faeries, or sprites, or a hundred other names ye could not speak, for they are in a tongue far older than your own. They were both fair and foul, some using their powers to help those who cried out for it, others preying on the weak and sick and doing great evil. Of all the many lands there were, the faeries loved England, Ireland and Scotland best, and it was there they settled in great kingdoms beneath the earth.

The days passed, as days are wont to do, and the years passed, as years are wont to do, and soon the faeries discovered that their powers were waning. Their wings would not let them soar, their faerie rings would flicker and die after only a few moments of life, and none knew why. The evil faeries blamed men for their plight, and called for a war against them, but none paid them any heed. In truth, men were to blame — they had come so far that they had left their belief in the faeries behind, and the en-ergy needed for faerie magic faded away.

And so it came to pass that one day there were many faeries, another day a few less, and so on until there was nary a faerie remaining. The last of the race, one Aricia by name, cast an enchantment upon the places of the faeries, sealing them against trespass by any other folk.

Thus it remained for a thousand summers, a thousand winters, a thousand falls, until the day the Great War began. Strange creatures dropped from the sky, the land changed, and folk much like the faeries flew again. Once more, magic was everywhere, and the faeries of this world appeared, as if they had not been gone, but sleeping.

The troubles of the world above have grown to encompass the faeries, with the light folk protecting men, and the dark joining those who would bring chaos and death. All is as it was before, but oh, so different just the same.

And that is my tale, believe it or no. Take it and do what ye will, but remember that the eyes of the folk are upon ye always, and they will think poorly of you if you speak ill of good Far Darria, the trickster.

references to the faerie and how to appease them, and this mythos has served the people well. Many is the household with a basket of clover on the doorstep at night, a gift to the faeries in exchange for their protection.

A frequent target of the Ayslish creatures in the city is St. Michan's Church, whose vaults contain a number of bodies reputed to be perfectly preserved after hundreds of years. It is believed the invaders may want to try to use these corpses in a gospog field as an experiment.

## Scotland

A large portion of Scotland is an Ayslish pure zone, making the effects of the invasion there far more devastating than in the other British Isles. More than 60 percent of the people in the zone have transformed into half-folk or lesser folk, all technology has broken down, and centralized authority no longer exists.

The entire social structure of Scotland has changed. Reverting back to the traditions of their past, many Scots have gone back to the clan system, with groups of families who can claim a common ancestor working together to survive. In some cases whole towns are now in the possession of a single clan, and those who live south of the Grampian Mountains are no longer welcome north of those peaks.

Elves, dwarves, gospog and barbarians made up the bulk of the battalions that surged down the maelstrom bridge into Glasgow. Also reaching Scotland in the early days of the invasion were a horde of Draconis Teutonica, who took up residence in the mountains, thriving in the pure zone.

The area completely overlaid by Ayslish axioms has been cut off from the rest of the realm. Exceedingly violent reality storms rage along the borders, particularly just north of Aberdeen where the pure axioms collide with a mixed zone. Few outsiders make the attempt to cross the highlands, and the amount of supplies received from other countries is virtually nil.

The Scottish have therefore been left to take care of themselves, a chore made more difficult by the constant shifting of the land between dark and light. Clans who find their land gone dark and unable to produce food will often raid neighboring light areas, and a number of ancient feuds have been reignited among the clans of late.

One of the few positive aspects of the axiom wash has been that "second sight," a form of divination magic possessed by some Scots for centuries, has increased in power since Aysle established itself on Earth. One with the gift is highly valued in a clan, often predicting the outcome of a battle or hunt.

The Scottish have also had a high number of their people reach hero potential, and proportionally the country can boast a great number of Storm Knights. One known meeting place for the Scottish Knights is Dingwall, just north of the pure zone, and from there they launch strikes against the animated skeletons and ogres who have overrun Inverness.

A Scottish hardpoint is the country's crown jewels, located in Edinburgh Castle in Edinburgh.

## Glasgow

Glasgow, once the industrial center of Scotland, has undergone a startling transformation since the maelstrom bridge dropped. The skyline, which once consisted of huge office buildings and smoke-belching factories, now boasts the contours of castles, guild halls, and barbarian's tents. The factory assembly lines have gone dead, their power gone, and the buildings are now used by dwarves to craft armor and weapons to be sold to other folk.

The majority of the population has transformed into half-folk, and centaurs can often be seen carrying passengers on their backs from place to place in return for food. Harpies will, if adequately recompensed, carry messages from one end of the city to the other, but many have discovered that if the harpy spots a possible meal on the way, she will forget her mission.

Journeying down the average street in Glasgow is now an adventure. Modern buildings are not only transforming into Ayslish counterparts, but a number have collapsed before they could transform due to the sudden lowering of Tech axioms. Girders created of the latest alloys grow brittle and snap, their molecular structure no longer able to enjoy cohesion in the pure zone. Glasgow is also home to a number of Corsairs, who sail down the Clyde Estuary and out into the Atlantic, often raiding coastal villages in Northern England. The Corsairs then return and sell whatever goods they have accumulated to the Freetraders, who can turn a handsome profit reselling them in the countryside.

The Freetraders, who also sail the waters around Scotland, have become essential to its day-to-day life since the start of the war. Besides carrying trade goods and news, they will provide passage for a hefty fee to anyone willing to risk the reality storms. Many northerners who wish to travel south, yet fear the dragons in the Grampians, will ride with the Freetraders through the Caledonian Canal and into the North Channel, bypassing the dangerous mountains.

# Norway

The war continues unabated in Norway, and sadly, the Norwegians seem to be losing. The maelstrom bridge crashed into Oslo's merchant marine academy, the Sjømannsskolen, discharging thousands of Vikings and trolls into the northernmost country of Scandinavia. As the axiom wash passed over the area, the Norwegians discovered that their navy and merchant fleet were now inoperable, the sophisticated navigational instruments no longer operable under the low Tech level of Aysle.

The Vikings saw a region ripe for plunder, and set out to conquer it. Longboats became a familiar, if still fearsome, sight in the fjords as raiders pillaged and burned coastal villages. Bodø, Tromsø, Afjord and Rørvik became blackened smears under the Viking thumb, and the people were driven up into the mountains. Attempts by Pella Ardinay to send supplies by sea to the besieged Norwegians met with failure, as the Vikings intercepted and sank the convoys as they sailed through the North Sea.

Interestingly, reports have come out of the city of Stavanger of a large number of Japanese businessmen in the area, apparently engaged in heated negotiations with the Vikings. It is believed they may be agents of Nippon Tech, attempting to secure the rights to make use of the abandoned oil rigs that dot the North Sea. The arguments have focused on just how much of a cut the Vikings will receive for not burning the rigs.

To the south, where the majority of Norwegians live, the defenders dug in their heels and tried to fight off the Viking horde. They were aided immeasureably by the Swedish, who sent ski troopers and shipments of crossbows and bolts to help the resistance. The resistance is currently spread thin along a line between Oslo and Bergen, hoping if nothing else to buy time for Norwegian non-combatants to make it to the relative safety of southern Denmark. The Vikings, led by their warrior chieftain Thorfinn Bjanni (whose body, unknown to the Vikings, is possessed by the spirit of Uthorion) are determined not to let this escape occur, and longboats scour the Skagerrak Channel searching for and sinking vessels filled with refugees.

## Oslo

The Vikings struck hard and quickly in Oslo, sweeping through the western and northern sections of the city with the intention of driving its defenders into the fjords where they would drown or be captured and enslaved. It looked as if this tactic would prove a successful one, as the Norwegians were driven from the Royal Palace and forced to make a stand at the ancient fortress of Akershus. There the Swedish weapons came into play, and the Vikings found themselves unable to successfully scale the walls, while their longboats in Pipervika were the targets of shafts coated with pitch and set afire.

The trolls, meanwhile, had discovered the entrance to the Underground on Karl Johans Gate and ventured into its pleasing darkness, feeling (quite rightly) that the Vikings would be too busy to worry about their whereabouts. Long after the Battle of Akershus had ended and the Vikings had withdrawn to the area around the Royal Palace, the trolls stayed in the tunnels examining the now powerless trains. After some weeks, the trolls discovered they could get around the city without going aboveground if half of them piled into a train, and the other half pulled it. The question of who would ride and who would pull on any given day has led to a number of bloody arguments. Norwegians have learned to leave an area quickly if they hear the rumble of subway train beneath their feet.

Some of the more ambitious trolls gathered their goblin followers and went in search of plunder, only to discover human youth gangs with much the same idea. Awed by the size and power of the trolls, three of the major gangs consolidated under their leadership and now follow the trolls. This has provoked a great deal of jealousy among the goblins, and is viewed by the Vikings as a waste of time, but the trolls feel that even if the gang members stop providing information on the best places to sack, they will at least make for a good meal.

Fighting in Oslo is still going on, block to block, house to house, with the Vikings holding an edge both in numbers and in experience. But the Norwegians have proven more tenacious than was expected, and an increasing number of Storm Knights have been appearing, scoring victories against the Viking squadrons. Uthorion is growing impatient with the prolonged war, and is throwing more and more warriors into the fray to crush the city once and for all.

# Denmark

The situation in Denmark is essentially a stalemate. Vikings sailed from Norway and easily conquered the northern third of the country in the early days of the invasion. But the sundering of Uthorion's spirit from Ardinay's body, and the delay caused by his adjustment to a new body and his efforts to recontact the Darkness Device, caused the attack to stall. The Vikings are now encamped behind the storm line that stretches from Randers to Lemvig, waiting for orders. There is a strong possibility that Uthorion may pull troops out of Denmark to aid in the battle for Norway.

Central and southern Denmark still operate under Core Earth axioms, and have received vast amounts of military aid from Germany. Feeling that they are secure against any threat from the Vikings on their land, Denmark has concentrated on sending troops and supplies to Sweden and Finland. It has also become the haven for refugees from the other Scandinavian countries, a situation which is straining the nation's social services to the limit.

The Danes are aware that there is a constant threat of espionage from the Dark Forces, and guards are posted at all hours around crucial sites. In the capital city of Copenhagen these include the Radhus (the Town Hall), the Rosenborg Palace (where the crown jewels are kept), and the Tøjhusmuseet, or "Arsenal Museum," which features one of the world's largest collections of ancient weapons, armor and uniforms. A good deal of the museum's artifacts have been appropriated by the military for forays into the Ayslish

dominant zone, but enough still remains to make it a tempting target for thieves and saboteurs.

# Sweden

The Swedes had an opportunity not afforded to the rest of the Scandinavian lands. A slight delay in dropping the water bridge into Stockholm allowed Sweden the chance to prepare for the invaders. Seeing that their Norwegian neighbors were failing in their attempts to use modern technology against the Viking hordes, Sweden refitted its weapons factories so they could produce swords, spears, and axes for the armed forces.

Vast warehouses have been emptied and converted into workshops for weaponsmiths, who have begun mass producing crossbows and bolts. These have proven to be a very effective weapon against the Vikings, and while not able to do quite as much damage as a longbow, they are easier to master and have a longer range. This has allowed the Swedes to keep greater distance between themselves and their attackers, which works to the disadvantage of the Vikings, due to their reliance on short-range melee weapons.

When it arrived, the Ayslish bridge erupted like a geyser out of the Riddafjarden opposite Stockholm's Town Hall, the Stadhuset. Viking longboats rose to the surface of the waters and the attack on the city began. Although the Swedes had only begun to produce ancient weapons, artifacts from the Livrustkammaren (the Royal Armory) and the Historika Museet (Museum of Historic Antiquities) were used to combat the invaders.

While one contingent of Vikings battled in the capital, others sailed north and struck at Skelleftea, Harnosand and Sundsvall, meeting only token resistance in the predominantly rural areas. The Vikings easily captured the northern half of the country, and Norwegians fleeing across their border ran right into the spears of these Norsemen.

The majority of the population in northern Sweden transformed under the new axioms, and roughly 32,000 in

Stockholm alone flipped over. Faced with a crisis, the Swedish government made the decision to sacrifice area north of the Kopparberg region, and the military began to drive transformed Swedes into that area. While many still remain in the south, there has been enough of a shift that Stockholm and much of central Sweden are now mixed areas, while the north is Aysle-dominant, and the southern tip still pure Core Earth.

The Swedish strategy is to create as many mixed areas as possible, giving them the opportunity to make use of their more high-tech weaponry against the invaders. Viking raids have been persistent and bloody, but have been concentrated mainly on coastal villages, allowing Swedish supply depots further inland to continue to operate. Along with Denmark, Sweden is now one of the primary suppliers of weapons and goods to resistance fighters in Finland and Norway.

### Stockholm

Viking raiders have a firm foothold in the Djurgarden section of the city, but have been unable to progress into the main city due to fierce resistance by the Swedes. A particular thorn in the Vikings' side has been the Riddarholmen, or "Isle of Knights," which has become a base for attacks by Storm Knights. The Swedes have turned the Royal Palace and Armory and Karkas Tower into fortresses, and Viking attempts to take them have been met with crossbow shafts and cauldrons filled with boiling oil.

Perhaps the greatest difference between Stockholm and other major cities in Aysle is the hatred and distrust of the transformed. With the government's policy of reclaiming dominant areas, the transformed, even those who oppose Uthorion, are seen as aiding and abetting the enemy. Strict rules are in force regarding the number of Ayslish allowed in certain areas, and police have the authority to drive violators out of the city or, if they refuse to leave, execute them.

Stockholm was one of the first capitals to send an emissary to Ardinay's court at Oxford, and the government has made it clear they are willing to cooperate while the Viking raiders

present a greater threat. But privately, the Swedes doubt Ardinay's claims that she is staying on Earth solely to undo damage done by the initial invasion, and are making plans to invade England after the Vikings are defeated.

Most Swedes now live in the rectangular area formed by the Dalagatan, the Banergatan, the Hamngatan, and the Humlegarden, in the northern section of the city. Coastal areas of Stockholm are inhabited almost exclusively by the military and those transformed able to hide from police searches.

## Finland

The Finns faced a very different type of invasion then did Sweden, Denmark and Norway. While there were still Vikings coming down the bridge into Oulu, there were many more trolls, giants and dwarves than in other areas of Scandinavia. Taken by surprise, the Finns were forced to fall back to the south, which remained pure Core Earth, and some Lapp forces have been reported in a mixed zone near Kelloselka.

Once the Finns recovered from the initial shock of the invasion, they began to mount a more effective resistance. With weapons supplied by Denmark and Sweden, the Finns put to use tactics they perfected against the Soviets in World War II. They reactivated their ski trooper units, crack soldiers who wear white uniforms and blend into the snow-covered mountains as they ski down the slopes. These units have been used to mount rapid assaults on columns of giants and trolls, often decimating them and then vanishing into the woods before the enemy can effectively counterattack.

The Finns have been fired by a deep and abiding hatred of conquerors, with their land having been dominated in the past by both the Swedes and the Soviets. The capital city, Helsinki, broadcasts constant exhortations to the people to take up arms and fight the invaders, although whether these are heard outside of the Core Earth zone is unknown. A large number of refugees have staggered into the southern portion of the country, but far fewer than would have been expected. Many

Finns simply took to the hills, mountains and forests and have begun guerilla-style warfare against the Dark Forces. Massive pits are dug, filled with sharp stakes, and covered over with snow and brush for unwary trolls, trees are set on fire and felled on giant encampments. Viking food supplies are stolen or contaminated, and primitive bombs made with black powder are lobbed out of the woods at the enemy.

The Finns are optimistic that they may be able to extend the mixed zone to the north with the arrival of Soviet troops in that area. A solid supply line has been set up between Leningrad and Helsinki, and the Soviets, freed from the threat of a Tharkold invasion, have thrown their massive resources into the defense of Finland.

# Life in Aysle Realm

The invasion of Earth and the establishment of an Aysle realm has meant a vast amount of "culture shock" for both the conquerors and the conquered. Differing economic standards, views on society and technology, and basic class structures have made adjustment difficult for many, and the existence of mixed areas has been an obstacle to one social system or another becoming universally accepted. The greatest amount of progress has been made in Great Britain and Ireland, where interaction and commerce is taking place between Ayslish folk and Core Earth people, as opposed to Scandinavia, which is primarily a scene of battle.

## Money and Economy

Like many things in the Aysle cosm, the Ayslish economy is based on magic. Specifically, it is based on the *conjuration magic* skill and the principle knowledge of *magic* combined with a set duration. Thus, the monetary standard of Aysle is a *conjuration/magic* spell with a duration of one hour.

Since all money must have some tangible basis for its value, Ayslish economists spent many months determining just how much such a spell would be worth in precious metals.

For instance, the standard *conjuration/magic* spell is worth .5 ounces of platinum, one ounce of gold, and 1.85 ounces of silver.

A standard spell is worth, in Ayslish currency, 70 conjs, 300 lemays, 600 trades, and 1200 wolacs. In U.S. currency, it is equal in value to $300, or 206 British pounds.

Although the Ayslish government in the realm does keep a stock of precious metals on hand, the true worth of the currency is determined by the number of sorcerers capable of performing *conjuration/magic* rituals. Since such individuals are relatively rare (when compared, say, to those who are able to do *divination/water* spells) the value of Ayslish money remains fairly stable. If some disaster were to take the lives of a group of such wizards, the money would become vastly more valuable, as there would be a shortage of people able to use conjuration/magic. If, on the other hand, a large segment of people were to learn the necessary spells (as may happen within the realm at some point), the currency's worth would plummet and inflation would result.

The conj is the only paper currency in the realm, with the rest being coins. Most moneylenders and bankers within the realm are possessed of the *divination/metal* skill to enable them to detect forgeries. It is also possible to pay for goods and services with raw metals, something favored by the dwarves, who are adept at mining.

The primary business in the Aysle cosm, and among many in the realm, is magic. A powerful sorcerer can become a wealthy man at a relatively young age, particularly if he has skills and knowledges that are uncommon. A magician can sell his services to a large market, both to people who have no talent for magic but who want a spell cast, and those with arcane abilities who wish to learn a new spell. An object with a focused spell within it sells for as much as twice what a grimoire spell will, since the purchaser of the focused spell does not actually have to learn and cast it.

Naturally, this situation has wrought havoc with the London Stock Exchange. Although magic is not considered a fitting basis for a monetary system, a wizard who can cast a *mage*

*light* spell in a blacked-out area can still command a high fee. Since the metals are considered to have some value, the Ayslish are, reluctantly, willing to accept pounds for their services, which they then exchange for conjs somewhere else (in Aysle dominant zones, the pound is not accepted, and shoppers must either pay in Ayslish currency or trade goods).

New stocks have appeared on the London Exchange, including dwarven mining and magic futures. Naturally, the Ayslish (particularly the dwarves) have opportunities to gather inside information on these subjects, and thus have done extremely well for themselves. Core Earth traders have protested that the dwarves are using unfair practices, but the directors of the Exchange feel they have limited authority under the circumstances.

How long the Ayslish economy will thrive in the realm is unclear. With the large number of Storm Knights seeking to learn the most powerful types of magic available, the value of the magic may take a plunge as a result. There is also the possibility that an ambitious conjurer may try to "corner the market" and increase the price of his services by murdering other practitioners of the art.

## The Sexes in Aysle

Equality of the sexes has been a fact of life in the Aysle cosm for a thousand years, and the folk carried that concept with them to Earth. With Pella Ardinay as its leader, and the legends of Tolwyn Tancred so ingrained in the Ayslish consciousness, it would be surprising if they did not view women as the equal of men, and just as capable of being leaders.

Although Uthorion probably does not share this view of women, he could not allow it to be undercut during his time in Pella's body, lest his authority over the cosm be undermined. However, during his 500-year reign, the Houses gradually went back to a patriarchal system, although women warriors are still a common sight in Ayslish battalions.

How the sexes are viewed by non-human folk is another matter entirely. While dwarves regard their women as

equals, giants do not. They gained a grudging respect for Ardinay during the time Uthorion possessed her, but lost it again when she called for a truce. Lesser folk, such as ogres, do not have observable sexual differences, and so there is little evidence of any discrimination on that basis. No one knows how elves feel on the subject, although many of their leaders are said to be women.

## The Class System

As in many societies, there is a class system in place in Aysle. The foundations of this structure is the ability to make use of one's sorcerous abilities for profit, although the species of folk to which one belongs is also a factor.

At the top of the scale are human sorcerers. With the majority of the folk in Aysle being human, a human sorcerer is more likely to be trusted with a complicated magical task, and thus more likely to attain great wealth. Much of the Ayslish nobility is made up of magicians, and with the exception of great warriors (such as Tolwyn Tancred), the rulers of Houses are almost always skilled at wizardry.

The second rung on the class ladder is human priests, followed by warriors. Despite their brutish behavior, Vikings are respected in Aysle for their martial skills, and save for those groups that practice blatant piracy, are afforded the same honors given Ayslish warriors.

Freetraders occupy the next level. Despite their importance to the society, merchants and moneylenders have traditionally been looked down upon as interested only in the pursuit of the conj. While some are disturbed by this, most Freetraders feel they get their revenge by getting the highest price for goods that they can.

The lowest place on the scale is occupied by the ice nomads, barbarians and Corsairs. The nomads and barbarians are considered to be, respectively, simple peasants and savages, with little to contribute to society as a whole, and little money with which to purchase goods and services. They are largely ignored by the rest of the human population, although Vikings have been known to associate with

barbarians and hunt ice nomads for amusement. The Corsairs are thieves and outlaws, and thus are not respected.

This basic structure holds true for the other races on Aysle as well, with mages being the dominant class and the poor, the brutal and the criminal lumped together at the bottom. In Aysle as a whole, the dwarves are considered to be the closest species to the human, though rarely spoken of as equals. The status they have achieved is largely because of their pacts with humans against the giants, but they have been stigmatized by their connection with the merchant class. The dwarves mightily resent this state of affairs, and consider most humans to be dullards who are unable to accomplish anything without making a great fuss and bother about it.

Elves are considered to be roughly the same as dwarves, although their place in the social hierarchy is nebulous, primarily because they have limited contact with other races. There are some, both humans and dwarves, who believe that the elves think they are better than everyone else and criticize them as being snobs, but most folk don't spend much time worrying about the elves. Until and unless they become a threat, they are left to themselves.

Where the giants stand is an interesting question. By their own account, of course, they are the best of Aysle, but humans detest them and regard them as lower than the lesser folk. Taking the average of these two opinions, giants can be placed somewhere between elves and dwarves and half-folk.

Half-folk are the slave class in Aysle. Humans want nothing to do with them, and the other folk refuse to welcome them either. Many are denied any way to make a living, and must prey on others to survive. Those that do find work are forced to do the most menial of labor, and often are paid slave wages. In Lower Aysle, as well as in the realm, half-folk are enslaved by the giants, who despise them even more than normal humans.

Finally, the lesser folk are on so low a level they are, for all intents and purposes, off the ladder. Gnomes, goblins, ogres and trolls tend to be vicious,

slow-witted, and violent, and are not welcome in Ayslish society. Even half-folk fear and hate them, and many humans will kill lesser folk on sight.

## Justice in Aysle

In addition to the world laws, there are some civil statutes in effect in the Aysle realm. Most of these were put in place in the Aysle cosm by Ardinay, but overturned during the period Uthorion possessed her body. She has recodified them in the realm, but they are enforced only in those areas of the realm controlled by Houses loyal to her.

The Aysle Book of Laws contains statutes condemning murder (a capital crime), theft, and assault. There is no law against the bearing of arms, but the carrying of concealed weapons is strictly forbidden. This regulation grew out of the Law of Honor, for to hide a weapon is tantamount to masking one's true intentions, and falsehoods are frowned upon in Aysle. Only those capable of circumventing the Law of Corruption can hide a weapon on his person for any length of time.

Among humans, Ardinay's Home Guard bears the responsibility for enforcing the law, although it is not unusual for villages to form vigilante groups to hang murderers and thieves, or drive out half-folk. Other folk, such as dwarves, are expected to police themselves, and generally have reason to do so — a race that gains a reputation for lawlessness will find the Freetraders reluctant to do business with them.

## Fashion

The Ayslish favor a style of dress that would be considered "medieval," in Core Earth. As their tech level does not allow for the production of synthetic fabrics, natural fibers, particularly wool, dominate. For the upper classes, elven silk is very popular, both in ladies' gowns and men's formal wear.

Most humans wear layers of wool clothing in the colder areas of the cosm, which has stood them in good stead in the damp climate of the Aysle realm. Vikings, barbarians, and ice nomads wear the hides of animals, Corsairs favor breeches and bright silk shirts, and dwarves wear wool and/or fur and favor woolen caps on their heads.

Elves wear green and brown outfits, made of a material unknown in the rest of Aysle. Members of the Home Guard wear full armor with chainmail underneath. Giants, ogres, trolls, and half-folk generally wear rags.

The establishment of Aysle on Earth, however, changed this. Many members of the nobility have discovered Simpson's in Piccadilly and began wearing more modern fashions, much to the distress of Aysle purists. Giants and trolls, particularly those working in London (usually in unsavory positions), have begun raiding Big and Tall Men's Shops for suits (few have mastered the art of the tie, though). Elves and dwarves, for the most part, stubbornly refuse to change their mode of dress in this new place.

## Magic and Tech

The Ayslish views of magic and technology are essentially the reverse of those in Core Earth. Magic among the folk is commonplace, with a wizard performing a *water scry* spell to find out a comrade's condition with no more thought than a Core Earth person making a telephone call to get the same information. Using a conjured fireball to defend one's self is considered no less honorable than using a sword or spear, and such mystical weapons are not covered by Ayslish statutes regarding the concealment of death-dealing devices.

Sorcerers are encouraged to register with the government, providing information on their area of magical expertise. This is done so that an accurate count be kept of those with the *conjuration/magic* skill-knowledge combination, a statistic which affects the Ayslish economy. How many wizards actually do this is unknown, and whether or not the program will be extended to include Core Earth natives who develop magic under the new axioms is unknown.

Surprisingly, sorcerers are respected, but not envied by the Ayslish. Since all the folk have some magical skill and knowledge, the feeling among them is that anyone could be a powerful wizard, given the right set of circumstances. Those who have a knowledge and skill that cannot be used together consider it an accident of birth, and some races (such as the Vikings) have little use for magic and do not make much effort to develop their latent talents.

For those who do have useful skills and knowledges, magic academies exist on the Mage Islands in the cosm and in Cambridge in the realm. Usually run by aged wizards, these schools help the student develop some control over her powers, and teach major and minor magic from the Ayslish grimoire. The schools are required to report the existence of any graduates with the *conjuration/magic* combination, and most will refuse to admit anyone possessing *conjuration/entity.* Anyone getting a look at an academy report prior to its public release by the government could make a fortune investing in magical futures on the London Stock Exchange.

Technology, on the other hand, is regarded with great trepidation by many residents of the realm. The idea that the people of Core Earth might have access to sorcery beyond the understanding of the wisest Ayslish magicians is a frightening one, and many wizards are quick to point out that "Earth magic" doesn't seem to work very well, since few of the devices are currently operating.

The limited Ayslish concept of machinery often leads to misunderstandings, occasionally fatal ones. Shortly after the invasion, a band of Freetraders encountered a Stormer serving in the Dark Forces. The Stormer shot one trader with a pistol, wounding him in the stomach. The merchants were familiar with primitive firearms, but not having seen the Stormer go through the complicated process of loading the gun they were used to, did not make the connection. Thus, believing the gun a magical weapon and the wound caused by the great noise it made, they did not discover and remove the bullet, and their companion bled to death.

The Ayslish often describe high tech items using terms that they are familiar with, attempting to describe their apparent function. Thus, an airplane is an "iron bat" or "flying wagon," a telephone is derided as a "Dvergamal box," and a train is a "smoke dragon."

The folk most likely to approach and attempt to understand a technological device are the dwarves, who have a fascination with all things mechanical. Dwarven engineers pride themselves on their ability to take anything apart — putting it back together again, of course, is another matter. Dwarves will delve into anything, and a number have suffered serious injury while trying to solve the mystery of objects such as automatic rifles, grenades, and chainsaws.

The pragmatic dwarves are the only race to conceive the idea that machines in the realm are not examples of great sorcery, anymore than a battle-ax or a knight's armor is necessarily of magical origin. The dwarves collect bits and pieces of different devices for use in their own creations, and do a brisk business selling spare parts to Storm Knights trying to get machines working again. The dwarves have also developed an affinity for the digital watch, a device

they do not entirely comprehend yet, but which captivates them.

## Monsters

Many a mother, in Aysle and in Core Earth, has warned their children that they had best behave, or the "bogey man" would get them. One of the major changes caused by the establishment of Aysle on Earth is that in the fantasy realm, the "bogey man" is very real, and will eat adults as well as children, no matter how they behave.

Core Earth natives have learned very quickly that legends regarding monsters pale to nothingness next to the real things. The appearance of dragons, undead ghouls, trolls and harpies have caused hysteria to spread through many parts of the realm, and made it that much easier for remnants of the Dark Forces to overrun territory. Stories of Storm Knights slaying monsters have buoyed spirits, but there are areas to which such tales have not penetrated as yet, and there the people remain locked in their worst nightmares.

For their part, the Ayslish have grown used to the presence of monsters, it being commonplace in the cosm (much as residents of jungle areas on Earth have grown used to lions and tigers, though they still fear them). Even the ghouls, which caused such terror when they crossed into Aysle with Uthorion 500 years ago, have become an accepted hazard, the feeling being if you are so foolish as to wander into one of the dark places, you deserve to get devoured.

The creature that strikes the most terror into the Ayslish is the Draconis Teutonica, because of its size, power, and unrelenting evil. Many Aysle natives simply refuse to believe the tales that Storm Knights have slain the great beasts, and the whisper that a Teutonica might be in the area is enough to paralyze some with fear.

## The Houses in the Realm

All of the Houses of Aysle now have representatives and holdings in the realm. In some cases, as with House

Tancred, their lands were granted to them by Ardinay, while other Houses claimed their territory by right of conquest, and hold them in defiance of Ardinay. All of the Houses are established in England and Wales, and the conflicts that now divide them in the cosm have spilled over into the realm. For all intents and purposes, Aysle, cosm and realm, is caught up in a civil war.

## House Tancred

With the reincarnation of Tolwyn Tancred, rule of the House in the realm passed over to her, much to the consternation of some. House Tancred on Earth is a mix of those fiercely loyal to Tolwyn, those who still owe their allegiance to her traitorous brother, Gareth, and those torn between their desire to follow the path of Light and their doubt about whether the body of Wendy Miller houses the true spirit of the woman warrior.

House Tancred's lands encompass the southeastern section of England, including the counties of Hampshire, Wilts, Berks, Buckingham, Bedford, Hertford, Warwick, Northampton, Middlesex, Essex, Surrey, Sussex, and Kent, and the cities of London, Reading and Portsmouth.

Tolwyn has pledged the House to the service of Ardinay, but Gareth Tancred is determined to take control of the family's territory on Earth.

## House Liandar

The denizens of House Liandar are maintaining a tenuous grip on their land in the north, despite pressure from Uthorion's forces in Scotland and House Vareth to the south. (The recent dwarven rebellion has distracted Vareth from pursuing its vendetta against Liandar, giving that House needed time to rearm.)

Despite being decimated by Uthorion in the cosm, House Liandar was able to muster a large enough force to move down the bridge and aid Ardinay. The House on Earth is led by Cedric Liandar, brother of William, who has convinced his followers that Ardinay was the victim of sorcery that brought on some form of madness, and now that she is

restored to her former self, the House must follow her again.

House Liandar controls the smallest area of any of the seven, the counties of Northumberland, Cumberland, Westmorland and Durham, and the city of Newcastle.

## House Daleron

The first of the great Houses to ally with the Dark Forces in centuries past is still firmly in Uthorion's camp, and poses a terrible threat to Ardinay and House Tancred.

The House in the realm is run by Manfred, the Daleron patriarch, who came to Earth and personally led his troops into battle. With swift, decisive strokes, Daleron conquered a large chunk of eastern England, and only the lands of Tancred stand between him and Oxford, site of Ardinay's court.

As in the cosm, House Daleron is one of the strongest of the lot militarily, and has embraced the changes in the world laws caused by Uthorion. Daleron will strike any deal with any House in the realm that will advance his own interests, and just as quickly betray his partner. Currently, House Daleron is working with Gareth Tancred on a plan to crush Tolwyn and her forces on Earth and take Ardinay prisoner.

House Daleron holds the counties of Suffolk, Norfolk, Cambridge, Lincoln, Leicester, Nottingham, and Rutland, and the cities of Cambridge and Norwich.

## House Gerrik

House Gerrik is crucial to Tolwyn's plans to defend Oxford from assault. Besides being renowned for its able soldiers and seamen, this House suffered the loss of much of its land and power in the cosm under Uthorion, and longs for revenge against those families (like the Dalerons) that made it possible.

House Gerrik received its lands in the realm from Ardinay who, on the advice of Tolwyn, granted them much of southwestern England. Thus, Gerrik's troops can protect the western flank of

Oxford and join with Tancred in guarding the southern coast.

Gerrik's territories include the counties of Cornwall, Devon, Dorset, Somerset, Gloucester, Monmouth, and Glamorgan, including the cities of Exeter and Plymouth.

House Gerrik is controlled by Duncan Gerrik, eldest son of Duke Augustus Gerrik. As a youth, Duncan discovered in the cellars of House Tancred one of the few unburnt portraits of Tolwyn, and promptly fell in love with the legendary warrior. Now that the legend of "Tolwyn Neverdeath" has apparently come true, Duncan dreams of marrying her and uniting their two Houses.

## House Bendes

The Bendes family is one of the wealthiest in the Aysle cosm, with the talent of spotting a profitable investment long before anyone else. Despite their love of the Old Ways, House Bendes played along with Uthorion, secretly providing aid to rebel forces.

When Ardinay's spirit was returned to her body, she offered House Bendes its choice of lands in the realm. The family chose a large section of Wales, the area least devastated by the initial invasion. They have taken advantage of the relative calm of the area to develop it economically, improving farming methods and overseeing the construction of weapons that can be used against the Dark Forces.

House Bendes is under the control of Earl Thomas Bendes, and he has put his lands and fortune at the disposal of Ardinay. Part of his territory is currently serving as a base for the dwarves, led by Gutterby, who are rebelling against House Vareth.

House Bendes' lands include the counties of Pembroke, Carmarthen, Cardigan, Brecknock, Hereford, Worcester, Shropshire, Radnor, Montgomery, Merioneth, Caernarvon, Denbigh, Flin and Anglesey.

## House Vareth

The infamous House of Dwarves has continued its dark practices in the realm, supplying enslaved dwarves

to the forces of Uthorion, as well as any half-folk it is able to capture. Vareth strike-forces are feared throughout Aysle, for their engineering skill has enabled them to send minotaurs with machine-guns into the field. But the betrayal of the Land Between dwarves has tainted the House, and even the Dark Forces look down upon it.

Taleron Vareth runs the House on Earth in the stead of his father, Dwyvan. Much like his sire, he believes in the use of violence and torture to achieve his ends, and has found a number of new technologies on Earth capable of inflicting pain (his engineers' work with batteries, for instance, resulted in a breakthrough in the use of interrogation through electric shock, for instance).

House Vareth's lands include the counties of York, Stafford, Derby, Cheshire, and Lancashire.

Unfortunately for the House, their brutal rule has given birth to a rebellion. Led by Gutterby, a band of dwarves have been striking at Vareth's slave centers throughout the realm, the most spectacular incident being when three rebel dwarves crashed a double-decker bus through the gates of the Walsall prison and freed over 300 of their fellows. The rebellion has the full support of Ardinay, and she has sent what supplies and troops she can spare to aid the cause. House Vareth is determined to crush the insurrection, but thus far the rebels have been safe in Shropshire, since Taleron is reluctant to anger House Bendes by marching into its domain.

**Gutterby the Dwarf**
  **DEXTERITY 9**
  Melee weapons 11, missile weapons 11, stealth 10, unarmed combat 11
  **STRENGTH 9**
  Lifting 10
  **TOUGHNESS 9**
  **PERCEPTION 11**
  Divination magic 12, find 13, language 12, scholar (dwarven lore) 14, trick 12
  **MIND 10**
  Artist (storyteller) 13, science (engineering) 12, test 11, willpower 11
  **CHARISMA 10**
  Charm 11, persuasion 12, taunt 12
  **SPIRIT 8**
  Faith (dwarven) 9, honor 11, intimidation 10, reality 6
  **Possibilities:** 16
  **Arcane Knowledge:** air 1
  **Equipment:** short sword, Tech 8, damage value STR+4/13; dwarven grenade (2), explosive burst radius 0-2/6/13, damage value 18; dwarfmail enchanted armor, armor value TOU+6/15, +2 to relevant attribute when defending against magical attack.

**Description:** Gutterby is an aged dwarf, roughly 600 years old, and a renowned storyteller. Remembering how things once were for the dwarves, he burns with the desire to set things right in the realm and the cosm and free the dwarves enslaved by House Vareth, and so leads an armed rebellion.

He has a craggy face and a short white beard, and tends to be very curt with those around him.

**Quote:** "Who's tellin' this story, you or me?"

# Adventuring in the Realm

Adventures in the Aysle realm involve a unique mix of fantasy and 20th-century reality. In Aysle, that tribe of dwarves coming your way may have axes and clubs, or they may have M-16s and a bazooka. The dragon flying above you is intelligent and has been around a great deal longer than you have, and eats Storm Knights for breakfast. The boats sailing out of the sunrise are full of bloodthirsty Vikings, and somewhere among them may be the Dark High Lord himself.

Aysle is a place of magic, mystery and monsters, and thrills can be found from the snowy mountain peaks of Finland to the green glens of Ireland. This realm was the site of one of the Storm Knights' first great victories, but could also be the scene of crushing defeat, if they are not watchful and brave.

Darkness and light are at war here, as are magic and technology to a lesser extent. As good and evil clash, as two very different realities come head to head, the possibilities for stories are almost unlimited. From the big picture of Uthorian versus Ardinay, to the smaller focus of a lost English boy trying to survive in a dark region on the moors, Storm Knights can find all sorts of adventures to keep them busy in Aysle realm.

# Chapter Four

# World Laws

Aysle has a magical reality that makes many things that are impossible on Earth an everyday occurrence on Aysle. This reality has been brought to Earth and overlaid across Northern Europe, allowing the Aysle realm to exist here.

Invisible barriers separate the reality of Aysle realm from the reality of Earth. These barriers are formed by a series of artifacts known as *stelae*, placed by Uthorion's forces under his strict commands. Aysle stelae are trades, the common coin of the realm. They are prepared through a complex ritual involving Uthorion's Darkness Device that leaves the trades marked with the symbol of Corba'al (the crossed bones). However, this symbol can only be seen on the coins if actively looked for during the Entity Hours (either at dawn or dusk). Further, a simple ritual must be performed at the site where the stelae is to be placed, and the coin must be dropped to the ground. Then, of its own volition, the coin burrows into the ground and begins to work. The coin combines the honor of Ardinay with the corruption of Uthorion to contain the reality of Aysle. Aysle stelae have a *Toughness* of 8, the same as a normal trade.

## The Four Axioms

The basic rules that govern reality in each of the cosms and realms are called *axioms*. As soon as a person (or creature or thing) crosses the stelae boundary into Aysle realm, he immediately becomes subject to Aysle's axioms, just as he becomes subject to the Core Earth axioms as soon as he leaves. The prime example of this is that actual spellcasting is possible in Aysle, while the flashlight brought in from Core Earth may not function. The moment a person tried to use the flashlight a contradiction could occur, as the flashlight is now subject to Aysle's technical axiom (see *Torg Rulebook*, page 99).

Every cosm has four basic axioms that govern the interaction between the living and non-living things within the cosm. These axioms are Magical, Social, Spiritual, and Technological. In *Torg*, each of these axioms is rated on a scale of zero to 33 (zero representing particularly low development, 33 representing extremely high development). Items, individuals, or organizations that are more highly developed than Aysle in any of these areas will not function properly within the realm or cosm.

Below, each of Aysle's axioms is described in detail. In addition, see "Everlaws and Axioms," *Torg Rulebook* pages 91 to 102.

## Magical Axiom: 18

Magic defines much of what Aysle is. Everyone believes in it, uses it (to varying degrees), and understands it as a part of everyday life. Spells and spell effects handle many of the tasks Core Earth uses technology for. Aysle is a static world, and advancement only comes through the use of magic, which makes the impossible real for a temporary period. At this axiom level, even the least skilled can use magic to some degree, but training confers huge advantages to those who undergo its rigors. Because of this, magic even branches into economy as it is the standard by which prices are set and the market fluctuates.

Under the axiom, spells and spellcasting are possible. Enchanted items exist and can be created, and even kindred that depend on magic to survive thrive in the cosm and realm. Spells allow mages and others to take the unobservable force of magic and make it observable. The reality is enchanted and full of magical power just waiting to be put to use. (See chapter five for more information.)

## Social Axiom: 18

On a social level, Aysle resembles the medieval world with a few no- table differences. Life is not as hard or taxing for the Ayslish as it was for their feudal Core Earth counterparts. Magic has seen to that, providing conveniences and a better standard of living which our world did not see until after the Industrial Revolution. Aysle is a vastly independent place, made up of vastly independent peoples. These separate groups were united for a time under loose treaties devised by Uthorion and enforced by his power. With Uthorion's main power base out of the picture, the cultural, racial and geographical differences are again working to break apart the alliances. Throughout all of this, magic remains the equalizing factor that places all of the folk on the same level. Women, who in Earth's medieval times enjoyed few freedoms, are seen as capable of the same jobs as their male counterparts.

The Delegate Legacy remains the highest ideal in the land, a system of government where the people and the nobility meet to decide laws. It is only now coming back into fashion with the return of Ardinay.

The thing to remember is that while Aysle has a relatively high social axiom, it is just coming out of a long period of darkness into a period of war. No single authority remains, though Uthorion and Ardinay are the most powerful leaders in the realm. In the cosm, everyone with any claim to power is seeking to benefit from the vacuum left by Ardinay's absence (she refuses to leave the realm until Aysle on Earth is able to function without her and the threat of Uthorion is ended forever).

## Spiritual Axiom: 16

Both the cosm and the realm of Aysle have a high spiritual axiom, granting those with the ability to tap it another type of power beyond magic. The gods of Aysle can be contacted to gain this spiritual energy which folk can convert to miracles of faith.

While the gods of Aysle do not regularly appear in town squares or within sanctified temples, their influence can be routinely observed. They bestow miracles on the faithful, they aid followers with additional magical abilities, and they dictate the opinions and actions of whole nations. Magic may dominate life in Aysle, but religion comes very close and is intertwined with the magic of the land. Of all the races of kindred and folk living on Aysle, only the dwarves (for the most part) refuse to utilize this avenue of power.

## Technology Axiom: 15

Technology in Aysle resembles that of the late medieval to early Renaissance periods of Earth's history. Sails move ships across the seas, the more advanced dwarven culture uses steam power, and crude firearms (such as the

### U thorian's Stelae

When Uthorion came to Aysle, he decided to embrace its reality and re-attune his Darkness Device to it (through Pella Ardinay's body). But he also wanted to change the reality slightly, specifically the world laws so that corruption and darkness would have an easier time of it. To accomplish this, Uthorion made a pact with an Aysle god — the Entity God Corba'al. In exchange for Uthorion's devotion, Corba'al agreed to help him create his stelae with the subtly altered reality. An added bonus was that because of the god's help, Uthorion's stelae could be energized at double the rate of other High Lords' stelae. So, where another High Lord can energize three ritually prepared stelae, Uthorion can energize six. But Corba'al's aid was not without a price. The crossed bones symbol appears on each stelae (which normally look like coins of the realm) during the Entity Hours as tribute to the Entity God.

wheel lock) are coming into more common use. Still, melee weapons and various bows are more reliable. Even the dwarf with crossed wheel lock pistol holsters carries a battle-ax for when the guns fail or run out of ammunition.

Magic, of course, makes up for a lot of what technology cannot yet do, and in some ways it has even hampered technological growth. Better sail and ship development has been postponed because water and air mages can keep vessels moving in even the most severe storm or on the calmest sea. Talk of improved firearms fails in the face of fireball and lightning bolt spellcasters. Currently, there is nothing that technology can do better, faster, or more conveniently than magic can.

## The World Rules

In addition to the four axioms, each realm and its associated cosm has a number of specialized axioms or world rules which further set it apart from other realities. The basic axioms function as reality limits within the realm while the world rules define how the realm works within those limits. As with the basic axioms, anyone who crosses into Aysle immediately becomes subject to the world rules unless he is surrounded by a "reality bubble" (see *Torg Rulebook*, page 101). Conversely, an Ayslish character who goes to another reality still must abide by his own world rules for that is the reality he takes with him.

### The Law of Observation

Reality is defined in Aysle by what one can observe through the senses. Everything is the result of a previous event (even though the event may not yet be reasoned out). If something cannot be sensed, it holds no reality. The exception to this law is magic, which has its own governing law.

Observations give rise to theories, unlike in Core Earth where theories require testing by observation. So in Aysle, that which is observed is true. The sun rises and falls through a hole in the center of the world. The Ayslish

observe this every day, and therefore know it to be true.

Under Aysle's Law of Observation, everything that is perceived is real, and everything that is real has been previously perceived.

## The Law of Magic

Since they were brought to Aysle by Dunad, the magic skills and arcane knowledges have been an integral part of the world, unlocking the natural magic of Aysle reality. The Law of Magic states that magic is real. While it cannot be observed by the usual senses, it can be perceived by those who are sensitive to its power and thus made manifest through spells. Further, magic is available to all folk due to Dunad's gift, though not all take full advantage of this. No matter, because through this world law all Ayslish folk are born with one magic skill (at one add) and one arcane knowledge (at one add). See chapters two and eleven for more information.

Additionally, because of magic the land and its people have been imbued with higher attribute maximums. However, if an Ayslish character ever disconnects from his reality, he is subject to the attribute maximums of the reality he finds himself in. Reduce all attributes to the new maximums until the character re-links. Certain folk can go beyond these maximums due to their inherently magical natures (see chapters eight and eleven). However, those kindred who rely on magic for their very existence suffer when that magic is not available.

## The Law of Honor

The Law of Honor permeates the land, declaring that honor cannot be hidden — the good that folk do is reflected in their spirit and is discernible to those who can sense such things. Further, the more honorable a folk is, the more that honor is reflected outwardly as appearance and bearing.

Those traits (and their associated actions) considered honorable include faithfulness, loyalty, being true to yourself and your word, respect, and valor. Honor, truth and justice demand

to be recognized in Aysle, and those of noble heart gain advantages from the Law of Honor. The law is primarily interested in defending the rights of the folk and maintaining the status quo of goodness throughout the land. The law states that when there is danger or trouble, when injustice shows itself, then a hero of honor will appear to right the wrongs and save the day. Under Uthorion's reign, this law was masked by the rise of the Law of Corruption, and even those who heard the call of honor tended to ignore it in the face of Uthorion's legions of evil.

The law further states that a new *Spirit* skill exists in Aysle — the *honor* skill. Those who take this skill (or earn it by doing honorable deeds; see below) must follow a code of honor. In general, the code of honor must include faithfulness to a god, loyalty to a country and ruler, respect for those less fortunate and in need of aid, staying true to yourself and your word, performing glorious deeds of valor and goodness, and courageousness in all things.

Note that honor is not just a province of Upper Aysle. The giants of Lower Aysle, and even the other Upper Aysle races that the humans consider evil, operate under the strictures of the Law of Honor and can be honorable. They can be faithful to their gods, loyal to their rulers, friends and families, true to their natures, respectful of others (but that means different things to different cultures), and valiant in combat. The truly corrupt and evil go against even these basics of honor to the detriment of themselves and others.

## The Law of Corruption

The Law of Corruption fills the land, declaring that corruption cannot be hidden — the evil that folk do is reflected in their spirit and is discernible to those who can sense such things. Further, the more corrupt and evil a folk is, the more that corruption is reflected outwardly as appearance and bearing.

Those acts considered corrupt include spiritual weakness and immoral character, disloyalty, lying, cheating, stealing, deception, cowardice, premeditated crimes, and other acts of evil. Evil and corruption demand to be

> ## A ysle Attribute Maximums
>
> DEXTERITY 14
> STRENGTH 15
> TOUGHNESS 15
> PERCEPTION 14
> MIND 14
> CHARISMA 13
> SPIRIT 13

recognized in Aysle, and those of evil intent find it hard to keep their intentions secret. The law is interested in revealing evil in all its forms through the corruption of spirit, mind and body. The law states that when evil is done, it will be known by those of honor.

Uthorion perverted this law, subtly changing it throughout those parts of Aysle under his control. By modifying the world law, Uthorion was able to defer his past evils to the land instead of building up the detectable corruption within himself. In that way, no one was able to detect that Lady

## *H*onor Advantages

| Number of Adds | Effects |
|---|---|
| *Honorable* | |
| 1 | +1 to *faith* value |
| 2 | +1 to *charm* value; +1 to *melee weapons* value; +1 to *first aid* value |
| *Noble* | |
| 3 | Provide *Inspiration* to one other character once per act; +2 to *melee weapons* value |
| 4 | +1 bonus to *melee* damage; +1 to *dodge* value; +1 to *persuasion* value |
| 5 | Gain *healing* miracle; +2 to *faith* value |
| 6 | +2 to *dodge* value; +2 to *unarmed combat* value; +1 to *test of will* value |
| *Pure* | |
| 7 | Gain ability to hit and damage non-corporeal beings; +3 to *melee weapons* value; +1 to *willpower* value |
| 8 | Gain ability to detect corruption and level of corruption; difficulty based on target's level: corrupt 30, wicked 25, foul 20, evil 15 |
| 9 | Provide *Inspiration* to all characters once per act; +3 to *dodge* value |
| 10 | +3 bonus to *ward enemy* miracle; +4 to *melee weapons* value |
| 11 | Gain the ability to perform a personal *flurry* once per scene; +3 to *faith* value |
| *Good* | |
| 12 | Gain the ability to cause opponents to *break* once per act; +5 to *melee weapons* value |
| 13 | Gain the ability to cause companions to be *up* once per act; +3 to *willpower* value |
| 14 | Gain the ability to count any one drama deck card as a *glory* card once per adventure; success triggers a patchwork check (see "Patchwork Realm Rules" page 53); +3 to *test of will* value |
| 15 | Gain the ability to *give life to the dead* once per adventure; can only be attempted on those who have recently died (within an act), can only be attempted once in an adventure (whether successful or not); difficulty based on target's level: good 15, pure 20, noble 25, honorable 30, corrupt 35, wicked 40, foul 45, evil 50 |

Ardinay had become corrupt, and Uthorion's deception held. To this day, those portions of the land under the dominion of darkness still have the look of corruption. The soil becomes hard and brittle, trees and plants whither and gnarl, and the sky darkens, throwing the corrupt lands into perpetual shadow.

The law further states that a new *Spirit* skill exists in Aysle — the *corruption* skill. Those who take this skill (or are cursed with it by doing foul and evil deeds; see below) must follow a dark path and a god of corruption, becoming more and more evil as they grow in skill and perform foul deeds. While this grants terrible power, it also draws the attention of the Law of Honor and its advocates. Aysle cannot abide corruption, except where Uthorion's will still holds sway.

# Honor and Corruption Skills

Honor and corruption are two sides of the natural balance of the world. Honor seeks to build up and protect, corruption seeks to destroy. When an Aysle character is first created, you may choose to have the character side with either honor or corruption (we do not suggest allowing player characters to choose the *corruption* skill, however, unless a very good story reason can be decided upon and the character is working to cleanse his soul of the corruption). In any case, a character is not forced to take either skill.

If the character does take either skill, it can only be at one add. All other adds must be gained as defined below (see "Gaining Honor and Corruption" below). These skills have benefits and disadvantages built into them that make them different from other skills. *Honor* and *corruption* cannot be used unskilled.

There are four levels of honor and corruption, each tied to the arcane knowledges. The first level of each, either "honorable" or "corrupt," is tied to the *kindred* and *element* knowledges. The second, "noble" or "wicked" is connected to *living forces*. The third level of honor and corruption, "pure"

and "foul," is tied to the knowledges of *light* and *darkness*. The final level, "good" and "evil," is connected to the knowledges of *life* and *death*.

## Honor Skill

A character with the *honor* skill is striving to be noble and heroic, a symbol for all that is right and true in Aysle. As such, he has high ideals that he must maintain at all times. Failure to do so can allow corruption to stain his spirit and lead to his eventual doom. All honor advantages are cumulative, except those which replace a previously earned bonus. For example, at two adds a character receives a +1 to his *melee weapons* value. At three adds, that value is replaced by a +2 *melee weapons*.

If a character does not possess a skill he receives an advantage for, then he adds the advantage to his unskilled value. For example, if the character has a *Mind 9* but no *test* skill, he adds the advantage to his attribute for the use of *test* only.

## Corruption Skill

A character with the *corruption* skill is out for himself, seeking the quick and easy road to power no matter what the cost. As such, he promotes destruction, evil and death. Failure to do so can allow honor to cleanse his spirit and save him from eventual doom. All corruption advantages are cumulative, except those which replace a previously earned bonus. For example, at one add a character receives a +1 to his *trick* value. At three adds, that value is replaced by a +2 *trick*.

If a character does not possess a skill he receives an advantage for, then he adds the advantage to his unskilled value. For example, if the character has a *Mind 9* but no *test* skill, he adds the advantage to his attribute for the use of *test* only.

## Gaining Honor and Corruption

Even if a character doesn't have the *honor* or *corruption* skill, he is still affected by these universal forces. Certain acts are, by their very nature, either honorable or corrupt, and performing these acts can stain or cleanse the soul.

### *C*orruption Advantages

| Number of Adds | Effects |
|---|---|
| *Corrupt* | |
| 1 | +1 to *trick* value |
| 2 | +1 to *test of will* value; +1 to *taunt* value; +1 to *intimidation* value |
| *Wicked* | |
| 3 | Cause one opponent to become *fatigued* (as per the drama deck conflict line disadvantage) once per act; +2 to *trick* value; +1 to *maneuver* value |
| 4 | +1 to *stealth* value; +1 to *dodge* value; +1 to *persuasion* value; gain the ability to defer your own corruption into the land (difficulty 10 in dark portions of Aysle, 25 in the light; check must be made once per month; if successful, subtract the number of result points from your corruption adds to determine what other characters sense you as — example, a four add corrupt character gets three result points and appears as a one corrupt add character throughout the month in question) |
| 5 | Gain *harm* miracle |
| 6 | +2 to *dodge* value; +2 to *intimidation* value; +1 to *lockpicking* value; +2 to *maneuver* value |
| *Foul* | |
| 7 | Gain ability to hit and damage non-corporeal beings; +2 to *persuasion* value; +1 to *willpower* value; +2 to *taunt* value |
| 8 | Gain ability to detect honor and level of honor; difficulty based on target's level: honorable 30, noble 25, pure 20, good 15 |
| 9 | Cause all opponents to become *fatigued* once per act; +3 to *dodge* value; +3 to *maneuver* value |
| 10 | +3 bonus to *ward enemy* miracle; +3 to *trick* value |
| 11 | All attacks are now made as *blindside attacks*; +3 to *taunt* value |
| *Evil* | |
| 12 | Gain the ability to cause opponents to become *confused* once per act; +3 to *test of will* value |
| 13 | Gain the ability to cause opponents to *break* once per act; +3 to *intimidation* value |
| 14 | Gain the ability to trigger a patchwork check (see "Patchwork Realm Rules" page 53) once per adventure, success gives character three Possibilities; +4 to *trick* value |
| 15 | Gain the ability to *slay opponent* once per adventure by touching him; can only be attempted once in an adventure (whether successful or not); success inflicts six wounds upon the opponent; difficulty based on target's level: good 50, pure 45, noble 40, honorable 35, corrupt 30, wicked 25, foul 20, evil 15 |

# H onor Bonus Modifiers

| | |
|---|---|
| **+0** | Honorable acts that are basic to the tenets of honor and not beyond the bounds of normal activity: not cheating, keeping one's word, never killing or attacking an unarmed foe, never harming innocents, always helping others, respecting authority, helping a friend, etc. Such acts do not gain honor, so no roll is required. |
| **+1 to +5** | Honorable acts for the greater good which place a character at more than normal risk to life and limb. |
| **+6 to +10** | Honorable acts of self-sacrifice which further the cause of good and honor. |
| **+11 to +15** | Honorable acts which inspire others and result in the successful play of a *glory* card. |
| **+16 to +20** | Honorable acts which further the will of the gods of honor against ultimate evils, regardless of the danger to life and limb. |

# C orruption Bonus Modifiers

| | |
|---|---|
| **+0** | Corrupt acts which are basic to the tenets of corruption and not beyond the bounds of normal activity: lie and cheat anyone, attacking an unarmed foe, using an innocent, betraying friends, etc. Such acts do not gain *corruption* unless performed by a character with *honor* (in which case the modifier will be +1 to +5). |
| **+1 to +5** | Corrupt acts which help a character attain his goals through force, power and intimidation while following a twisted set of ethics (defining his own terms and living by them, whether they are honorable or corrupt). |
| **+6 to +10** | Corrupt acts which are self-serving and unscrupulous, which help a character attain power, glory, wealth and position regardless of who gets hurt or worse; communing with lesser evils in the hopes of gaining a good result. |
| **+11 to +15** | Corrupt acts which are violent and despicable, which are cruel and brutal just for the pleasure of it; communing with lesser evils for personal gain. |
| **+16 to +20** | Corrupt acts which are heinous crimes against the gods or the tenets of goodness itself: murder of the just, the innocent, the pious; betrayal of one's people or family that leads to mass death; acts of wanton destruction for the sheer pleasure of it; communing with true evil for pleasure and personal gain. |

The difficulty number to gain honor or corruption is 20, and a character must use *Spirit* or one of the two skills to generate a total after performing an honorable or corrupt act. If the generated total is equal to or greater than the difficulty number, then the character gains one add in the appropriate skill. A character cannot spend Possibilities on these rolls. When generating this total, use the honor and corruption bonus modifiers.

Honor and corruption tend to cancel each other out, so most folk have little if any of either skill. But the heroes and villains of the land usually have some of the appropriate skill. A character cannot have both skills. If a character has *honor* adds and then gains adds in *corruption*, these *corruption* adds are subtracted from the *honor* adds (thus lowering his *honor* skill). Once all of a character's *honor* is subtracted, then he can begin to gain *corruption* adds. If he later gains new adds in *honor*, these are subtracted from his *corruption* adds in the same fashion.

**Example:** The paladin Corun has six adds in *honor* for a value of 16. He performs a corrupt act that the gamemaster assigns a +5 bonus modifier to for purposes of gaining corruption. Does the act darken Corun's soul? He rolls to find out, rolling a 19, which is a bonus of 6. 6+5 equals a bonus of 11. 16 (Corun's *honor* value) + 11 (the bonus number) generates a total of 27, which is greater than the difficulty number (20). Corun receives one *corruption* add, which is subtracted from his *honor* adds. Corun now has five adds in *honor*.

*Honor* and *corruption* can only be taken as skills when you create a character. They cannot be learned later by spending Possibilities. Additionally, the skills can only be purchased once; if a character loses the skill he cannot learn it again. He can, however, earn it by performing honorable or corrupt deeds (see above). A character can only increase these skills up to 11 adds by spending Possibilities. To reach 12 adds and above, the character must successfully perform a deed or quest as specified by a god of the corresponding pantheon (either honor or corruption).

AYSLE REALM
**Light and Darkness**

At three adds, the gods of the opposing pantheon will no longer answer the prayers of the character. So, a follower of a god of honor who has *corruption* at three adds is cut off from his god until he performs the proper penance and reduces his level of corruption.

At four adds, a god from the corresponding pantheon will select the character as a follower, if the character is not currently worshipping a deity. For example, Corun cannot choose to be without *faith* once he achieves four *honor* adds. He automatically recieves one *faith* add (if he doesn't have any) from a god of honor.

At seven adds, characters begin to show physical signs of honor or corruption. By 12 adds, a character is recognizably good or evil (unless he has deferred his corruption to the land).

Certain advantages list difficulty numbers based on levels of honor and corruption in the target character. If the target character has no honor or corruption, or is from a reality that does not measure such things, then the difficulty is based on balance and

is 25. Target characters from the Nile Empire are either good or evil, as per their world laws.

# Patchwork Realm Rules

Due to the perversion of the Law of Corruption by Uthorion and his god Corba'al, characters with a high enough *corruption* skill can deflect the corrupting effects away from their bodies and spirits and into the land itself. But with the return of Lady Ardinay of the Light, the Law of Honor reasserted itself. This has caused a checkerboard effect throughout the reality, creating places where the land is dark and twisted according to Uthorion's will, and areas that are full of light which banishes the shadows where corruption normally hides.

To reflect this in the realm, refer to the "Light and Darkness" map. Areas within a stelae triangle can be either light ("L") or dark ("D"), and they

have a difficulty number as well. When making a patchwork check, roll a die. If the final roll (rolling again on 10s and 20s) is equal to or greater than the difficulty number, then the area flips.

**Example:** An area is listed as D18. On a roll of 18 or better, the area becomes L18 and is now under the world laws of Ardinay.

For simplicity, areas will always retain the same difficulty number, even though the letter designation (L or D) may change any number of times.

Make a patchwork check for an area whenever any of these conditions are met:

• Once every month of game time.
• Once per week if the Darkness Device is used specifically to cause a check (but only on one area per week).
• A *glory* card is successfully played in a dark area.
• A character with 14 *corruption* adds specifically calls for a check (which he may do once per adventure).

# The Theory of Magic

The brass hinges on the door squeaked loudly, announcing Mathea's entrance into the classroom. The murmur of conversation died the instant she crossed the threshold, her appearance as effective as any silence spell ever cast. She moved quietly to the podium, setting down her notes and her hindsight bowl. She unstoppered her flask, emptied water into the bowl, and uttered a spell. She faced the class, looked sideways at the bowl, and an image of a whiteboard appeared behind her. Another spell, and a colored marker began to write for all to see:

*Mistress Magister Mathea of the Two Towers, First Arcanum, First Division.*

She turned over the first page of her notes as she absently pushed back strands of gray-streaked hair to a comfortable resting place above her spectacles. The notes were familiar; the students before her were not.

For one thing, they were all human. Not a dwarf, elf or giant among them. For another, they were clothed strangely; many wore tight-fitting straight pants, shirts with peculiar angular collars, or more comfortable looking woolen overshirts called "sweaters." The women wore similar outfits, or skirts which would be completely useless in the field, having no pouches or pockets sewn into them.

What was truly strange was not their appearance, but their attitudes, their patterns of knowing, their view of reality. These students had been selected by Core Earth officials and approved by Pella Ardinay. They had an aptitude for magic. But they had no conception of how magic worked, no experience with its day-to-day uses. One of Mathea's favorite examples of theorem application and restrictions, the breakfast brownie, would be meaningless to these students. They had probably never seen a brownie — at breakfast or any other meal.

Mathea cleared her throat. "Good evening. This is First Arcanum. I am Mathea, Mistress Magister from the Arcane Academy of the Two Towers. I am here through the graces of Lady Ardinay to further her efforts in helping the people of your land adjust to the reality it now holds. In Aysle, magic is pervasive; trying to adapt to Aysle without an understanding of magic is futile … ah, yes?" questioned Mathea, indicating a frantically waving youth garbed in black leather. His hair was thin, vertical and tricolored. He lowered his hand when Mathea acknowledged him.

"When I'm done with this, can I make the bullets in my Uzi explode on target?" he asked. There was a titter from one of the other students. The rest waited quietly for an answer.

Mathea took a deep breath. "Combining magical principles from Aysle with the technical artifacts from your Britain is a subject considerably more advanced than what we must cover here. Should you fail to learn — and learn completely — what I have to teach, magic will be of little use to you. Once you have mastered the knowledge I present to you, then perhaps you can experiment with the possibility of exploding bullets."

Mathea waited a heartbeat for her words to sink in, then plunged ahead. "I have a question for you. What is magic?"

An uncomfortable silence was finally broken by the vertical-haired youth volunteering, "Fireballs and lightning bolts!" Other answers included, "The power to mold nature", "The supernatural", "A second set of scientific laws which may be used in place of physics and chemistry", and, "A way of drawing mystic power from the universe to cast spells."

At most of these Mathea nodded vaguely, more enthusiastically at one or two. When the class seemed to run out of ideas, Mathea made a small gesture. The marker wrote:

*Magic is the art of creating and casting spells. To create spells, a mage must per-* *ceive that which is unperceivable — the supernatural. To cast spells, a mage must manipulate a supernatural pattern to cause a desired effect. The spell process brings this pattern out of the supernatural and into the natural world.*

## The Pattern of Magic

"The Law of Observation states that what is perceptible is real, and that everything which is real is perceptible," explained Mathea. "The world perceived through ordinary senses is the natural world. The Law of Observation is the foundation of much of the science and magic in Aysle.

"Magic is based on the act of observing the supernatural, which by definition is the world beyond ordinary perception. Because of the Law of Magic, which states that magic is real, then magic must also be observable — if one knows how to look for it. This observation begins with the mage using his magic skills and arcane knowledges to open a window into the supernatural. The supernatural is the archives of all possible things, the depository for the true forms of existence — the once were, the are, and the might be. By applying his magic skills to look through this window, the mage sees these forms as constantly shifting designs. He can now select one form from the infinite number passing through his line of sight, causing it to become a set pattern."

Mathea stopped briefly to see if the class had lost her. Most of the students at least wore a game face. Perhaps some actually understood. She continued.

"This observation sets a supernatural form into a pattern. By applying the processes and theorems of magical skill and knowledge to this pattern, the mage shapes the pattern into a spell, giving it a result perceptible through ordinary means. By going through the spell process, the mage

has taken the pattern he originally observed in the supernatural and brought it into the natural world. The spell process affirms and clarifies the observed pattern, allowing the Law of Observation to take effect, and thus the two laws work together.

"Once shaped, the spell can be used, taught and, to some extent, manipulated by other mages. But the core act in all of magic is the perception of the supernatural pattern, applying the Law of Observation to the Law of Magic.

"A spell contains the original pattern observed by the mage that created it. When you learn a spell, you are learning to see that pattern in the same way as that mage. This is why spells created by those with great skill require great skill to learn. You must see as the spell's creator saw in order to duplicate the pattern. The spell is then the delivery system for the supernatural form, the path it follows to arrive in the natural world."

The middle-aged mage paused again. A cloth, seemingly moving of its own accord, wiped the earlier notes away, then the marker frantically scribbled:

### Magic Skills
*Conjuration*
*Alteration*
*Apportation*
*Divination*

### Arcane Knowledges
*Essences*
  *Death*
  *Life*
  *Time*
  *True Knowledge*
*Principles*
  *Darkness*
  *Light*
  *Magic*
*Mixed Forces*
  *Inanimate Forces*
  *Living Forces*
*Seven Kindred*
  *Aquatic*
  *Avian*
  *Earthly*
  *Elemental*
  *Enchanted*
  *Entity*
  *Folk*

*Elements*
  *Air*
  *Earth*
  *Fire*
  *Metal*
  *Plant*
  *Water*

"The skills are listed in order, from the most difficult to the simplest," Mathea said as the words appeared. "The knowledges are listed in the same way, although the mixed forces do not quite follow the scheme."

"A detect magic spell is built from the pattern observed by the divination skill and the magic knowledge. An altered fireball is built from the pattern of alteration and fire. Strength is built from the pattern of alteration and folk, as is the common haste spell."

A sloppy man with an ill-kempt beard, perhaps 10 years older than the other students, raised a finger, keeping his elbow firmly planted to the arm of his chair. He asked, "Are the skills exclusive of one another? Can you produce two spells which have largely the same effect with two different skills?"

Mathea nodded. "Divination is used to produce a knowledge pattern. Apportation is used to produce a movement pattern. Alteration produces a pattern of change, while conjuration can be used to create or destroy a pattern. Within these definitions, it is certainly possible to duplicate effects. One skill usually proves itself superior for a certain effect."

Mathea saw that the woman with the close-cropped red hair had a quizzical expression, but no question as yet. From experience, Mathea knew it would come soon enough.

"The knowledges are arranged in a hierarchy. Centuries of observation and experimentation have proven that all of the other knowledges flow from the essences, directly or indirectly." Mathea uttered a curt phrase, and whirled to point at the whiteboard. A wavering wall of green flame rolled from her finger and crashed into it. Fire dripped to the bottom edge, and then sublimated away with a hiss. The class gasped in a most satisfactory manner.

"The names of the essences have remained since their properties were first observed millennia ago. Unfortu-

nately, their names do not describe their properties fully. *Death* is the essence of destruction and decay, of non-existence as well as dying. *Life* is the creative essence, the essence of growing as well as living. Most arcane philosophers believe moral and spiritual qualities derive from the essences of life and death," Mathea explained.

"*True knowledge* is perhaps the most deceptive, for it refers to the true knowledge of physical substances, their makeup and properties, as well as the knowledge of location, distance, or other properties of space. *Time* is the essence of change, as well as the essence of the passage of time.

"The principles are the result of the interaction of the essences. *Darkness* is derived from death and true knowledge, *light* comes from the interplay of life and true knowledge, while *magic* results from a mix of life and time.

"The mixed forces, while of a lower order than the principles, are no simpler. They are the result of mixture of the principles, which includes influence from the essences, and two of the essences themselves. *Living forces* are the result of death, darkness, light and life. *Inanimate forces* are the result of true knowledge, light, magic and time."

Mathea paused as several students scribbled furiously in their notebooks. Vertical hair and the red-haired woman were notable exceptions.

"The *seven kindred* spring from living forces, or more accurately, they access all of the knowledges necessary for existence through the living forces. The *elements* are related to the inanimate forces in the same way.

"So, between these four skills and 22 knowledges are the bases of every observation, and hence every spell, in magic."

The red-haired woman's question coalesced with Mathea's last remark.

"Professor Mathea," she asked, "if every spell begins with a pattern, and this pattern is created from the supernatural, why aren't all spells conjuration spells? Don't you have to conjure the pattern in the first place?"

Mathea smiled. "Yes, you do have to conjure the pattern, as well as divine it, alter it, and apport it. So, the process of creating spells requires all four skills. But the spell that is created can simply be a divination spell, for

the other skills are only used to initially open up the window and bring it from the supernatural into the natural world."

# The Spell Process

On the whiteboard behind Mathea, the marker scratched out:

*Primary Rule of Magic: A spell will have no positive effect without being willed by the caster; negative or non-effects are generally a result of insufficient control and will.*

"The Primary Rule is a reminder that while observing a pattern is necessary for the performance of magic, the pattern alone is not enough. The spell process shapes and refines the observation, making it useful to the mage."

*A. Open window into supernatural archive using the four magic skills.*
*B. Observe the forms and set a pattern with one skill and one knowledge.*
*C. Use the spell process to move the pattern into the natural world in the form of a spell.*

"Including the observation of the pattern, there are six steps to the spell process: pattern, state, control, apportation of effect, duration, and cast time."

## Pattern and Effect

Mathea looked earnestly at the red-haired woman and said, "The *pattern of the observation* defines the basic properties of a spell effect. The fact that a fireball explodes out to a fill a volume, that strength makes you stronger rather than faster, or that weakness does make you weaker — all of these are established when the pattern is first observed. The mage must know the basic effect he desires when he starts his observation. He uses his magical skills and the chosen knowledge to make the observation. How well he does on this initial observation sets a limit to how effective the spell can be. A mage may want to build a lot into a pattern, but the pattern can only hold so much. How much is deter-

mined during this step in the creation process. The pattern is the foundation for the spell; overbuild on the foundation and the entire spell collapses."

"When you observe the pattern, you use one magic skill and one arcane knowledge," she added.

## Conjuration and State

"A pattern is the basis for a spell, and much of its effect is defined by the pattern," Mathea continued. "But the pattern's effect is brought into the natural world along a certain path called the *state path*, often shortened to simply *state*. The state of a spell determines how a spell's effect comes into being. As the state consists of bringing the pattern into being, it uses the conjuration skill and the knowledge used in observing the pattern."

Here the mage paused, reading her notes once again. The next part was not easy to those who were brought up with magic and the Ayslish way of thought. Core Earthers, brought up under a different reality, would find it even harder to understand. Sighing, Mathea plunged straight into her next topic. The marker leapt to the whiteboard, squeaking out:

*Pattern*
*Mechanism*
*Result*
*Casting*

"A state path has four points, each built from an arcane knowledge. The first is the *pattern*, where all magic begins. The pattern is the raw material from which a spell is made," Mathea stated.

"The *mechanism* is the knowledge used to manipulate the pattern to obtain an effect," she continued. "In general, the mechanism knowledge must be higher in the hierarchy than the pattern knowledge. The three most common mechanisms are *living forces*, *inanimate forces*, and *magic*.

"*Living forces* affect all kindred, and it has been shown that they can be used to apport the elements as well. *Inanimate forces* affect all elements, and can apport kindred," Mathea said. She paused until the note scratching became less frantic.

"*Magic* knowledge is often the mechanism of a spell. *Magic* is the only knowledge which, when used as the mechanism, contributes its full effect to the spell. All other knowledges dampen the full effect somewhat."

A man with a thin tie and dark jacket raised his hand. Mathea pointed to him. "Do all spells use magic knowledge as their mechanism? If not, why do competent mages bother with any other knowledge as a mechanism?" he asked.

Mathea smiled ruefully at the question. "Part of the answer is in the nature of the knowledges. Magic cannot create all results. For example, transmutation of one element to another, say lead to gold, or even fire to earth, requires true knowledge as the mechanism or pattern. Similarly, turning a frog into a man, or vice versa, requires life knowledge," she said.

"Also, it is often not cost effective to use magic knowledge. If a smaller effect will do, it is often cheaper to use a lesser mechanism. The knowledges are related in the way I showed you on the whiteboard; the cost of using the knowledges is related to how far apart knowledges lie on the chart, and where they lie in the hierarchy. Magic is unfortunately not close to every knowledge a mage might want to use as a pattern."

Vertical hair began waving his hand frantically. Mathea was about to go on when he shouted, "Oy! I have my hand up!" Mathea raised her eyebrows in his direction.

"Magic is pretty close to elements, and right next to inanimate forces. So you get more flash for your cash when using magic as a mechanism for those effects. Is this why lightning bolts and fireballs are so good at blowing the snots out of everything?" he asked.

"Yes, that is essentially correct, mister …?"

"Slash. Call me Slash."

"Yes. Of course. Slash, the proximity of the magic knowledge to inanimate forces and the elements does explain the effectiveness of those sorts of spells. In those cases, the mage finds it worth his while to use magic as a mechanism," Mathea replied. "The important thing to remember about the mechanism is it is the knowledge **by which** the result is achieved."

"The *result* knowledge is the knowledge of a spell's final effect, which can be the same as the pattern" Mathea continued. "For instance, a fireball has a pattern and a result of fire knowledge. The bullet spell has a pattern and result of metal. However, a transform man to frog spell has a pattern of folk but a result of aquatic, as a frog is an aquatic animal. The result is the knowledge **into which** the spell effect goes.

"For example, if you wished to completely obliterate a target, the result would be death, as you are turning the target into nothing."

She paused, scanned her audience, then continued. "The *casting* reflects how a spell is cast; whether it is cast directly, focused on an object or person, impressed in a person, or put into a ward.

"A spell cast directly is the easiest. It is linked to the caster through the pattern of the spell. Should the caster be killed, the spell loses effect immediately."

Mathea noted with satisfaction that a few seemed nervous at the mention of killing mages. Magic was a serious discipline with serious consequences; the sooner her students learned that the greater the chance they had for a long life.

"Focused is a bit more difficult. The pattern is linked to an object or another person. If the object is destroyed, or the person slain, the spell effect disappears," she said.

"Impressed spells are harder still. They hold the spell process in abeyance until commanded by the caster, or the user of an enchanted object. If the object is destroyed, the enchantment is lost. The same holds for destroyed folk.

"It is important to note that spells can only be impressed into beings, or objects which contain living forces. If the mage wishes to impress a spell into an object, he must first connect it to the living force within him. This can be quite hard, and so is usually attempted only by mages who have a good degree of skill.

"Wards are spells which have been focused and impressed into an object, but which have a preset condition for release, based on the divination skill and a knowledge. This means wards require additional divination knowledge in the control step of the process, which I shall explain shortly."

Mathea paused to collect her thoughts, idly splashing three fingers in the hindsight bowl as she thought. "Many of you have seen *Pixaud's Practical Grimoire*. The following examples all come from that volume.

"An altered fireball spell has fire as its pattern, magic as its mechanism, and fire as its result. Its effect, and any positive results of the spell, are translated directly to fire as magic is the mechanism.

"Linfir's little frog spell has a pattern of folk, a mechanism of life, and a result of aquatic. For the duration of the spell, a folk's life essence is reshaped into that of a frog.

"Detect magic has magic as the pattern, inanimate forces as the mechanism, and magic as the result."

## State Path

"The state path is the path you would follow on the knowledge chart, starting with the pattern, then going to the mechanism, and then to the result. The final step, the casting, is actually a modifier to the result; it is not necessary to trace the state path any further once reaching the result knowledge. Through centuries of experience, mages have discovered how each move increases the complexity of a spell. In Throrvald's excellent treatise on spell design you will read how this is done.

"For now I can give you qualitative examples. For the altered fireball, the pattern is **fire**. From there you trace a path through **inanimate forces** to **magic** for the mechanism. Finally, you pass back through **inanimate forces** to **fire** for the result," said Mathea.

The man with the narrow tie raised his hand again. "Um, I'm Garrald, Professor Mathea. What if the mechanism was inanimate forces rather than magic?"

"The damage from the fireball would have been greatly reduced, by more than tenfold," said the mage.

"Good enough for me," said Slash. "My exploding bullet spell is going to have magic as its bleeding mechanism."

Mathea sighed. "Back to the examples. Linfir's little frog spell has **folk** as it pattern, then it goes through **living forces** and **light** to its mecha-

nism of **life**. It then goes directly back through **living forces** to **aquatic**. The path through light was not necessary, but Linfir chose to do so for the sparkling effect of the spell. Wizards often enjoy adding small touches to their spells, but such fancy effects are beyond the scope of our discussion.

"Once the state path has been chosen, the mage then sets the control of the spell."

## Divination and Control

"Divination magic is the magic of knowing. Knowing how to control the pattern and the mystic energies flowing along the state path is crucial for a successful spell, or at least one which has a better chance of working than turning your brain to paste."

Nervous laughter met her last comment. Perhaps a few of them had experienced enough backlash to be uncomfortable at the thought of an uncontrolled spell. Good.

"So, divination magic is the skill for control, while the pattern knowledge is the knowledge used.

"The magical skill upon which the spell is based first sets the difficulty of controlling the spell. Divination spells are easiest, then apportation, then alteration. Conjuration are the most difficult," Mathea said.

"The control can be made more difficult by a number of other factors. Illusions can be made more 'realistic', or at least harder to disbelieve, by increasing the control over the spell.

"Combat spells can be made more accurate by increasing the control of the spell. Versions of the bullet spell have been improved in this manner.

"Wards require additional divination skill, plus the knowledge of what is to be detected. This increases the difficulty of controlling the spell process as manifested in the ward. If the wizard wants the ward to be activated by dwarves who come in contact with it, then the spell requires divination/folk. If the ward is to be used to automatically extinguish a fire, divination/fire is needed."

The marker smoothly wrote out the following list:

*Change Target*
*Effect*
*Form (elements, mixed forces, principles only)*
*Apportation*
*Duration*

"The ability to change the target of the spell effect requires additional control. Simple telekinesis spells can change targets. Without this ability, a simple cleaning spell would have to be recast for each object the apprentice wished to pick up. This could be quite tiring to an apprentice," said Mathea, beginning to pick up the pace of her lecture.

"Effect can be lessened through control, but not increased through control. The main reason to control effect is on long term or permanent magic effects — the effect may be switched off and on at the mage's whim.

"The mage can choose to control the form of a spell patterned on the knowledge of elements, mixed forces, or the principles. The mage needs to control the form if the desired form is not natural for the knowledge in question. Metal or earth can be shaped into a wall with little problem; both elements are by their natures stable. A wall of fire, light, water or darkness would need to have its form controlled, as the confining shape of a wall is not natural for any of these knowledges.

"Control over the apportation allows the spell to follow any path desired by the mage, rather than a straight path from mage to intended person or object of effect. Control over apportation also allows control of the speed of the spell effect, but the speed cannot be increased beyond the natural speed of the spell. Away sight makes use of this property; the mage can stop to look along the way.

"Duration may be controlled, which is desirable when a caster wishes to cancel the spell. If duration is not controlled, the spell may not be voluntarily halted by the casting mage.

The woman with the red hair raised her hand again. Mathea called on her.

"I was wondering — by the way, I'm Diedre — I was wondering why duration needs to be controlled in a cast spell?" she asked. "Isn't the magic linked to the will of the caster? Can't the caster will the pattern out of existence instead of controlling duration?"

Mathea vigorously shook her head. "No. Once initiated, the pattern exists for its full duration. By controlling the duration, a mage may hasten the pattern's return to the supernatural."

Mathea's smile was broad now. Good questions. Perhaps Core Earth could produce a solid mage or two after all.

## Apportation, Range and Speed

"The remaining points of the spell process are not nearly so complicated," said Mathea. The class released their tension with an audible sigh.

"The *range* of a spell's effect is the greatest range at which the mage's will is sufficient to maintain the pattern and its effect. Even a hair's width beyond that range and the pattern will have no practical effect. An effect may be perceived by those outside the range of the spell, but sometimes even the perceptions may be muted.

"A magical conflagration which burned with purely magical fire, one which had not set blaze to objects in the natural world, would be visible outside its range. The fire might produce sound or an odor associated with burning, but centuries of practice have shown these effects to be less pronounced than similar effects of a natural conflagration. A person standing an eyelash away from such a magical fire would feel considerable warmth, but would never burn.

"Therefore, any practical effect the mage wants must occur within the range of the spell," said Mathea.

"The *speed* of the spell is the how fast the spell effect may be moved, out to its maximum range. If the speed is too low, the spell effect may not reach its full range before the duration expires."

"You say the spell effect is moved," interrupted Slash. "Which means range and speed come from the apportation skill, and the bleeding pattern knowledge?"

"Yes," said Mathea. "As I was saying, the speed may be kept low for spells with sufficient duration. Spells used in combat will tend to have speeds equal to or greater than the range of the spell to deliver the effect quickly.

"Speed and range together are usually called the *apportation* of the spell effect, as they are summed into a whole during the design of a spell," Mathea said.

## Alteration and Duration

"The *duration* of the spell is also chosen by the mage. In order to compensate for a highly complex spell, mages often choose a duration which is considerably less than what their alteration skill and pattern knowledge might suggest. You will see how this is done in tonight's assignment."

## Cast Time

"*Cast time* is also chosen by the mage. Minimum cast time for a spell is thought to be one heartbeat, although this has not been properly confirmed. The greater the cast time, the easier the spell becomes for the mage. Cast times over an hour are not uncommon, particularly if the spell is to be impressed."

## Theorems and Their Application

"When a mage finishes the spell process, he is usually left with a spell which has an unacceptably high backlash, difficulty, or both. In virtually all cases, the spell could be made easier though conscientious applications of theorems.

"There are two basic types of theorems. *Pattern theorems* are observed magical truths which are applied to the basic pattern or the effect of the spell. *Process theorems* are observed truths which apply to the spell process."

The marker made two side-by-side lists:

*Pattern Theorems*
Concentration
Contagion
    Specific Contagion
Exclusion
    Uniqueness
Similarity

Touch
    Self
Voice

*Process Theorems*
Cast Time
Control
Duration
Range
Speed
State

"Theorems may be applied to any spell a mage is designing. They further define a spell, lowering the complexity of the spell, but restricting it at the same time. Any restrictions built into a spell by a theorem must be followed in order to cast that spell."

## Pattern Theorems

"*Pattern theorems* are the heritage of every Ayslish mage who has learned the rudiments of even a single magical skill. They are derived from properties of the supernatural pattern itself, or from properties of the observer.

"The *theorem of concentration* states that as the spell is cast, the mind of the mage mirrors the pattern. If the mage continues to concentrate on the pattern after the spell is cast, the pattern is easier to maintain in the natural world. If the mage is concentrating on a spell, he may take no other action until the spell's effect is over.

"The *theorem of contagion* states a part is always linked with its whole. This theorem makes it easier to bring the pattern into the natural world by having a physical object which represents either the pattern knowledge or the result knowledge," said Mathea.

"Does this mean I can use a human hair as contagion on a spell which I am currently using on a dwarf?" asked Garrald.

"Yes," said Mathea. "Such a spell might be slightly less effective, but folk are folk."

"Specific contagion may be applied when the piece of an object, or object itself, comes from the actual target of the spell. If I apply the *theorem of specific contagion* to a spell which is going to effect folk, I would need something from the individual or object who is the target of the spell.

"When specific contagion is applied, contagion may be applied as well.

"If either contagion theorem is applied to a spell, that spell cannot be cast without the contagion," concluded Mathea.

"Hey, is this true of the other theorems as well? I mean the part about applying more than one of them? So if I am using uniqueness I can apply exclusion, and if I am using self I can also apply touch?" asked Slash.

"Yes," answered Mathea.

"Brill. So what do those theorems do?" insisted Slash.

"I am getting to them," replied Mathea curtly.

"The *theorem of exclusion* states that the less of a knowledge which is neccessary for the pattern or result, the easier the spell. A folk spell which only affects dwarves would be easier to cast once the theorem of exclusion were applied, as dwarf is less than the whole that folk encompasses."

The ill-kempt man raised his finger, asking, "Can the theorem of exclusion be applied only once? What if I want to design a spell which only affects left-handed, overweight dwarves with bad breath? Or more likely a spell which only affects knife blades, a subset of blades, which is a subset of metal?"

"No," answered Mathea. "The theorem of exclusion may only be applied once to the pattern. However, it may be applied to limit the pattern or result in any way the mage desires. But once applied, the exclusion on the spell cannot be changed. Another spell would have to be designed in order to get a different exclusion.

"You may also apply the theorem of exclusion to the result knowledge, but again you may only apply it to the result knowledge once."

"So I could build a fireball which only burned dwarves using the law of exclusion?" asked Slash.

"No, Slash, you cannot. A fireball has the pattern and result of fire, of which mages over the millennia have only observed one kind, the kind which attempts to burn everything."

"Can I design a spell which only increases the strength of my friends?" asked Garrald.

"No. The emotional state of folk seems to be beyond the bounds of the theorem of exclusion," Mathea said.

"The *theorem of uniqueness* is the most effective form of exclusion," she continued when the questions died down. "It may be applied when the spell affects only one specific individual, or one particular object. When uniqueness is applied, exclusion may also be applied.

"The *theorem of similarity* states that cause resembles effect. Whenever the mage mimics the process or result while casting the spell, this theorem may be applied. For example, in the altered fireball the mage mimics the flight and impact of the fireball with the piece of pitch which he holds. By putting this action into the spell process, the mage who designed the spell can apply the theorem of similarity," said Mathea.

"The *theorem of touch* states that direct contact between the caster of a spell and the target of a spell makes the transfer of the result easier. The theorem may be applied whenever the spell requires the caster to touch the recipient of the spell.

"The *theorem of self* states that as the observer of the pattern, the mage is closest to, and most susceptible to, the pattern of the spell. If a spell only affects the caster, then the theorem of self may be applied. As a mage whose spirit still inhabits his body is always in contact with his physical self, he may apply the theorem of touch as well.

"The *theorem of voice* states that the path of thought to voice is akin to the path of pattern to natural world. Speaking the spell process aloud for the entire time the spell is cast allows the theorem of voice to be applied," Mathea said.

## Process Theorems

"*Process theorems* affect the process of the spell, rather than the pattern directly. Each theorem must be learned, a skill similar to the other magic skills. They only have application in spell design, and placing restrictions upon spell manipulation. For all of their theoretical nature, any mage intent on designing spells will eventually learn at least one or two of these theorems. Their benefit is often essential.

"The only restriction to applying process theorems is that these same theorems are required to manipulate the spell, as manipulation is tampering with the spell process. If a mage has a process theorem, he will apply it to any spell he designs unless there is a compelling reason not to do so," said Mathea.

"What might be a compelling reason?" asked the ill-kempt man.

Mathea found herself annoyed that he had not yet introduced himself, but answered, "Some spells are designed with manipulation in mind. If a spell is intended for use by a beginning mage, the fewer theorems necessary to effectively manipulate the spell, the better."

Mathea looked around for other questions. There were none, probably due to mental exhaustion. She straightened herself and clapped her hands loudly.

"That's it for today then. Read the section on spell design in the book I am giving you before next class. Then we will start having you work minor magics in laboratory sessions, as well as attending these theory lectures. Enjoy the assignment."

# Spell Design

The following is condensed from Magister Throrvald's *Foundations of Effective Magic*, but they are presented in a manner which is directly applicable to the *Torg* game, leaving out many of the metaphysical asides which have confused students in the past.

Here is an overview of spell design:

1. The mage decides the effect she wants the spell to have, and then chooses the knowledges for the pattern, mechanism and result. **The mage needs all four magic skills to design a spell, but the pattern skill is the only skill necessary to cast the spell.**
Next the mage chooses whether the spell should be cast directly, focused, impressed or placed in a ward. It is at this stage that the axiom level of the spell is decided upon, and the bonus number of the spell is assigned to increase one of its attributes.

2. The mage assigns values to the pattern, state, control, apportation, and duration portions of the spell process.

3. The mage uses her magic skill and the pattern knowledge to generate totals. The pattern total is generated from the magic skill used to observe the pattern, with the mage's adds in pattern knowledge added to the skill value. The conjuration, divination, apportation and alteration totals are generated using the respective skills, which have each been increased by the adds of the pattern knowledge. The pattern knowledge adds are added to the magical skills **only** for spell design, never for casting the spell.

4. The skill totals are subtracted from the pattern and process values.
If a skill total exceeds the pattern or process value by more than five, a -5 is recorded. The only exception is when the alteration total exceeds the duration by more than five; the full difference is recorded. This is the reason many spells have a short duration. These are then added together into the spell sum. If the spell sum is less than zero, it is raised to zero.

5. The basic complexity is calculated. The basic complexity is increased by the type of magic skill used in the pattern, the maximum value of the pattern or spell process, the spell sum, and reduced by the cast time of the spell.

6. Theorems are applied, restricting the effects of the spell, or requiring additional steps in the casting process. Each theorem takes at least a week to apply; taking additional weeks tends to increase the effectiveness of the theorem. The totals of all applied theorems are added to form the theorem sum.

7. The final complexity of the spell is equal to the basic complexity minus the theorem sum. There are minimum complexities depending on the type of magic used to cast the spell.

8. The spell is recorded. It is given a name. The final complexity is split into backlash and difficulty at the discretion of the mage. The other values of the spell are recorded.

# Choosing Knowledges for a Spell

Many spell effects are only possible with one combination of knowledges for the pattern, mechanism and result of the spell. It is essential for a mage to

understand how the knowledges work within the pattern and process of a spell.

## Essences

The essences are the hardest knowledges to use for the pattern of a spell. They often accompany the most spectacular effects possible in magic. True transformation, turning one thing or being into another, requires essences as either the result or the mechanism.

Conjuring something which is not illusory requires an essence as the pattern or as its mechanism, or both. A transformation or conjuration will still fade at the end of the duration of the spell, but it cannot be broken by disbelief (as mentioned on page 114 of the *Torg Rulebook).* A transformation using an essence as its mechanism or pattern is real for its duration.

Essences are immutable. They may not be changed to another essence, nor to any other knowledge. If an essence is used as a pattern, the essence is drawn from within other knowledges of the spell, and perhaps manipulated. If used as a result, that essence within the pattern knowledge is enhanced. Essences may be used as mechanisms for patterns of an essence, as long as the result knowledge is not an essence; essences may be combined to produce lower-order knowledges, but not an essence.

Mages have yet to find a pattern which uses an essence and apportation magic. Such a gap in their theory puzzles them.

## Death

Death is the essence of corruption, non-existence, the consuming hunger of the Void, as well as death. Death is a powerful essence because of Linfir's Maxim, "Nature concedes the destruction of anything, the construction of nothing."

### Pattern

As a pattern, death is used to manipulate the death knowledge within a being or object (through divination or alteration), or to bring a pattern of destruction into existence (through conjuration).

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### Reality: What a Concept!

The class had broken up for the day, and several students and Mathea were in the cafeteria, drinking coffee. Mathea hadn't liked the stuff at first, but she found herself rapidly becoming addicted.

The unkempt man stared hard at Mathea. "Okay. Let's see if I've got this straight. The supernatural is the archive of all possible things, right?"

Mathea pushed her spectacles back on her nose and took a sip of her coffee. "Simplistically put, but an adequate description for this stage of your training, yes."

"Fine. It's a really big room filled with lots of file cabinets. So, famous mage that I am, I amble into the file room, use my skill and knowledge to find the file that contains the pattern I'm looking for. And the greater my skill and knowledge, the better I can sort through the files."

Mathea didn't know exactly what a file cabinet was, but she could see that the man had the right idea, sort of. She nodded.

"So after I've got this file, I can cause whatever it contains to become real in this universe?"

"More or less," Mathea replied. "The universe tends to resist change. The more improbable the effect you are attempting to cause, the harder the spell. You not only use your skills and knowledges to find the proper pattern, you also pit them against the natural tendencies of the universe to cause them to become reality. That's why most spells have limited durations — after a while, the universe overcomes your imposed reality and returns things to the way they used to be."

The student looked unconvinced. "But where does the *energy* come from? I mean, you say, 'abracadabra,' and I fly backwards into the wall at 50 miles per hour?" The student patted his fair-sized paunch. "That's a fair amount of kinetic energy. Do *you* supply it? Does it come from your mind, somehow?"

"Only tangentally. To get you to fly back into the wall at 50 miles per hour, I have to have the pattern for movement. The supernatural, the 'file room' as you call it, contains the patterns for everything — thought, communication, emotion, matter, *and* movement.

"The only energy I supply is that involved in imposing the pattern I have chosen on the universe. That's where spell backlash comes from — my mind versus the inertia of reality." Mathea stood up.

"That's enough theorizing for today," she announced firmly. "Right now, the only reality I'm interested in is that my coffee cup is empty."

She headed up to the urn, then paused and turned around. "By the way, I've never heard the expression 'abracadabra' before. Is that a word of power in your language?"

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**Examples:** Death may be used with divination to search for corruption, or a source of destruction.

*Alteration/death* is the pattern for reanimating the dead, allowing thought as well as simple movement.

*Conjuration/death* may be a pattern which creates death to be inflicted upon another knowledge.

### Mechanism

As a mechanism, death allows a pattern to be altered or divined through death. As a mechanism, death can corrupt, diminish, or kill its target.

Death used a mechanism for *conjuration/darkness* or living forces can make the spell results real for the duration of the spell. However, death can

only be used as a mechanism for results which are consistent with it. Death cannot be used as the mechanism for a healing spell.

**Examples:** As a divination mechanism, death may be used for a speak with dead spell.

As an alteration mechanism, it can bring out the corruption in a being.

### Result

A death result allows the complete destruction of the pattern knowledge. It can also be used when the mage wants the target to die. As a result, death makes corruption or destruction continual, beyond the capacity of natural healing or natural processes of repair for the duration of the spell. Magical processes are needed to undo the effects of the spell.

**Examples:** A spell which consigns an object to non-existence needs death as the result.

An *alteration/earth* spell which shattered stone could be used to destroy a wall; if death were the result, the wall would resist repair, continuing to crumble for the duration of the spell.

# Life

Life is the essence of creation, renewal, life, and honor. Life is the essence of change, the change of growth, the change of spirit, and the change of new ideas.

### Pattern

As a pattern, life may be used to find life or the honorable (through divination), or enhance life, honor or the creative aspect of a being (through alteration). *Conjuration/life* allows the mage to create truly living beings from the raw supernatural pattern.

**Examples:** A *divination/life* spell could be used to detect life or honor within a being. It could also be used to detect a particular one of the seven kindred.

*Alteration/life* could be used to accelerate healing, growth, or other life process.

**Note:** Theoretical mages have correlated the gestation period of a kindred with the duration necessary to make a conjured lifeform viable. Until

this time has passed, the lifeform needs the pattern provided by the spell.

**Example:** A *conjuration/folk* which yielded a human would need a duration of nine months before the conjured person could live without the support of the *conjured/folk* spell.

### Mechanism

As a mechanism, life imbues the result knowledge with life, honor, or other life aspect. As a mechanism, life can be used to transform one kindred to another, through their common nature as living beings.

Life may also be used as a mechanism for magic and light, and living forces, making conjurations involving those knowledges real for the duration of the spell. Such use must be consistent with the essence of life. A conjure corrupt being spell could not have life as its mechanism.

**Examples:** Bringing someone back to life requires life as the mechanism, but a mage must be careful. In accordance with Linfir's Maxim, should the spell wear off before the body has had a chance to heal itself, rid itself of poison, disease, or negate whatever killed it, the unfortunate victim will drop over dead again.

Linfir's little frog spell would have life as the mechanism, folk as the pattern and aquatic creatures as the result knowledge.

### Result

As a result, life makes any renewal, creation or other life attribute continual for the duration of the spell. Magical processes are needed to undo the effects of the spell.

Life can be used to tell the nature of a kindred, penetrating any disguise, also analyzing his health or other life factors. Life can also be used to tell the nature of any enchantments on a kindred. The limiting factor is the information may be gained about one other knowledge: kindred, living forces, light, or magic.

**Examples:** A healing spell which had life as the result would continually heal the kindred for the duration of the spell, healing any additional damage taken.

## C aveat Magii

Any spell design system is going to have to be overseen by the gamemaster. This one is no exception. We have put a number of "spell brakes" into the system. This prevents spells from being too easy, while still being versatile and quite powerful in the hands of skilled magicians. However, any time you get cunning players and dice together, amazing things can happen. You can always disallow the spell, frankly telling the player that such a spell could unravel your campaign. However, you might be able to handle powerful spells designed by Storm Knights within the game. If the spell is one-in-a-thousand, another mage might be interested. If the spell is one-in-a-billion, you can bet that a good number of wizards are going to be interested in the spell.

Also remember that counter spells are possible. A flame spell could be developed by a mage with its only visible effect being a pinprick of flame on the casters hand. Since a character can only be affected by one spell of one knowledge at a time, the flame hand spell could be proof against the most vicious fireball imaginable if cast by a wizard more skilled than the caster of the fireball.

A detect folk enchantment could have folk as the pattern, living forces as the mechanism, and life as the result. If successful the spell would give the caster knowledge on the type and extent of any magics which are focused on the target folk.

# Time

Time is the essence of soulless change, as well as the knowledge of time. Change caused by time is a change in being, in the nature of an object, not simple changes such as a change in location. Unlike life, the change of time does not require a steady progression; radical changes, even random changes, are possible with time.

Time can change the very nature of a being or object, and so is seen to be opposed to true knowledge, which seeks to define what is invariable in a being or thing.

### Pattern

If time is the pattern, the nature of change and time itself may be manipulated, although such manipulations are limited to the duration of the spell.

**Examples:** *Divination/time* may be the pattern to determine when an event occurred.

*Alteration/time* may be the pattern to accelerate or decelerate time.

*Conjuration/time* would bring an element of time or change where there had been none before.

### Mechanism

Time as a mechanism may be used to transform an inanimate force into any other inanimate force. Such a transformation is real for the duration of the spell.

Time may also be used as a mechanism for magic and inanimate forces, making conjurations involving those knowledges real for the duration of the spell. Such use must be consistent with the essence of time. A conjure magic missile spell is highly accurate, which involves its location in space, not time.

**Example:** Time could be used as the mechanism which transformed the inanimate force of gravity to the inanimate force of heat.

### Result

A result of time can be used to "fix" a process in time, to halt time for the duration of the spell.

Also, a result of time may be used to gain information about the nature of inanimate forces or magic on an element. A spell can only be designed to gain information on one knowledge.

**Example:** A fireball could have *alteration/fire* as the pattern, magic as the mechanism, and time as the result. The fireball would travel as normal until the mage triggered it. It would stay suspended in time for the duration the spell.

A mage could build the detect enchanted weapon spell with *divination/metal* as the pattern, magic as the mechanism and time as the result.

# True Knowledge

True Knowledge is the true knowledge of physical substances and their properties. True knowledge is considered to be the "pure form" of a being or object, the pattern to which the matter of the object conforms. If one had true knowledge of a dwarf, everything essential to the physical being of a dwarf is contained in that true knowledge. The spiritual dwarf is still the province of life and death.

As a consequence, true knowledge is also the knowledge of location, distance, or other properties of space as well as weight and mass; any of the usual ways in which you measure a physical object. To conjure any of the elements requires true knowledge.

True knowledge deals with the true form of a being, one which resists the many changes of the day-to-day world. In this way, true knowledge is at odds with time, which is often associated with change for change's sake.

### Pattern

Conjuration of a real element requires true knowledge as the pattern. Creating an opening to another dimension requires *conjuration/true knowledge.*

Alteration true knowledge is used to change the physical makeup of an element, giving it physical properties it usually would not have. It can also be used to open a gate between two points in the same dimension.

**Examples:** Extradimensional gate has *conjuration/true knowledge* as its pattern. Conjuration is necessary because a dimension is a place which is part of a cosm, yet physically disconnected from at least one other region of the cosm. There is no physical path between two dimensions, so conjuration magic is necessary to create one.

*Alteration/true knowledge* is the pattern for a teleport or gate spell within a cosm.

### Mechanism

True knowledge as a mechanism allows one element to be transformed into another.

True knowledge may also be used as a mechanism for light, darkness, and inanimate forces, making conjurations involving those knowledges real for the duration of the spell. Such use must be consistent with the essence of true knowledge. A loathing spell involves spiritual darkness, and could not have true knowledge as its mechanism.

**Example:** A turn lead into gold spell would require true knowledge as the mechanism to produce true gold. Illusory gold would be easier to produce.

### Result

True knowledge as a result allows the spell to give information about the true nature of an element (or object made from an element). The limiting factor is information may be gained about one other knowledge: element, light, darkness, or inanimate forces.

**Examples:** A know metal spell has *divination/metal* as its pattern, inanimate forces as its mechanism, and true knowledge as its result. If successful, the caster knows the true nature of the target metal, its type, whether or not the object is made of more than one metal, or is not metal at all.

Alternately, a mage may choose to create a detect enchanted weapon spell which has a pattern of metal, a mechanism of magic, and a result of true knowledge.

# Principles

The principles are pure forces of a high order. Magic is the most critical of the principles, because of its effectiveness when used as a mechanism. Light and darkness each have their uses in the hands of skilled mages, as they represent moral and intellectual light and darkness, being more than the physical presence or absence of light.

Darkness, light and magic may each be used as a mechanism unless the above section states an essence must be used.

As with all knowledges lower in the hierarchy than the essences, any conjuration from the principles is illusory, unless an essence is used as the mechanism.

The principles are susceptible to apportation, which distinguishes them from the essences. Ayslish mages have shown that darkness, light and magic may be moved, although there are restrictions.

Principles are the most effective knowledges on which to build illusions, as they are the knowledges closest to the essences. An illusion with darkness, light or magic as its pattern requires a *Mind* total of at least 15 to disbelieve.

## Darkness

Darkness is the knowledge encompassing physical darkness, the property it derives from true knowledge. In Aysle even physical darkness is more than the absence of light. Darkness is a quality in its own right, one which competes with light in the cosm of Aysle. You cannot have light and darkness together; darkness consumes light, and light banishes darkness.

Darkness also refers to spiritual darkness, corruption and evil. It encompasses intellectual darkness, such as confusion and doubt. Negative emotions, like fear, greed and hatred, are part of darkness. These are the properties infused by death.

### Pattern
*Conjuration/darkness* is the pattern for creating darkness — physical, spiritual, or emotional. *Conjuration/darkness* may be the pattern for illusions of kindred or living forces, but they must all contain an element of corruption or evil.

*Alteration/darkness* is the pattern for increasing or decreasing any present darkness, as well as converting darkness to another knowledge entirely.

*Divination/darkness* is the pattern for spells of detection, or fathoming negative moods, or sensing hostile intentions.

*Apportation/darkness* is the mechanism for moving darkness. A dark mood may be moved from one being to another. In Aysle, the emotions (or humors) are attributes which may be separated from a being.

**Examples:** Create anger has the pattern of *conjuration/darkness*.

Drive away darkness would have *apportation/darkness* as its pattern. Such a spell would not illuminate its surroundings, but would allow any available light, even a match, to light the entire region from which darkness had been removed.

### Mechanism
Darkness can be the mechanism for detecting darkness in living beings.

Darkness can cause negative emotions, or manipulate living energies to have a negative outcome for the target. Not as destructive or absolute as death, darkness can produce subtler effects.

**Example:** An spell which brought on bad luck could have *alteration/folk* as the pattern, darkness as the mechanism, and living forces as the result. For the duration of the spell, things would just tend to go wrong for the target folk.

### Result
Darkness as a result can create physical darkness, emotional turmoil, or confusion.

**Example:** A confusion spell which befuddled an opponent could have a pattern of folk, a living forces mechanism, and a result of darkness.

## Light

In Aysle, light is derived from life and true knowledge. From true knowledge it gains its properties as physical light. From life it gains its spiritual and intellectual properties. Positive emotions such as love, loyalty and bravery are derived from the spiritual properties of light. Insight into a problem is an intellectual aspect of light.

### Pattern
*Conjuration/light* is the pattern for creating light — physical, spiritual, or emotional. Conjuration/light can be the pattern for illusions of kindred or living forces, but they must also contain an element of good or honor. *Conjuration/light* can also be the pattern for illusions of elements or inanimate forces; as these are derived mostly from the true knowledge component of light, these illusion have no moral content.

*Alteration/light* is the pattern for increasing, or decreasing any present light, as well as converting light to another knowledge entirely.

*Divination/light* is the pattern for spells of detection, or fathoming positive moods, or sensing genuine good will.

*Apportation/light* is the mechanism for moving light. In addition to physical light, a mood may be moved from one being to another. In Aysle, the emotions (or humors) are attributes which may be separated from a being. Light may also be apported out of an area all together.

**Examples:** A create joy spell has the pattern of *conjuration/light*.

Drive away light would have *apportation/light* as its pattern. Such a spell would not automatically darken its surroundings, but would allow any available darkness, such as a shadow, to spread and fill an entire region from which light had been removed.

### Mechanism
As a mechanism, light causes positive emotions or manipulates living energies to have a beneficial outcome for the target.

Light can be the mechanism for detecting the qualities associated with light, honor and loyalty, or a general aura of good about the person.

**Example:** A spell which brought on good luck could have *alteration/folk* as the pattern, light as the mechanism,

and living forces as the result. For the duration of the spell, the target folk would receive more breaks than usual.

### Result

Light as a result can create physical light or emotional harmony.

**Examples:** A peace spell which allowed the user to project an aura of peace and calm onto a target could have a pattern of *alteration/folk*, a living forces mechanism, and a result of light.

A protective shield of light could have a pattern of *alteration/living forces*, a mechanism of light, and a result of light.

# Magic

As befits a mixture of the life essence and the essence of time, magic is the knowledge of change, both living and unliving. Magic is the energy and mutability which pervades the supernatural. While all patterns are derived from the supernatural, only some keep the full efficacy of the supernatural when they are observed by a mage and placed in the real world. When a mage uses the knowledge of the supernatural to its full effect in a pattern, mechanism or result, then she is using the magic knowledge.

### Pattern

A *conjuration/magic* pattern can be used to create illusions of inanimate forces or elements.

*Divination/magic* is the pattern for detecting magic in an element, kindred, living or inanimate force.

*Apportation/magic* can be used to drive magic away from an area.

**Examples:** Detect magic has the pattern of *divination/magic*, the mechanism of inanimate force, and a result of plant (assuming the pages of the grimoire are made of plant material).

An anti-magic bubble has the pattern of *apportation/magic*, the mechanism of magic, and the result of magic.

### Mechanism

Magic is the most effective mechanism for any spell. **It is the only knowledge where the result points of a spell are translated directly into game effects. All other mechanisms have their result points read through the Power**

**Push Table to find their effect.** See the Extended Power Push Table at the end of this section.

Magic can be used for the mechanism of any spell. The only problem is the cost of magic in the state path of many spells (see below). When based upon a pattern of elements or inanimate forces, magic is almost always the best mechanism.

**Examples:** The strength spell has a mechanism of living forces, and so uses a power push to increase the strength of its target. If the mechanism was magic, the result points would be directly added to the targets strength.

The altered fireball has magic as its mechanism, so result points of damage are read directly on the combat chart, i.e. nine result points of damage gives an Ord a "Wound K/O 9". If the mechanism were inanimate forces, the nine result points would have to be put through the Power Push Table to yield a +4; the Ord would take four result points in wounds, an "O 3" from that fireball. Magic is clearly the superior mechanism.

### Result

Magic as a result is used when a mage wishes to control magic in a being, object or area.

**Examples:** The anti-magic bubble given above.

Also, a hide enchanted weapon spell could have a pattern of metal, and a mechanism and result of magic. When scanned with a detect magic, the spell would give a false reading.

# Mixed Forces

Each mixed force is a combination, directly or indirectly, of all four essences. While less effective than the principles, they are as difficult to control. Most theoretical magicians believe this is because the mixed forces contain opposed essences within them; living forces are under the direct influences of life and death, while inanimate forces are under the direct influences of time and true knowledge.

Mixed forces form a vital link between the essences and principles above, and the kindred and elements below.

Illusions formed from a pattern of

mixed forces require a *Mind* total of at least 12 to disbelieve.

# Inanimate Forces

Inanimate forces are the link to the elements. Inanimate forces can affect kindred. Inanimate forces cannot be used to transform or change kindred, even if the changes are illusory.

Inanimate forces are the forces which affect elements, and are associated with elements: heat, electricity, magnetism, forces which bind elements together, forces which make them appear as they do. Only those forces which are specifically covered by another knowledge, such as light or living forces, are excluded from the range of inanimate forces.

### Pattern

Inanimate forces are used in a pattern when a mage wants to convert one inanimate force to another.

**Example:** *Alteration/inanimate forces* is the pattern of a "convert gravity to heat" spell, magic is the mechanism, and inanimate forces are the result.

### Mechanism

Inanimate forces are used as the mechanism for a variety of less costly spells using the elements. Inanimate forces can apport any physical object, including kindred.

Inanimate forces can be used as the mechanism for results of light or magic, mixed forces, or elements.

For elements, they may be used as the mechanism for divination, alteration, or illusory conjuration.

**Example:** The fool's gold spell has a pattern of *alteration/metal*, a mechanism of inanimate forces, and a result of metal. The resulting metal may look and feel enough like gold to fool the magically unprepared, but Ayslish merchants have long since bought enchanted coin scales from the mage guild to remedy this problem.

### Result

If you want a lightning bolt, you need inanimate forces as the result of your spell; same with magnetism, gravity, or other force which is not an embodiment of an element, living forces or light.

# S cope of the Knowledges

## The Seven Kindred

The Ayslish have classified all living beings as belonging to one of the seven kindred. As Core Earth classification systems differ, we thought a little clarification might be helpful.

**Aquatic.** Includes all marine life, fish, dolphins, whales, sea snakes, crabs, lobsters, octopi — everything which lives in the ocean. It also includes frogs and other amphibians. Aquatics also covers bacteria, but as of yet bacteria have not been observed in Aysle.

**Avian.** Includes all flying creatures, including insects. Birds, flying reptiles (but not flying fish, which are more aligned with water, and hence aquatic), and bats are all avians. Dragons are the most notable exceptions; they have been identified with the elements, but are enchanted creatures. Ayslish natural philosophers are annoyed that dragons overlap classifications in their clean scheme, but pragmatic ones are perfectly willing to leave dragons and their peculiarities alone.

**Earthly.** All creatures which live on, or in, the ground are earthly. Folk are not considered to be earthly creatures because their natures have transcended the elemental urges of the earthly creatures. After bitter debate, chimpanzees and gorillas have been included in the earthly category, and since their inclusion that is the knowledge which has worked upon them.

**Elemental.** These are beings constituted directly of elements. Earthly, avian and aquatic exist in the elements, but elementals are living elements. Each of the elements — air, earth, fire, metal, plant and water — have elementals. Normal trees and shrubs are not plant elementals, for elementals have an intelligence and spirit (perhaps small) which normal plants seem to lack entirely.

**Enchanted.** All creatures who subsist on or weave magic into the core of their being; they cannot exist long without magic to sustain them. Part of their being is a pattern which is constantly drawing power from the supernatural. Dragons, manticores, unicorns, and faeries are all examples of enchanted creatures. Many enchanted creatures have an affinity for one of the ele-ments, perhaps because the elements are so easily manipulated by magic.

Some scholars argue that giants and elves should be classified as enchanted creatures rather than as folk. The argument has more basis in prejudice than fact. The fact is elves and giants do rely heavily on magic. They get the wasting disease when disconnected from magic, but there is still a core of elf or giant underneath. And folk knowledge works just fine on elves and giants, a fact which annoys some of the snobbier elves.

**Entity.** The world of folk is the natural world, a world into which the supernatural regularly intervenes. Enchanted beings even have magic at the very center of their being. But they do not violate the natural world. Entities do. Demons, ghosts, undead, golems, all have been observed to have one thing in common; their existence is somehow at odds with nature. Entities are not meant to exist in the natural world. They may be meant to exist elsewhere … but not here.

**Folk.** Folk are intelligent beings whose defining relationship

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**Examples:** The lightning bolt spell has a pattern of *alteration/inanimate* forces, a mechanism of magic, and a result of inanimate forces.

The general purpose telekinesis spell has a pattern of *apportation/air*, a mechanism of magic, and a result of inanimate forces.

# Living Forces

Living forces are the link between the kindred knowledges and the principles and essences. Living forces energize the attributes of living things, *Dexterity*, *Strength*, *Perception*, and the rest of the attributes are powered by living forces. Living forces are responsible for the health and vitality of a kindred.

The only affect living forces may have on elements is apportation.

### Pattern

Living forces are used in a pattern when a mage wants a generalized spell which will work equally well on any kindred.

**Example:** A haste spell which was built with a pattern of *alteration/living forces*, a mechanism of living forces, and a result of living forces would, in addition to being very difficult, be able to affect all kindred.

### Mechanism

Living forces are used as the mechanism for a host of basic spells, including strength, haste and increase charisma.

Living forces can be used as the mechanisms for results of mixed forces, kindred and elements, as well as results of light or darkness.

### Result

A result of living forces is needed when the result is to apply equally to all kindred.

is with others of their kind, rather than with any of the elements or the supernatural. They are an integral part of the natural world. Dwarves, elves, giants and humans are all folk. Prejudice may still refer to harpies, minotaurs and others as "half-folk", or to trolls and goblins as "lesser folk", but magically they are all folk.

### The Elements

The Ayslish have classified everything which they consider unliving or spiritless as belonging to one of the six elements. Not all of their classifications are obvious to Core Earth observers.

**Air.** Includes all substances which are gases at room temperature (except water vapor, which is still considered to be "water influenced into air"). Air may be liquefied or turned solid with the right sort of spell. Air is considered a cold element, and is often used for cooling or in cold spells.

When air has aspects of intelligence it is considered to be quick tempered, fickle, with little patience.

**Earth.** Includes glass, ceramics, and other materials made primarily from earthen components. Earth is considered to be temperature neutral, absorbing the temperature quality of the element with which it comes in contact, cooling in contact with air or water, warming in fire.

When earth has aspects of intelligence it is considered to be slow, patient, and considerably thick headed.

**Fire.** Fire includes any form of combustion. A nuclear reaction would not be considered a fire element, but an example of inanimate forces unleashed.

When fire has aspects of intelligence it is considered to be destructive, hungry, with a willful desire to consume everything it possibly can. Fire resents being contained in any shape for long, and will always try to free itself.

**Metal.** Metals are substances found in the earth which, unlike earth, are pliable when flame is applied. Some substances which Core Earh science considers metals (such as arsenic) are considered earths by Ayslish science. Mercury is considered to be a metal, albeit a peculiar one with a strong proclivity toward water (i.e., a low melting point).

When metal has aspects of intelligence it is considered to be strong willed, loyal if treated well, treacherous if treated poorly.

**Plant.** Aysle defines the plant element to be "that which grows on earth, sun and water alone, or which is derived from such elements." This means plant covers vegetable oil as well as oak trees. Ayslish mages have recently finished classifying petroleum and its products (such as plastic) as being plant elements with a strong proclivity toward earth.

When plant has aspects of intelligence it is considered to be patient, often pleasure seeking, sometimes wise.

**Water.** The water element is water. All other liquids are considered to be mixtures or other elements with water, or else elements with a strong proclivity toward water.

When water has aspects of intelligence it is considered to be playful and gentle unless enraged, in which case its vindictive destructiveness is unmatched by any other element.

**Example:** A detect good spell might have a pattern of d*ivination/light*, a mechanism of light, and a result of living forces. Such a spell could detect the good in any kindred.

# Seven Kindred

The seven kindred knowledges cover all living things. Easy to configure into a spell, they are important knowledges for any earnest mage.

### Pattern
Kindred knowledges can be used in any spell in which the result knowledge is a kindred knowledge, living forces, darkness or light.

**Example:** A create light spell could have a pattern of *conjuration/folk*, a mechanism of living forces, and a result of light. However, such light would be illusory, and would be more easily dispelled than the same spell with *conjuration/light* as its pattern.

### Mechanism
Kindred knowledges cannot be used as mechanisms.

### Result
Other result knowledges can affect kindred, but if to alter or transform a kindred, use kindred as the result knowledge.

**Examples:** The increase charisma spell has a pattern of *alteration/folk,* living forces as the mechanism, and folk as the result.

Linfir's little frog spell has *alteration/folk* as the pattern, life as the mechanism, and aquatic as the result knowledge.

# Elements

The element knowledges cover all unliving things, and a few of the sim-

pler living ones, such as ordinary plants. The Ayslish consider the spiritual to be an important defining aspect of a living being, and so things which are living according to the standards of Core Earth science do not count as living beings in the Ayslish accounting of the natural world. Plants and viruses (should viruses ever be observed in Aysle) are two examples.

Elements are the easiest knowledges to configure into a spell.

### Pattern

Element knowledges can be used in any spell in which the result knowledge is an element knowledge, inanimate forces, magic or light.

**Example:** A create light spell could have a pattern of *conjuration/metal*, a mechanism of inanimate forces, and a result of light. However, such light would be illusory, and would be more easily dispelled than the same spell with *conjuration/inanimate* forces or conjuration / light as its pattern.

### Mechanism

Element knowledges may not be used as mechanisms.

### Result

Other result knowledges can affect elements, but transforming or altering an element requires an element as the result knowledge.

**Examples:** The fool's gold spell has a pattern of *alteration/metal*, inanimate forces as the mechanism, and metal as the result. This spell is used to apparently transform a common metal to gold.

Earth shield has *apportation/earth* as its pattern, magic as its mechanism, and earth as its result.

## Defining the Pattern and the Process

The mage selects a pattern by choosing the appropriate magical skill and pattern knowledge. The knowledges are discussed above; below is a brief description of the four magical skills.

**Divination** is the easiest of the magical skills to use and learn. Divination is used to produce a pattern of knowledge which, when brought into the natural world, gives the mage information. Divination is used for spells of detection, clairvoyance, telepathy; many spells which sense or communicate have divination magic as part of their pattern.

**Apportation** is used to produce a movement pattern which, when brought into the natural world, allows the mage to move something. Spells involving the attraction or repulsion of the target are also apportation spells. This includes the obvious uses, such as lifting, moving or hurling objects. There are less obvious uses such as attracting light or darkness to an area, or apportation as a form of banishment spell to prevent the affected knowledge from entering an area.

**Alteration** produces a pattern of change which, when brought into the natural world, allows the mage to increase, decrease, or even change the nature of something. Alteration has been described as "the mage's hammer; extremely useful but occasionally misused to pound a spell into shape." Alteration is used to increase a creatures charisma, shrink a chair, convert lead into gold, or increase a tiny flame to a raging conflagration. The limitation on alteration is the pattern must begin its work on something real, something which already exists in the natural world. An alteration water spell needs water to alter; it will not work without it.

**Conjuration** can be used to create or destroy a pattern. Using nothing more than the supernatural pattern, a mage can bring an object, being, or condition into the world. She can also reduce a part of the natural world to its supernatural pattern, then undo the pattern, utterly destroying it. Conjuration is part of the pattern of illusions, conjuring objects, beings or conditions which are "semi-real."

### Casting

Once the pattern knowledge and skill have been chosen, the mage decides how he wants the spell to be cast. As mentioned in Mathea's lecture, the mage has four choices: the spell may be cast directly, focused on another being or object, impressed, or put into a ward.

## Assigning the Bonus Number

The bonus number must be assigned to one of the following portions of the spell process: effect, range or duration. The mage is free to assign the bonus number to whichever he chooses.

### Axiom Level

Using existing spells and the axiom benchmarks on page 93 of the *Torg Rulebook*, the player and gamemaster should decide on the axiom level of the spell. The gamemaster has the final decision.

## Pattern

Designing the pattern of the spell requires the mage to decide on the effect and the area or volume of effect.

### Effect

In *Torg* terms, the effect of the spell is the value which is used to determine any game effects other than the spell's range or duration.

**Example:** The conjured fireball has an effect value of 18, which is the amount of damage it does.

A spell's effect value may have more than one game effect. These values summed together are the spell's effect value.

**Example:** Floater can lift a mass of 100 kilos (value 10) at a speed value of three. The effect value is 13.

If a spell is transforming one object or being into another, the result points

> ## The Spell Laboratory Sheet
>
> The spell lab sheet is used to record the steps in designing a spell. Being able to look at the spell lab sheet while reading the following sections would be helpful. So go photocopy the spell lab sheet on page 75, or make a copy by hand so you don't have to flip back and forth.

of the spell must be enough to account for the greatest attribute difference between the original and the transform. The effect value of the spell is compared with the the original's attribute which created the difference.

**Example:** A giant with a *Dexterity 8, Strength 17* and *Toughness 19* is being turned into a frog with DEX 4, STR 0 and TOU 1. The greatest attribute difference is between the giant's TOU and the frog's TOU, a difference of 18. A spell which would turn the giant into a frog would require 18 result points, against the giant's TOU of 19, which would require an effect total of 37 if magic is the mechanism (making the effect illusory), 69 if any other knowledge is the mechanism, as it would have to be filtered through the Power Push Table.

### Result Point Modifiers

As the above example shows, building transformation spells which can produce great changes can be extremely difficult if magic is not the mechanism. Fortunately, a mage named Colvinax discovered an important principle. **Spells which have a mechanism other than magic may buy a Power Push result for the spell, and put this result point modifier into the spell.** This result point bonus is added to any earned through the casting of the spell, although the spell must earn at least one result point before the modifier is added.

**Example:** A strength spell has an effect value of 14. A mage could build an enhanced strength spell with an effect value of 14, but with a result point modifier of +5. When using the spell, a mage rolls 15 for a bonus of +2, for an effect total of 16. Against a person with *Strength* nine, the result points are eight (three from the Power Push, and five from the result point modifier). The target's *Strength* is increased to 17.

However, note that if the target had already had a *Strength* of 17, the effect total 16 would have generated no result points, so the modifier would not be applied.

The maximum number of result modifiers which may be put into a spell is equal to the effect value of the spell

factored through the Power Push Table.

**Example:** A spell with an effect value of 30 could have at most 11 as a result modifier. The mage could choose any result modifier she wished, from one to 11.

### Area and Volume

A spell effect usually only effects one target. A spell may affect an area or a volume, in which case it affects every eligible target as it comes in contact with that area or volume.

Ayslish geometers long ago noted that space has three dimensions. The range of a spell is one dimension of space (the length) over which the spell can take effect. An area affect spell has two dimensions over which the spell may take effect, affecting everything within a radius of effect; the result is a circle of effect. A spell with volume takes effect within a sphere. If the spell has a range, then the spell effect already has one dimension. All the mage must do is build the second dimension of effect into his spell. The smaller of the two dimensions determines the area of effect.

**Example:** A spell has a range value of eight. If the mage builds in a second dimension of value five, the spell will have an area of effect which has a radius value of five. The circle would have a radius of 10 meters, a diameter of 20 meters. This circle of effect could be placed anywhere within the spell's 40 meter range.

**Example:** A spell with a range value of eight has a second dimension of nine added to it. The circle of effect is the full range of eight. The extra point would be lost, as it lies beyond the range of the spell.

Volume adds a third dimension. Now the spell effect is a sphere with radius or volume equal to the smallest dimension of effect.

**Example:** An altered fireball has a range of eight, an area dimension of three, and a volume dimension of three. The fireball fills a sphere with a radius value of three (four meters). If the volume dimension had been two, the sphere would only have a radius value of two (2.5 meters).

The only time a spell can have an area or volume of effect greater than its range is when the range is "touch." In this case the mage has purchased the range and recorded it on the spell laboratory sheet, but it only provides the necessary dimension for the area or volume of effect.

**Example:** Weather control has a range of "touch", but on the apportation line of its spell laboratory sheet has the range value 19. It also has the area dimension value of 19, and a volume dimension value of 19, in order to control the weather within a six kilometer radius.

On the pattern line of the spell laboratory sheet record the following: the result modifier in the "Rmod" space, the volume dimension value in the "Vol" space, the area dimension value in the "Area" space, and the effect value of the spell in the "Eff" space.

The sum of these four values is the pattern value of the spell, and is recorded in the pattern space.

# State

The pattern, mechanism and result knowledges have already been chosen for the spell. All that remains is to choose the state path. Write the pattern, mechanism and result knowledges on the spell laboratory sheet. Then start with the pattern knowledge on the diagram. The number printed next to the knowledge name is the cost for using that knowledge as a pattern knowledge; write it down on the spell lab sheet.

Move from the pattern knowledge to the mechanism knowledge along the state path diagram. There are two rules for figuring the cost of each step along the way.

1. If moving along the path in the direction of the arrow (moving up the connection), the cost of the move is written in the circle near the arrow.

Moving from a knowledge to itself always costs the amount listed in the circle, on the self-connecting path. Going from a pattern of inanimate forces to a mechanism of inanimate forces has a cost of five; you cannot avoid the cost by claiming to be going in the direction opposite the arrow.

*Aysle Diagram*
**Magic State Paths**

LIFE
25

TRUE
KNOWLEDGE
25

DEATH
25

TIME
25

DARKNESS
15

MAGIC
15

LIGHT
15

LIVING FORCES
15

INANIMATE FORCES
15

AQUATIC

AVIAN

EARTHLY

ELEMENTAL

ENCHANTED

ENTITY

FOLK

AIR

EARTH

FIRE

METAL

PLANT

WATER

*KINDRED*

*ELEMENTS*

2. If moving down a connection the cost is two.

**Example:** A spell has a pattern of *alteration/folk,* and a mechanism of magic. Going from **folk** to **living forces** is a cost of two, from l**iving forces** to **light** is three, from **light** to **inanimate forces** is two, then from **light** to **magic** is three. The total cost of the state path to the mechanism of magic is 10. This number is recorded on the spell laboratory sheet.

The same rules are followed to go from the mechanism knowledge to the result knowledge.

**Example:** For the spell in the above example, going from a mechanism of **magic** to a result of **folk** has a path cost of nine: two from **magic** to **inanimate forces**, three to **light**, two to **living forces**, and two to **folk**. The path cost is written on the spell laboratory sheet next to the result knowledge.

## Casting

A spell can be cast in one of four ways. Casting directly has a path cost of zero. A focused spell has a path cost of two.

An impressed spell has a path cost of three if impressed into the caster. If the mage wishes to create a version of the spell which could be impressed into another living being (who does not have the necessary magic skill to cast the spell, as it is already "precast"), he must allow the state path to include another being. This is done by extending the state path from the pattern knowledge back down to folk. If the pattern knowledge is folk, then the state path goes up to living forces and back down to folk, a path cost of four.

To build a spell which can be placed in an object is even more difficult. The state path must be extended from the pattern knowledge to living forces (to be impressed), then to folk (to connect the state path to the character casting the spell), then to the element knowledge which best describes the material of the object (to be stored in the object.)

**Example:** To build a fireball spell which could be impressed into a wooden wand requires that the state path go from **fire** to **living forces** (a path cost of seven), then from **living forces** to **folk** (a path cost of two), then back up to **plant** (another nine) for an additional 18 added on to the casting cost of impression (three), for a total casting cost of 21.

Objects may be prepared in advance to hold spells of a certain result knowledge, which can be more cost efficient then designing a spell which can be cast into an object, particularly if more than one type of spell is to be cast. See "Permanent Magic" below.

Once impressed into an object, the spell remains in an object until cast.

## Control

Control is based primarily on the difficulty controlling the magic skill used in the pattern: divination eight, apportation 10, alteration 13, conjuration 16. This is the skill control cost, and is recorded in the space labelled "Skl" on the control line.

If the spell is an illusion, the mage may make it more difficult to disbelieve the illusions. For each point the disbelief difficulty is increased, the control value for the spell is increased.

**Example:** An illusion with a pattern of *conjuration/folk* is disbelieved on a *Mind* total of eight. A mage wants to increase the disbelief difficulty to 15, an increase of seven. These seven points are the disbelief modifier. The seven is recorded in the space next to "Disb" on the control line.

### Controlling Aspects

A mage can control aspects of the spell. For some spells, control of aspects is vital. In others it is just a convenience.

The cost of controlling aspects is the One-on-Many difficulty modifier for the number of aspects controlled.

### Change Target

Unless the mage controls this aspect, the first target of the spell is the only target of the spell. This may be fine for a fireball or a heal spell, but could be annoying for a telekinesis spell, which without this aspect could only latch onto one target.

### Effect

If a magic is made permanent (see "Permanent Magic" below), then the effect can be turned on and off by controlling the effect aspect of the spell. The effect may also be lessened by controlling the effect aspect, but it cannot be made greater through control.

### Form
### (elements, mixed forces, principles only)

Sometimes a mage might want to control the form of a spell, the actual shape of the effect. If the form is not controlled, the spell effect takes its

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**T** **riggering Wards**

When a ward is set to detect a condition, the difficulty number for detecting that condition is eight. A character may try to avoid detection by generating a *divination magic* total. This is akin to an active dodge, and so the minimum bonus is always +1. This total becomes the difficulty for detecting the character or condition. If the character is trying to disguise more than one object or person, the ward gets the appropriate Many-on-One bonus for the number of characters or objects disguised.

**Example:** A ward is set to detect metal weapons. A wizard tries to cover for his whole group. They are carrying 15 metal weapons. The ward gets a +6 bonus modifier to detect at least one weapon.

A character may generate a total against a ward even if he does not know what the ward is set to discover, although in this case the ward gets an additional +3 bonus modifier to detect the condition.

most natural shape. Light, darkness, magic, living forces, inanimate forces, air and fire will all try to expand to fill the available space. Metal, plant and earth all retain whatever shape they first appear in. Water tends to seek its own level. To create a rolling ball of water, or to be able to alter the form of a metal wall after the mage has conjured it, requires the form of the spell to be controlled.

### Apportation

If the mage does not control the apportation of the spell, it travels in a straight line from the mage to the target. If apportation is controlled, the mage can have the spell travel any path he wishes (up to the range of the spell); this is often crucial for wizard's eye type spells.

### Duration

If the duration of a spell is not controlled, the mage cannot turn it off.

### Accuracy

If the mage wishes a ranged spell to have extra accuracy when finding its target, extra accuracy may be purchased through control. A bullet spell which has a +5 bonus to hit requires five extra points of control.

### Wards

Wards require another divination component, which increases the control cost by eight. Also, the adds of the knowledge which is to be detected through the divination are added to the control cost.

**Example:** A ward is supposed to be triggered by humans. The mage has divination magic at 15 and folk at +5. For the divination component she pays eight; for her five adds she pays another five. This gives her a total control increase of 13. As a result, the ward has *divination/folk* 20, which is used to detect humans who come within range of the ward.

### Multi-Attribute Effect

If a spell is going to affect more than on attribute of a target, such as a spell which transforms a man into a frog, then the control must be increased. The cost of affecting attributes is the One-on-Many difficulty modifier for the number of attributes controlled.

**Example:** A mage wishes to create a prowess spell which increases *Dexterity* and *Strength*. For affecting two attributes, the multi-attribute modifier is four; if the mage had also wanted to affect *Toughness,* the multi-attribute modifier would be six.

The control value of the spell is the sum of the multi-attribute modifier, aspects value, the disbelief modifier, and the skill control cost.

## Apportation

The range of a spell is the maximum distance over which the spell can have an effect. The speed of a spell is the speed with which the effect travels to its target, given in meters per round. In most spells the mage finds it advantageous to have the speed equal to the range; when they are equal, the spell effect arrives in one round. If the speed is too low, the effect will not travel out to the maximum range of the spell. The minimum speed to reach maximum range is given by the formula:

Range - Duration +5 = Speed

**Example:** Tracker has a range of 13 and a duration of 20. The minimum speed is 13-20+5=-2. The actual speed is 5 (10 meters a round), plenty fast. But the bonus is added to range, and at a range of 21, the spell would end before the tracker reached maximum range.

The apportation value of a spell is the sum of the range and speed values of the spell, and is recorded in the apportation space on the spell laboratory sheet.

## Duration

The duration value of a spell is chosen by the mage, and recorded in the duration space of the spell laboratory sheet.

Mages are usually careful to choose the minimum duration they consider necessary for the job. There are two reasons for this:

1. The principle of definition states that a character or object cannot be subject to two active spells at the same time if both spells have the same pattern knowledge. This can be bothersome if a mage has a selection of beneficial or defensive spells. The mage must either be very precise with his duration, or else control this aspect of the spell.

2. To build effective spells, something has to give, and mages tend to keep durations low to help offset high state path costs and high effect values.

## Generating Knowledge Totals

The mage must generate five totals: the pattern skill total, the conjuration total, the divination total, the apportation total and the alteration total. Each total is generated using the appropriate skill value plus the adds in the pattern knowledge.

**Example:** Krugar the Melancholy is designing a healing light spell. The pattern is *alteration/light*. Krugar has four adds in light, alteration magic 15, conjuration magic 16, apportation magic 12, and divination magic 12. His pattern skill and alteration value are 19, conjuration value 20, apportation and divination value 16.

The totals are generated and recorded in the appropriate spaces on the spell laboratory sheet. When generating the totals a character may spend possibilities on the rolls, but no cards may be played.

## The Spell Sum

A spell is derived from the observation of a pattern, which is modified by the state path, aspects controlled by the mage, and finally the apportation and duration of the effect. But the entire process is woven into the pattern which it modifies, and each part of the process has an affect on the other. If a portion of the pattern or the process is beyond the capabilities of the mage (as represented by the total she generated), that portion can be offset by

other parts of the spell. If a mage cannot muster enough control for the spell, excess ability in the apportation and duration aspects can make up for the lack of control. This balance is represented by the spell sum.

As indicated by the spell laboratory sheet, the *skill/knowledge* totals are subtracted from the pattern and process values, and recorded in the column to the right of the *skill/knowledge* totals. These are then added together to become the spell sum. If the sum is positive, the mage cannot quite balance all portions of the pattern and the process. Write the sum in the appropriate space. If the sum is zero or negative, write zero as the spell sum. A mage can never do better than having all parts of a spell balance, which is indicated by a spell sum of zero.

## Basic Complexity

A spell's complexity is a measure of how difficult it is to bring the spell into the natural world. Complexity is increased by three variables: the type of magic skill used, the maximum pattern or process value of the spell, and the amount by which the spell is out of balance, represented by the spell sum. The complexity of a spell contributes directly to the backlash and difficulty of a spell.

The magic skill used adds to the complexity. The easiest is divination, which adds 17; apportation 19, alteration 22, and conjuration increases complexity by 25.

The greatest process or pattern value increases the complexity of the spell. The effect upon the complexity of process or pattern values other than the maximum value is negligible, and can be ignored.

If the spell sum is positive, the lack of balance increases the spell's complexity.

The more time a mage spends casting the spell, the more careful she can be. This care reduces the effects of the complexity upon the caster, which is reflected in the game by reducing the basic complexity of the spell.

The magic type, process or pattern maximum, spell sum, and cast time are all recorded in the appropriate spaces

of the spell lab sheet, then the basic complexity is calculated and recorded.

## Applying Theorems

Theorems are applied to a spell to make the spell easier to cast. Observing the pattern of a spell is relatively easy, the art of applying one's own vision and will to the supernatural. Theorems are the observations of hundreds and thousands of magicians, codified so they be applied to spells. But this application requires a mage to figure out how to best apply the observations of all those magicians to his spell. Applying theorems is the most time consuming part of spell design, requiring at least one game week to apply a theorem. The mage is assumed to be working eight hours a day, seven days a week during this time. During this time, he is applying the theorem to parts of the pattern or process and judging the results, finally deciding upon one way to apply the theorem to the whole spell. A mage may apply as many or as few theorems as he wishes. The mage applies the theorems one at a time, and may decide not to apply any further theorems, completing the spell at that point.

The value for applying a theorem is the value of the number of weeks spent applying the theorem. Process theorems each have a theory knowledge which grants the mage a bonus when generating the theorem total; the cast time theory knowledge gives a bonus to the theorem of cast time total. The bonus is equal to the adds of the theory knowledge.

**Example:** Krugar the Melancholy spends seven weeks (value five) applying the theorem of duration. He has three adds in the duration theory knowledge. He rolls a 14; the bonus of one is increased to four. The theorem total is nine.

**When rolling the theorem total, all characters roll again on a 10 or 20. However, no Possibilities or cards may be spent on the roll.**

While the mage contributes his effort (reflected in the value of the weeks spent) and his theory knowledge, the interaction of theorem and supernatu-

ral pattern is beyond the control of the magician. What happens happens, and the observed result is then a real part of the spell.

Theorems build upon one another. Once observed, the theorem results are part of the spell, and all theorems applied are linked to any theorems applied previously.

If a mage dislikes the result of a theorem, he must throw out all applied theorems in order to reapply the one theorem, starting again with the raw process and pattern.

Once all the theorem totals have been generated and recorded on the spell laboratory sheet, they are added together to form the theorem sum, and recorded in the proper space.

If a mage does not wish to apply any theorems, it still takes a week to "polish the pattern", to settle it down to the point where it becomes a grimoire spell.

## Final Complexity

The final complexity of the spell is equal to the basic complexity minus the theorem sum. Through the years, Ayslish magicians found that there is minimum final complexity possible which is based on the magic skill used in the pattern.

Of course, most magicians load their spells up with enough range, effect and other useful tidbits that the minimums rarely come into play. A mage who bumps up against the minimums is usually a very lucky mage.

## Recording the Spell

The backlash and difficulty of a spell, when added together, equal a

### Final Complexity Minimums

| Skill | Minimum |
| --- | --- |
| Divination | 14 |
| Apportation | 16 |
| Alteration | 19 |
| Conjuration | 22 |

spell's final complexity. The player divides the final complexity into backlash and difficulty in any way he sees fit. The player also records the effect value, the bonus number to, range, duration, and cast time on the spell laboratory sheet.

Under "Manipulation" the player lists any process theorems applied to the spell. The player must also provide a written description of the spell, its effects, and how any applied pattern theorems are used.

Recording the spell on the spell laboratory sheet symbolizes placing the spell in a grimoire. Any magician who has designed a spell, having applied any theorems he will ever apply to the spell, is considered to have designed a grimoire spell.

# Example of Spell Design

**Note:** When going through this example, have a copy of the spell laboratory sheet handy.

## D esigning Simple Spells

A mage may wish to design a spell which does not use his full skill, in order to design a spell which can be learned by mages of lesser skill. The following restrictions apply:

1. He may reduce the number of knowledge adds used to generate the pattern skill value. If he does so, he must also use this reduced number for the conjuration, divination, apportation and alteration values.

2. He may reduce the number of skill adds used to generate the pattern skill value. All other skills used must be reduced by the same amount.

The one advantage to designing simple spells is that the theory knowledges are applied at full. This allows highly skilled mages to design better simple spells than their lower leveled compatriots.

tory sheet handy. Fill it out as you follow the example.

Linfir is an accomplished mage, played by Dave. Linfir has *alteration magic* 17, *divination magic* 17, *apportation magic* 16, and *conjuration magic* 17. He has folk +5, cast time +5, state +4, range +4, all of which may be applicable to the spell. Adding in his folk knowledge to each of the skills, he has the following values for spell design:

| | |
|---|---|
| pattern skill | 22 |
| conjuration | 22 |
| divination | 22 |
| apportation | 21 |
| alteration | 22 |

With these in mind, he sets out to design his spell. The spell will have a pattern of folk. Dave wants the transformation to be real, so it has a mechanism of life. The result knowledge for frogs is aquatic. After looking at some of the values involved, Dave decides to have the spell be an impressed spell, so he can have a decent cast time to make the spell easier and still use the spell in combat. He decides to add the bonus to duration. The magic axiom level of turning living things into different living things is 11; but this spell is going to be impressed, so a 17 is put in brackets by the spell.

**Pattern Value:** he wants to turn large men (DEX, STR or TOU 14) into frogs. He decides the frog will have a DEX 1, STR 1, and a TOU 1. He will let the victim keep his own mental and spiritual stats. He chooses an effect value of 24, and then buys a result point modifier of 9. Comparing 24 against 14, he gets 10 points on the Power Push Table (yields +4). Adding his result point modifier to the +4 gives 13 result points; just enough to convert a man with an attribute of 14. It will work on most people. The pattern value is 33.

**State Value:** Starting with folk is worth seven. Dave decides to take the state path through light in order to create a nice sparkling effect, the better to impress the natives; the mechanism path costs 12. Then it's back down to aquatic, a cost of four. Impressing a spell costs three. The state value is 26.

**Control:** the spell is affecting three attributes, a cost of six. Dave wants Linfir to be able to control the dura-

tion; controlling one aspect costs two. The alteration skill costs 13; the control value is 21.

**Apportation:** Dave chooses a range of 8 and a speed of 8. He figures he needs to help his spell sum a little. The apportation value is 16.

**Duration:** Dave wants the spell to last a long time; he can always turn it off as long as the frog is in range. He chooses a duration of one week (value 29). The duration value is 29.

Next he generates his knowledge totals: pattern skill 22, conjuration 20, divination 25 and alteration 26, spending a Possibility on the alteration total. Dave decided to spend the Possibility rather than wait a week and try the observation again.

Dave calculates the differences between the spell values and the knowledge totals, arriving at a spell sum of 11.

The basic complexity is 22 for alteration, plus 33 for the maximum process or pattern value, plus the spell sum of nine, minus the cast time. Dave decides on a cast time of 18. The basic complexity is 48.

Dave decides he could apply four pattern theorems: contagion, similarity, exclusion, and voice; see the spell description below to see how these theorems affected the casting of the spell.

He first spends one week applying contagion, rolling an 18 for a total of five. Good start! But the next week he rolls a two when applying similarity, which is a total of -10. So Dave scraps all the applied theorems, and the two weeks work, and begins again. It takes 12 weeks to arrive at the following pattern totals: contagion three, similarity five, exclusion two, and voice one. He decides to push his luck by applying the cast time process theory; the base value is five (his cast time theory adds plus zero for one week spent), his roll is 15 for a total of seven. Dave decides not to push any further. If he got a negative total for another theorem, he would either have to scrap all the theorems and try again, or else have a less effective spell. The theorem sum is 18.

The final complexity is the basic complexity minus the theorem sum: 48 - 18 = 30. Dave decides on a backlash of 21 and a difficulty of 9. He writes up the following spell.

## Linfir's Little Frog Spell

**Axiom Level:** 13 (17)
**Skill:** *Alteration/folk* 22

**Backlash:** 21
**Difficulty:** 9
**Effect Value:** 24
**Bonus Number to:** duration

**Range:** 8
**Duration:** 29 (one week)
**Cast Time:** 18 (one hour)
**Manipulation:** cast time

This is an impressed spell. The magician is required to make a frog doll and cover it with patches of folk skin (his own will do). While impressing this spell, the mage begins by talking about anything he wishes, but as the spell continues his posture slumps and his voice becomes hoarse, until he is on all fours, mimicking a croaking frog.

To release the spell, the magician points the frog at the target, who is bathed in shimmering green sparks as the spell takes effect. If the target's largest physical attribute is 14 or less, then he is turned into a frog.

The frog has the mental and spiritual attributes of the original character. The frog has DEX 1, STR 1, and TOU 1.

# Time Required for Spell Design

The initial observation of a spell usually takes an hour. However, if the mage dislikes the results of his first observation, he must wait at least a week before trying again to allow the pattern to thoroughly fade from his mind.

The observation may be reduced to below an hour, but the pattern value is increased by one for every point less of observation time.

**Example:** A mage attempts to observe a pattern in one minute (time value nine). An hour has a time value of 18. The pattern value of the spell is increased by nine (18 - 9 = 9).

When designing a spell there is rarely a time constraint. Reducing the time is a factor when casting a spell on the fly.



# Casting on the Fly

*"The War of Crowns was an example of senseless slaughter of wizards inflicted by the nobility. Casting spells on the fly is an example of senseless slaughter of wizards upon themselves."*

—Krugar the Melancholy after losing his ninth apprentice

Casting on the fly is a term which covers the casting of spells which the mage has not learned for himself.

The greatest drawback to casting on the fly is that **the spell skill total is always used to determine backlash**. This distinguishes it from a grimoire spell, where the *Mind* of the caster is used to resist backlash if the spell total is less than the *Mind* (*Torg Rulebook* page 113). A low roll can prove devastating when casting a spell on the fly.

The simpler case is where the spell is a grimoire spell, but the mage has not yet learned the spell. When a learned grimoire spell is cast, the three magic skills other than the pattern skill are already woven into the pattern. When an unlearned grimoire spell is cast, the mage must provide all four

skills to fill out the pattern, as the spell does not do it for him.

The mage has to quickly replicate the pattern and the process, meaning he must generate a pattern, plus the state, control, apportation and duration of the process. Fortunately for the magician, a grimoire spell has all of the process linked to the pattern, so the necessary skills are used subconsciously. The mage casts the spell as a normal grimoire spell, except the **backlash and difficulty** of the spell are each increased by four. The increase is derived from the One-on-Many difficulty modifier for five, for the five parts of the spell (pattern, state, control, apportation, duration) replicated by the mage. This increase is eight, and it is split evenly between difficulty and backlash, despite what the mage may wish.

If the mage wishes to cast a spell from a pattern he has just observed, the situation is worse. Now the skills can no longer be used subconsciously, and each value (pattern, state, control, apportation and duration) must be generated by the magician. Also, the pattern must be observed. If the mage needs to cast the spell on the fly, this usually means he cannot spend the full hour observing the pattern, and so the pattern value will be increased.

Observing the pattern and then casting the spell is essentially rapid-fire spell design. The mage must assign the pattern and process values, then generate each of the five skill totals, arrive at the spell sum, and calculate the basic complexity. As no theorem may be applied in less then a week, the basic complexity is the final complexity. The mage divides the complexity into the difficulty and backlash of the spell. He must then either cast the spell the next round, or lose the pattern.

Casting a spell on the fly may not be interrupted for any other action, including simple actions, or the pattern is lost.

## Invitation to Madness

So named by Muadabi, a mage who chronicled its extensive use in the Green Island Cult, the invitation to madness is actually a dangerous use

of the Law of Observation, merging the observed pattern with the mage. As the mage is obviously part of the real world, so should the supernatural pattern. The only problem is that under extreme conditions the opposite is equally true; as the supernatural pattern is not part of the natural world, perhaps the mage is not either.

When using the invitation to madness, the observing mage gets a +3 bonus to all totals generated when he casts a spell on the fly by creating a pattern, rather than by casting an unlearned grimoire spell. This bonus applies to all six totals generated; pattern, state, control, apportation, duration, and the spell skill total. The drawback is that the **spell must be cast, regardless of the basic complexity, and the backlash must be greater than or equal to the difficulty of the spell**. It is a relatively easy matter for magician using the invitation to madness to injure himself, drive himself crazy, kill himself, or according to Muadabi, simply cease to exist.

# Manipulating Spells

A mage must know all the theory knowledges listed on the manipulation line in order to manipulate a spell. A mage may do one of four things when manipulating a spell.

1. He may re-allocate the final complexity, shifting it between backlash and difficulty, as long as the total stays the same. It takes one round to manipulate the final complexity.

**Example:** A mage has been hurt, but needs to attempt a fly spell (backlash 19, difficulty 12). He would rather risk spell failure than take more damage. He spends a round to manipulate the difficulty to 18 and the backlash to 13.

2. The mage may re-allocate points from effect to either range or duration, points from range to either effect or duration, or points from duration to either effect or range. Each such manipulation takes a round.

Effect and duration points are transferred on a one-for-one basis. Range

has a speed component, and so each point of range gained or lost is a transfer of two points. If range is decreased, speed is automatically decreased the same amount; if range is increased, so is speed. **Note that this is not true for when the bonus number is added to range, which does not increase the speed.** Theoretical mages hypothesize that their common link to apportation magic is the cause, but no proof has yet been given.

**Example:** A mage wishes to give his fireball more bang. He shortens the range to 15 meters (from a value of eight to six), increasing the effect by four points. If he wanted to increase the range to a value of nine, he would have to decrease the effect by two.

3. A mage may increase the cast time, adding these points one-for-one to duration or effect, or two points of cast time to buy one point of range.

He may decrease the cast time, decreasing either the effect or duration one-for-one, or else decreasing the range one point for each two points the cast time is decreased. Each such manipulation takes one round.

**Example:** A mage needs to cast a slow spell upon a guard who is 40 meters away. The first round he increases the cast time from three to five, increasing the range to eight (40 meters); the next round he spends casting the spell.

4. A mage may increase the backlash of a spell to increase its effect, range or duration. The mage may also increase backlash to decrease the cast time. The backlash increase is read on the power-push table, to find out what the value is increased by. This increase may be done as the spell is being cast, but before the die is rolled.

**Example:** A skilled mage needs to cast a tracker spell quickly, to track a being before they are out of range. The first round he decreases the cast time from 18 to five, decreasing the duration to seven (25 seconds). The second round he re-allocates the final complexity, making the backlash 10 and the difficulty 18. Third round, during the casting of the spell, he increases the backlash by 12 to 22, adding +5 to the duration, raising it to 12 (4 minutes).

# Permanent Magic

Creating a permanent conjuration is first possible at magic axiom level 13. At axiom level 33 all conjurations are permanent, as the act of conjuration is enough to forge a lasting link between the natural world and the supernatural pattern. The energy of the supernatural sustains the spell effect in the natural world. Below 33, there is a negative bonus modifier to the conjuration spell equal to 33 minus the magic axiom level of the cosm. In Aysle's case, the modifier is -15.

**When creating permanent magic all backlash is compared to the spell skill total, never the *Mind* of the caster.** Each creation of permanent magic is in some way unique, enough so that it is not possible to refine the process as one can a grimoire spell.

A magician must state that he is attempting a permanent conjuration, and then the spell is cast with a -15 bonus modifier. If successful, the spell is real when conjured and will not fade after the duration expires. A lasting link has been created.

Types of magic other than conjuration may be also made permanent; they to have a -15 bonus modifier. Regardless of the type of magic employed, the link between the natural world and the pattern must be created, i.e. conjured, for the effect to be permanent. As with conjuration, the mage must state he is making the spell permanent before he casts the spell.

When making permanent magic, a mage has a basic choice. He can either make the pattern or the process permanent. If he makes the process permanent, the spell effect is permanent, at least until dispelled by a stronger magic. A fireball would burn forever, a man would stay a frog, a disguise self would last until dispelled (see page 112 of the *Torg Rulebook*). The casting mage has whatever control over the spell is built into the spell, and no more.

**Example:** A permanent altered fireball may only be controlled by the casting magician while he is in range of the spell. An altered fireball made permanent could not be turned off, as control over the effect is not part of the altered fireball spell.

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If the pattern is made permanent, the potential to cast the spell permanently exists. The caster must still provide the appropriate magic skill to cast the spell. The primary advantage of making a pattern permanent is that the pattern need not be observed by the caster, as it is already there. The second advantage is that as permanent pattern is not yet part of the natural world, is cannot be dispelled by a spell effect of the same knowledge. Any effects of the spell may be dispelled, but the pattern itself could not be dispelled. Any theorem restrictions still apply to the spell; an altered fireball wand with a permanent pattern still requires the component of pitch and coal.

An impressed spell is a partially cast spell, one which is suspended in the process. An impressed spell does not require a magic skill to cast once impressed (but see "Casting" above). An impressed spell which could be cast over and over again requires permanent pattern and process, making the process part of the pattern. The spell must be cast twice, making it permanent each time. If either casting fails, then the spell is not permanently impressed; there is no effect.

If successful, the spell recasts itself over the cast time of the spell, then sits suspended until triggered by the user of the item. As process is built into the pattern, a permanently impressed spell is not destroyed if dispelled, although the effect of that casting of the spell is gone.

As wards are impressed spells, it is possible to make permanent wards which periodically recharge.

## Enchanting Items

Enchanting an item generally involves the use of permanent magic. The easiest sort of magic item is a spell with a permanent effect which is focused upon an item.

**Example:** A flame sword could be constructed with permanent effect of a burning blade, in which the effect were controlled by a word, such as the sword's name. The user could turn the effect on and off by speaking the name of the sword. Manipulating the effect

## Throrvald's Observation

An odd effect of enchanting items was first observed by the famous theoretical mage Throrvald. The act of making a pattern permanent, somehow making the pattern "real", lowered the natural world's resistance to the pattern. Enchanting items is therefore possible at a magic axiom of 13, which is not coincidentally the lowest level at which permanent conjuration is possible. This is despite the fact that impressing spells into a magician requires an axiom level of 17. Throrvald theorized that higher magic level is neccessary because the observer becomes part of the pattern when impressing a spell in himself, and remains outside it when placing it into an object.

would require the user to have the magic skill used to cast the spell.

Wands, amulets, or whatever may be constructed which have a permanent pattern within them. These require the user to provide the magic skill. The spell may be cast by anyone with that skill, regardless of skill value.

**Example:** A light wand could be constructed which had a permanent pattern of mage light. Any character with *alteration magic* could cast the spell, although they would still need a mirror.

Constructing items which require no skill to use are difficult, as the spells must be impressed. The first step to building such an item is creating a permanent effect that allows spells with the result knowledge of fire to be impressed into an object. Assume we are building a staff of fire magic. The pattern is plant, the material of the staff. The mechanism is life, to imbue the staff with real living forces, allowing spells to be impressed. The result knowledge is fire, the pattern knowledge of any fire spell stored in the object. However, as discussed above (see "Casting"), the state path is pretty convoluted: **plant** to inanimate forces to magic to **life** to living forces to folk (to allow folk to cast the spell) to living forces to light to inanimate forces to **fire**. The spell is cast directly. One possible spell looks like this:

# Enchant Fire Staff

**Axiom Level:** 13
**Skill:** *Conjuration/plant 23*

**Backlash:** 10
**Difficulty:** 12
**Effect Value:** 18
**Bonus Number to:** duration

**Range:** Touch
**Duration:** 29 (one week)
**Cast Time:** 18 (one hour)
**Manipulation:** state, control

This spell works only on staves. The magician must hold the staff while casting the spell, blackening the staff in the smoke from a fire which is burning the same sort of wood as of which the staff is made. The mage concentrates on images of the staff absorbing the flames, not being burned by them.

This spell allows up to 14 spells to be impressed into one object at one time. This number is derived from result points of the effect value against the value of the living forces already in the staff (usually 0) read on the power push table, plus a result point modifier of seven purchased for the spell.

If this spell is cast to make a permanent enchanted item, there is a -15 bonus modifier to the cast.

# ☖ Spell Laboratory Sheet

Skill and pattern total

Rmod $\quad$ Vol $\quad$ Area $\quad$ Eff

◯ + ◯ + ◯ + ◯ = ◯ − ◯ = ◯

*(Pattern)* $\quad$ *(Pattern Skill)*

| | Pattern | |
|---|---|---|
| | Mechanism | |
| | Result | |
| | Casting | |

Total ◯ = ◯ − ◯ = ◯

*(State)* $\quad$ *(Conjuration)*

Attr $\quad$ Aspc $\quad$ Disb $\quad$ Skl

◯ + ◯ + ◯ + ◯ = ◯ − ◯ = ◯

*(Control)* $\quad$ *(Divination)*

Spd $\quad$ Rng

◯ + ◯ = ◯ − ◯ = ◯

*(Apportation)* $\quad$ *(Apportation)*

◯ − ◯ = ◯

*(Duration)* $\quad$ *(Alteration)*

Magic Type $\quad$ Process Max $\quad$ Spell Sum $\quad$ Cast Time

◯ + ◯ + ◯ − ◯ = ◯ $\quad$ *Basic Complexity*

(>=0)

− ◯ $\quad$ *Theorem Sum*

| Theorem | Weeks (value) | |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
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| | | |
| | | |
| | | |
| | | |
| | | |

◯ *Final Complexity*

◯

*Theorem Sum*

**Spell:** _____

**Axiom level:** _____

**Skill:** _____

**Backlash:** _____

**Difficulty:** _____

**Effect Value:** _____

**Bonus Num. to:** _____

**Range:** _____

**Duration:** _____

**Cast Time:** _____

**Manipulation:** _____

# Spell Design Tables

## Control

| | |
|---|---|
| Divination | 8 |
| Apportation | 10 |
| Alteration | 13 |
| Conjuration | 16 |

+ Illusion  disbelief modifier
+ One-on-Many DN modifier for each factor
    controlled

> Change Target
> Effect
> Form
> Apportation
> Duration

+ Accuracy modifier

+ One-on-Many DN modifier (distinct from
    above)
 For each attribute of result (if more than one)

**Wards**
+ Divination (8)
+ Adds for knowledge used in ward divination

## Final Complexity Minimums

| | |
|---|---|
| Divination | 14 |
| Apportation | 16 |
| Alteration | 19 |
| Conjuration | 22 |

## Knowledge Interaction Chart

| Knowledge | As Pattern for a Result of... | As a Mechanism for a Result of... |
|---|---|---|
| Essence | any knowledge except an essence | any knowledge except an essence |
| Darkness | living forces, kindred, death, darkness | living forces, kindred, darkness |
| Light | living forces, inanimate forces, kindred, elements, life, light, | living forces, kindred, elements, inanimate forces, light |
| Magic | time, life, inanimate forces, elements, magic | any knowledge |
| Inanimate Forces | inanimate forces, light, magic, elements | inanimate forces, light, magic, elements |
| Living Forces | living forces, light, darkness, kindred | living forces, light, darkness, kindred |
| Kindred | kindred, living forces, darkness, light | not usable as mechanism |
| Elements | elements, inanimate forces, magic, light | not usable as mechanism |

# Extended Power Push Table

| Result Points | Power | Result Points | Power | Result Points | Power |
|---|---|---|---|---|---|
| S(0) | +1 | 18 | +7 | 36 | +13 |
| 1 | +1 | 19 | +7 | 37 | +13 |
| 2 | +1 | 20 | +7 | 38 | +13 |
| 3 | +2 | 21 | +8 | 39 | +14 |
| 4 | +2 | 22 | +8 | 40 | +14 |
| 5 | +2 | 23 | +8 | 41 | +14 |
| 6 | +3 | 24 | +9 | 42 | +15 |
| 7 | +3 | 25 | +9 | 43 | +15 |
| 8 | +3 | 26 | +9 | 44 | +15 |
| 9 | +4 | 27 | +10 | 45 | +16 |
| 10 | +4 | 28 | +10 | 46 | +16 |
| 11 | +4 | 29 | +10 | 47 | +16 |
| 12 | +5 | 30 | +11 | 48 | +17 |
| 13 | +5 | 31 | +11 | 49 | +17 |
| 14 | +5 | 32 | +11 | 50 | +17 |
| 15 | +6 | 33 | +12 | Every three points | |
| 16 | +6 | 34 | +12 | above 48 yields | |
| 17 | +6 | 35 | +12 | an additional +1 | |

## Spell Complexity

**Magic Type**
| | |
|---|---|
| Divination | 17 |
| Apportation | 19 |
| Alteration | 22 |
| Conjuration | 25 |

## State

| Casting is... | Cost |
|---|---|
| Cast direct | 0 |
| Focused | 2 |
| Impressed | 3 |
| Ward | 5 |

**If Spell is to be Impressed into Another Folk...**
+ path cost to **folk** knowledge from **pattern** knowledge
**If Spell is to be Impressed into an Object...**
+ path cost to **folk** knowledge from **pattern** knowledge
+ path cost from **folk** knowledge to **element** knowledge which
  best describes the material of the object

## Theorems

**PROCESS THEOREMS**
Cast Time
Control
Duration
Range
Speed
State

**PATTERN THEOREMS**
Concentration
Contagion
    Specific Contagion
Exclusion
    Uniqueness
Similarity
Touch
    Self
Voice

# Pixaud's Practical Grimoire

*It is with tremendous pleasure that we of the Academy of Four Towers present the following excerpts of Pixaud's Practical Grimoire, perhaps the finest grimoire known to the kindred. While legends of Pixaud vary considerably with the house and class of the teller, most versions agree that Pixaud was the second dean of the Academy of the Four Towers, and a contemporary of Throrvald. He began the grimoire while an adjunct conjuror with the academy. After his disappearance, such illustrious names as Throrvald, Voiny, Westermass, Eloini'nar and Coltershiv watched over subsequent editions of the grimoire. My compatriot Kenipat and I are honored to have been chosen to compile and annotate the current edition of the Grimoire, and it is our fervent hope that this edition shall not tarnish the deservedly sterling reputation of these volumes.*
*—Zelephest of the Four Towers*

The mages of the Arcane Academy of the Four Towers have long had an interest in the theory of magic, and the construction of spells. They keep what are probably the finest grimoires in Aysle, containing meticulously designed spells.

## Altered Fireball

**Axiom Level:** 10
**Skill:** *alteration/ fire 14*

**Backlash:** 18
**Difficulty:** 10
**Effect Value:** 14
**Bonus Number to:** effect

**Range:** 8 (40 meters)
**Duration:** 5 (10 seconds)
**Cast Time:** 3 (four seconds)
**Manipulation:** speed, control

Altered fireball requires a large flammable ball as a contagion. The traditional ball is pitch and coal, weighing a third of a pound. The magician lights the ball from a source of flame, grabbing a piece before the sphere is completely engulfed. As the spell is cast the rest of the ball leaps toward its target. The magician controls its movement by mimicking its flight with the piece he retained. He controls the effect, triggering the full effect by slamming the piece into his hand when the ball arrives at its target, exploding the ball to its full volume, a sphere with a radius of four meters.

## Altered Fireball (improved)

**Axiom Level:** 10
**Skill:** *alteration/ fire 18*

**Backlash:** 17
**Difficulty:** 11
**Effect Value:** 18
**Bonus Number to:** effect

**Range:** 13
**Duration:** 9
**Cast Time:** 3
**Manipulation:** speed, control

Cast as the altered fireball above, with enhancements. The burning sphere has a radius of ten meters. The magician controls the movement and the duration of the spell. For the duration, he may move the ball, either before or after it explodes to its full volume. The sphere travels at 400 meters per round (100 miles per hour). Once exploded, the fireball does damage each round.

*Fireballs were the obsessive specialty of Vascher Flametongue. He developed the two above, as well as his infamous Vascher's Colossal Fireball. It took weeks to cast, and he launched it in the Gorunden Hills, where it impacted at what is now called the Black Glass Crater, a hole better than 8,000 meters across.*
*—Zelephest*

## Arm of Air

**Axiom Level:** 5
**Skill:** *apportation/ air 10*

**Backlash:** 10
**Difficulty:** 6

**Effect Value:** 5
**Bonus Number to:** duration

**Range:** 6 (15 meters)
**Duration:** 9 (one minute)
**Cast Time:** 5 ( 10 seconds)
**Manipulation:** duration, range

The caster blows air underneath his hand, moving each finger as he blows air upon it. Out loud he then commands arm of air to perform a task. The arm has a *Strength* equal to the effect value of the spell. Only simple physical tasks may be performed by the arm; if the task would normally require a character to generate a *Dexterity* total to perform the action, it is beyond the capacity of the arm of air.

The mage must concentrate upon this spell for the full duration of the spell; the spell effect ends as soon as the mage performs an action other than directing the spell.

*This spell is a common spell among apprentices. It has been designed to have the minimum complexity for an apportation spell, giving the magisters a perfectly good excuse to have the apprentices do all the housework.*
*—Zelephest*

## Brittle Walls

**Axiom Level:** 9
**Skill:** *alteration/earth 18*

**Backlash:** 19
**Difficulty:** 13
**Effect Value:** 25
**Bonus Number to:** duration

**Range:** 4 (five meters)
**Duration:** 14 (10 minutes)
**Cast Time:** 4 (five minutes)
**Manipulation:** control, state

To cast this spell, the sorcerer places a piece of stone on the ground and smashes a piece of glass upon it. He then lifts the rock and crushes any remaining glass fragments with it.

After reciting the appropriate incantation, the caster touches the stone

he wishes to transmute. All of the stone of that type within a four meter radius of the point of contact becomes extremely brittle, its *Toughness* reduced to by the result points of the spell.

The spell has a divination component which allows it to separate each component piece of rock in the wall, so the effect is applied to each piece of the wall rather than the wall as a whole. A brick has a *Toughness* of 4, a brick sized piece of granite has a *Toughness* of 9, while a one meter by one meter by half a meter granite slab would have a *Toughness* of 24.

*Kenipat — This spell was perfected some years ago by a group of dwarves being held in a House Vareth slave pen — needless to say, they were not prisoners for long after mastering this bit of arcana.*

## Bullet

**Axiom Level:** 7
**Skill:** *apportation/ metal 13*

**Backlash:** 16
**Difficulty:** 10
**Effect Value:** 17
**Bonus Number to:** effect

**Range:** 8 (40 meters)
**Duration:** 5 (10 seconds)
**Cast Time:** 3 (four seconds)
**Manipulation:** control

The bullet spell can sling a metal mass about the size of a small sling bullet, or a quarter. The magician pantomimes the whirling of a sling with the hand holding the metal, then releases it toward his opponent. The *apportation magic* total of the cast must equal or exceed the *Dexterity* or *dodge* of the target character in order to hit him.

## Cast Lasher

**Axiom Level:** 12(17)
**Skill:** *alteration/ magic 20*

**Backlash:** 22
**Difficulty:** 8
**Effect Value:** 25
**Bonus Number to:** effect

**Range:** 9 (60 meters)
**Duration:** 18 (one hour)
**Cast Time:** 18 (one hour)
**Manipulation:** range

This spell increases the backlash of an opponent's spell castings. To cast the spell the mage mimics the casting of another spell, one from which he usually takes backlash. As he pantomimes the effect of the backlash, the magician casts the spell. To be effective the magician must take some backlash when actually casting the spell, as this is the spell's contagion. The caster controls the effect of the spell; if the casting total is high enough that he would take no backlash, the mage may reduce the casting total, and the effect, to a level where he takes backlash. The spell is impressed until released by the caster.

When released the caster generates an *alteration magic* total which must exceed the target character's *Dexterity* or *dodge* to hit him. As the effect value has already been set, any bonus number from the targeting roll is not added to the effect value. The effect value is compared to the target's highest magic skill value. The result points are factored through the Power Push table; any spell cast by the target character has its backlash increased by this

amount. If the target does not have a magic skill, then the target's *Perception* is used (although the spell's effect is probably a moot point).

The magician controls the duration of *cast lasher*.

## Change to Falcon

**Axiom Level:** 13
**Skill:** *alteration/folk* 22

**Backlash:** 14
**Difficulty:** 5
**Effect Value:** 24
**Bonus Number to:** duration
**Range:** touch
**Duration:** 25 (one day)
**Cast Time:** 9 (one minute)
**Manipulation:** control, state, cast time

A relatively simple spell, and one of great help when hopelessly lost in the forests of Aysle. The caster takes a lock of human hair (it does not need to be that of the target) and mixes it with falcon feathers. He then touches the target, who will physically transform

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## T he Grimoire and the Game

Pixaud's practical grimoire is a compilation of spells currently in the custody of the Arcane Academy of the Four Towers. Only students of the academy, or other accredited magicians, are allowed to learn spells from the grimoire. In game terms, to be accredited a character must have learned 14 or more arcane knowledges, at least two of which must be essence knowledges. While acquiring the knowledges is difficult, perhaps the trickier part is actually finding the Arcane Academy of the Four Towers. If anyone knows where the academy is, they are not telling.

This does not mean that the knowledge in the grimoire is completely off limits to your players. The grimoire has been around for centuries, and many of the spells inscribed therein are now in circulation in other private grimoires. A mage might be willing let another character study from the grimoire in exchange for similar knowledge, a trade in service, or a valuable item otherwise unobtainable to the mage.

No starting mage would know the spells in this grimoire, other than those meant to be taught to an apprentice, such as *Arm of Air* — although he might know a mage or two who have access to a few of the spells.

If a magician character wants a spell in this grimoire, he is going to have to obtain it through adventure or interaction with gamemaster characters, rather than through simple expenditure of Possibilities.

into a falcon, but retain his *Perception*, *Mind*, *Charisma* and *Spirit* attributes.

**Falcon**
**DEXTERITY 10**
Dodge 11, flight 13, maneuver 11, stealth 11, unarmed combat 12
**STRENGTH 5**
**TOUGHNESS 6**
**Natural Tools:** wings, speed value 10; beak, damage value STR+2/7; claws, damage value STR+3/8
*Kenipat — Beware of imitations of this spell, published in cheap commercial grimoires. I have seen Ayslish humans sporting feathers, I have seen two-meter tall falcons standing on cliffs frantically flapping their arms before falling to their deaths. Are such horrible results really worth the few trades you save with such volumes?*

## Communicate with Animals

**Axiom Level:** 7
**Skill:** *divination/earthly* 16

**Backlash:** 14
**Difficulty:** 10
**Effect Value:** 26
**Bonus Number to:** effect

**Range:** touch
**Duration:** 13 (five minutes)
**Cast Time:** 4 (five seconds)
**Manipulation:** control, duration

To successfully complete this spell, the caster must have something from the specific species of animal with which he wants to communicate (a lock from the mane of a horse, the claw of a manticore). He places this on the ground before him, and draws a line in the ground leading from the object to himself, and then a second line in the opposite direction. When he touches the animal, it will become capable of speaking and understanding the caster's language for a brief period.

*Kenipat — Whether or not the animal will wish to answer the caster's questions, and its honesty if it does so, depends entirely on its temperament. In addition, a completely mindless animal probably will not have very much to say.*

## Corgain's Gill Spell

**Axiom Level:** 9
**Skill:** *alteration/ water* 15

**Backlash:** 15
**Difficulty:** 11
**Effect Value:** 5
**Bonus Number to:** duration

**Range:** 5 (10 meters)
**Duration:** 18 (one hour)
**Cast Time:** 5 (10 seconds)
**Manipulation:** duration

This spell requires the gills from a fish. The mage splashes water onto the gills and then breathes through them, casting the spell on his third breath by pointing at the target character.

The effect value is the maximum number of liters of water (10 kilos) which are converted to air when the recipient of the spell breathes underwater. This represents about eight full breaths, more than enough for a normal round. A panicked or strenuously active character may breathe more often than this, and water will bubble through to be inhaled, causing damage. The gamemaster rolls a bonus number, interpreting the bonus as result points of damage.

A character on land suffers no ill effect from this spell; water is not required to breathe, but a character may breathe water. The spell is focused upon the recipient, who then controls the duration and effect of the spell.

## Create Fear

**Axiom Level:** 11
**Skill:** *conjuration/darkness* 16

**Backlash:** 16
**Difficulty:** 15
**Effect Value:** 20
**Bonus Number to:** duration

**Range:** 8 (40 meters)
**Duration:** 15 (15 minutes)
**Cast Time:** 5 (10 seconds)
**Manipulation:** control, duration state

*Create fear* is a powerful spell that cannot be cast indiscriminately. It involves specific contagion, meaning you must have an item belonging to your target for the spell to be effective. Then it's simply a question of muttering words of power and pointing at your foe — his mind will be filled with intense fear, an emotion which can virtually paralyze him if he allows it to.

*Create fear* is, of course, an illusory spell. Once the duration of the spell expires, the effect will wear off swiftly, and the target is apt to be extremely angry. But the memory of the soul-numbing fear he felt may make him hesitant about attacking you. To disbelieve the spell, the target must generate a successful *Mind* or *willpower* total of 19. Even if the target frees himself from the illusion , he will still have a lingering memory of the fear it produced.

*Kenipat — I have found that this is a very good spell with which to introduce students to the power of magic. Although the effect only lasts five minutes, the memory of it can last years, and its use helps prevent excessive talking in class as well as doodling in the grimoires.*

## Detect Folk Evil

**Axiom Level:** 8
**Skill:** *divination/ darkness*

**Backlash:** 13
**Difficulty:** 7
**Effect Value:** 19
**Bonus Number to:** effect

**Range:** 8
**Duration:** 14
**Cast Time:** 6
**Manipulation:** control

The magician thinks dark thoughts about himself or others about whom he cares, and then casts the spell with a quick scowl in the direction of the target character. The mage must concentrate for the duration of the spell; the spell effect ends as soon as the mage performs an action other than directing the spell. He may change the target of the spell.

The effect value of the spell is compared to the target's *Spirit* or *faith* value. *Minimal* or *average* success lets the caster know if the target character harbors evil intentions which he plans to put into effect immediately (within the duration of the spell). *Good* success allows the caster to know if the target harbors any evil intentions toward the caster (or the character about whom the magician thought dark thoughts when casting the spell). *Superior* success lets the caster know if the target character harbors evil intentions toward anyone and the degree of harm

planned; *spectacular* success lets the caster know who the target is planning to get, if not the caster or the character about whom the magician thought dark thoughts.

## Dispel Magic

**Axiom Level:** 13
**Skill:** *alteration/ magic 20*

**Backlash:** 14
**Difficulty:** 8
**Effect Value:** 29
**Bonus Number to:** effect

**Range:** 9 (60 meters)
**Duration:** 5 (10 seconds)
**Cast Time:** 3 (four seconds)
**Manipulation:** state, duration

The magician must concentrate when casting this spell, envisioning the pattern which he plans to disrupt with this spell. If he does not know the pattern skill and knowledge of the target spell effect, the caster suffers a -10 bonus modifier when casting this spell. He must gesture to draw the pattern he envisions, and then out loud he commands the pattern to break.

Dispel magic works through the principle of definition. The casting mage is copying the pattern of the spell effect closely enough so that the principle of definition is invoked, allowing only one pattern to exist. The gamemaster generates a magic skill total, using the skill value of the magician whose spell is being dispelled. If the effect value of *dispel magic* is greater than the defensive total, then the spell is dispelled. If not, the spell remains in effect.

## Dust to Water

**Axiom Level:** 9
**Skill:** *alteration/earth* 18

**Backlash:** 14
**Difficulty:** 10
**Effect Value:** 13
**Bonus Number to:** duration

**Range:** touch
**Duration:** 29 (one week)
**Cast Time:** 9 (one minute)
**Manipulation:** control, duration, state

To cast this spell, the sorcerer needs two one-liter jugs, one empty and one filled with earth. While repeating the incantation, he pours the earth into the empty jug, allowing it to run through his fingers as he does so. When it emerges from his hand, it will have transformed to water.

On a *minimal* or *average* success, the water will be dirty; on a *good* success or above, it will look and taste clean.

## Enchant Armor

**Axiom Level:** 10
**Skill:** *alteration/inanimate forces* 17

**Backlash:** 14
**Difficulty:** 9
**Effect Value:** 25
**Bonus Number to:** effect

**Range:** touch
**Duration:** 32 (one month)
**Cast Time:** 25 (one day)
**Manipulation:** control, duration, cast time

The caster takes each piece of armor to be enchanted and holds it before him. With his other hand he takes arrows, daggers and other weapons and touches them to the metal, then shatters them, to simulate the effect the magically toughened armor will have for the duration of the spell.

The result points of the spell are added to the maximum value of the targeted armor. The result points are then checked against the Power Push Table to determine the increase to the armor's adds prompted by the spell.

*Kenipat — A poor sorcerer using a cheap version of this rite can find himself with a suit of armor that cannot stand up to a stiff breeze off the Trade Sea. I once heard a Draconis Teutonica laugh heartily when faced with a paladin wearing armor with a flawed enchanted armor spell focused into it. That is a sound I do not wish to hear again, and the best reason I can produce for why I am teaching and writing texts rather than on the continent of Aysle, making twice the trades I do here.*

## Enchant Bow

**Axiom Level:** 10
**Skill:** *alteration/inanimate forces* 17

**Backlash:** 19
**Difficulty:** 10
**Effect Value:** 22
**Bonus Number to:** effect

**Range:** touch
**Duration:** 32 (one month)
**Cast Time:** 25 (one day)
**Manipulation:** control, duration, cast time

The *enchant bow* spell is based on the same pattern of magic as *enchant armor*, and the effectiveness of the spell is determined in the same manner, increasing the maximum damage value and the damage adds of the weapon.

To cast this spell, the mage should take a piece of armor and heat it until it begins to grow soft. He then puts an arrow into the bow and fires it at the armor, which it will easily pierce. He must repeat this action several times, while reciting the proper incantation. When he is done, the bow will fire straight and true and cause great damage to the enemy.

*Kenipat — Again, wizards should beware of copies of this spell. If the stave of the bow absorbs the enchantment, but the string does not, it may snap at a crucial moment. In addition, some versions of this spell increase the strength wonderfully well, but destroy the weapon's accuracy to the point where even the best archer cannot hit the broad side of a Fomorian.*

## Fighting Whirlwind

**Axiom Level:** 8
**Skill:** *apportation/ air 16*

**Backlash:** 14
**Difficulty:** 9
**Effect Value:** 21
**Bonus Number to:** effect

**Range:** 9 (60 meters)
**Duration:** 9 (one minute)
**Cast Time:** 3 (four seconds)
**Manipulation:** speed, range, control

The magician spins himself around once while exhaling to make an ever louder whooshing noise. The spell causes a whirlwind to form, 2.5 meters tall and 2.5 meters wide at the top. The magician controls the movement of the whirlwind, which travels up to 60 meters each round. The magician also controls the duration and the form of the spell. To target a character the magician generates an apportation magic total; if the total equals or ex-

ceeds the target character's *Dexterity* or *dodge*, the whirlwind hits. Anyone caught within 2.5 meters of the target character is also hit by the full force of the whirlwind.

## Flickering Fire Shield

**Axiom Level:** 11
**Skill:** *alteration/ fire 18*

**Backlash:** 12
**Difficulty:** 15
**Effect Value:** 25
**Bonus Number to:** effect

**Range:** touch
**Duration:** 25 (one day)
**Cast Time:** 9 (one minute)
**Manipulation:** state, control

The caster passes his hand through a flame while casting the spell, touching the hand of the recipient to focus the spell into that character. That hand now has a barely visible flicker of flame which outlines the shape of a shield. The spell resists the effects of all fire spells with a casting total less than the effect value of the flickering shield. The spell's duration is controlled by the recipient.

## Flowers of Frustration

**Axiom Level:** 13(17)
**Skill:** *conjuration/ time 28*

**Backlash:** 21
**Difficulty:** 17
**Effect Value:** 27
**Bonus Number to:** effect

**Range:** 9 (60 meters)
**Duration:** 18 (one hour)
**Cast Time:** 18 (one hour)
**Manipulation:** state, range, speed

To cast the spell the magician requires at least a dozen flowers. Dried flowers will do, but live flowers give a +3 bonus modifier. The mage sits with the flowers in his lap, envisioning the pattern of the spell, then imagining the pattern into a shape similar to the flowers in his lap. Out loud, he quietly and firmly describes the pattern of flowers, finishing the casting as he finishes the description. Once cast, the spell is impressed.

To release the spell, the caster must generate a *conjuration magic* total greater than or equal the defender's *Dexterity* or *dodge*. The spell is focused on the target, but its duration and effect continue to be controlled by the caster. Whenever the target casts a spell, the effect value of *flowers of frustration* is compared to the casting total of the target spell. If the effect value is greater, the effect value of is compared to the casting value on the Power Push table. To this result, 10 is added. The final number is the amount by which the effect value of the target spell is reduced. The energy which has been drawn off from the target spell is converted into flowers which shower down from the spell.

**Example:** *Flowers of frustration* is cast with an effect value of 31. Subsequently, the caster successfully targets a mage. The target character then attempts to cast an *altered fireball* spell, generating an *alteration magic* total of 19. 31-19 = 12. 12 on the Power Push table is +5. The result modifier of 10 brings to total to 15. The fireball's effect value is reduced by 15. The caster would cast the fireball, and watch it approach its target streaming flowers, to "pfft" ineffectually upon impact.

If a spell does not have an effect value, the reduction affects the volume and area of the spell. Each two full points of reduction equals one point of reduced volume. If the spell only has area, each point reduces the area by one point. If the above spell had been a *mage light* spell, which has a volume of 10 meters (value five), the volume would have been reduced by seven.

## Folk Repelspell

**Axiom Level:** 25
**Skill:** *alteration/ folk 18*

**Backlash:** 18
**Difficulty:** 12
**Effect Value:** 25
**Bonus Number to:** effect

**Range:** touch
**Duration:** 25 (one day)
**Cast Time:** 18 (one hour)
**Manipulation:** state, duration

The caster mimics the casting of another folk spell (which he must know) over and over again while casting the spell. At the end of the hour he touches the head of the recipient to focus the spell into that character. The character's eyes look a little dull, flatter, while protected by this spell. The spell resists the effects of all folk spells with a casting total less than the effect value of the *folk repelspell*. The spell's duration is controlled by the recipient.

## Fool's Gold

**Axiom Level:** 10 (17)
**Skill:** *alteration/ metal 13*

**Backlash:** 14
**Difficulty:** 12
**Effect Value:** 12
**Bonus Number to:** duration

**Range:** touch
**Duration:** 23 (10 hours)
**Cast Time:** 17 (40 minutes)
**Manipulation:** duration

The caster must have a sample of the precious metal he wishes to fake. He rubs a little of the metal onto the metal he intends to "transform", then performs the spell. The spell is impressed. The spell converts one kilogram of metal or coins into an illusion of the precious metal used during the spell casting. The effect value, including the bonus number, must be at least five to convert the metal. The spell is released by tapping the metal with the sample, and generating an alteration magic total of zero or greater. The "gold" may be disbelieved on *Mind* total of 13 or better.

*It is interesting to note that this spell is an impressive effort by a young student, Jovalio Consen, who was studying under Magister Ulgul of the Six Towers. His choice of effect was inspired, optimizing his chances of successfully overcoming the toughness of gold, it greatest attribute, for the illusory tranformation. His use of the theorem of exclusion to have the effect work solely on a kilogram of the target metal was equally perceptive; not only did it increase the likelihood that the spell could be cast, but it limited the amount of illusory metal which could flood the market at any one time, reducing the probability of discovery. And all this in nine short weeks. Quite impressive. As we shall see, most authorities consider the work to be too impressive.*

—Zelephest

## Freeze Time

**Axiom Level:** 17
**Skill:** *alteration/time* 22

**Backlash:** 17
**Difficulty:** 12
**Effect Value:** 9
**Bonus Number to:** effect

**Range:** 8 (40 meters)
**Duration:** 18 (one hour)
**Cast Time:** 18 (one hour)
**Manipulation:** control, duration, state

Freeze time is an impressed spell. To cast it, the mage must spend an hour sitting perfectly still — any voluntary movement will shatter the spell, and the caster must begin again.

Once it is impressed, it can be put to use in countless situations. When cast, it forms a sphere within which time is frozen. All of those inside of it, save the caster, will be trapped in between moments, and the caster can take advantage of their paralysis to escape from a situation, or search the victims for trades or information.

Anyone entering the sphere may also fall victim to the time-lock, but no more than 10 people can be affected by the spell at once. If more than 10 people are within range when the spell is cast, or an 11th person should enter the sphere, the spell will collapse and time will return to its normal flow.

*Kenipat — A rite that tampers with the flow of time itself, freeze time is not to be used lightly. Although nothing has ever been proven, there have always been members of the sorcerous community who oppose all essence spells, and particularly this one, claiming that damage may be done to one of the prime forces of the cosm by repeated use.*

## Hide from Magic

**Axiom Level:** 12
**Skill:** *conjuration/magic* 19

**Backlash:** 14
**Difficulty:** 11
**Effect Value:** 20
**Bonus Number to:** duration

**Range:** touch
**Duration:** 25 (one day)
**Cast Time:** 9 (one minute)
**Manipulation:** control, duration

Most mages, even minor ones, have access to a *tracker* or *pathfinder* spell, which they will use to hunt down and finish off a foe. *Hide from magic* allows the caster to create a bubble of mystic energy around himself which will conceal his presence from divination spells. An important point to remember, however, is that the caster will still be visible to the naked eye, and will still be vulnerable to conjuration, alteration, and apportation-based spells.

To bring the sphere into being, the mage must close his eyes and mimic the sculpting of the field around him, as if it were being made from clay. When he is finished, divination spells will have been rendered blind to his existence.

The effect value is the ability of the sphere to counteract divination spells which have casting totals that are less than the effect value of *hide from magic.*

## Houndscent

**Axiom Level:** 9
**Skill:** *alteration/ folk 15*

**Backlash:** 15
**Difficulty:** 12
**Effect Value:** 15
**Bonus Number to:** duration

**Range:** touch
**Duration:** 21 (four hours)
**Cast Time:** 9 (one minute)
**Manipulation:** state

The mage must sniff the ground in an imitation of a hound, ending the spell by touching the recipients nose with his own. The spell effect is focused into the recipient, who then has control of the duration and effect of the spell. The effect value of the spell is compared to the recipient's *Perception* on the Power Push table. To this result, six is added. The total is the increase in the recipient's *Perception* when using his sense of smell.

## Imprisonment

**Axiom Level:** 12
**Skill:** *conjuration/magic* 19

**Backlash:** 20
**Difficulty:** 10

**Effect Value:** 20
**Bonus Number to:** effect

**Range:** 7 (25 meters)
**Duration:** 18 (one hour)
**Cast Time:** 9 (one minute)
**Manipulation:** control, duration

The rite of imprisonment traps a foe within bars made of mystic energy. To cast this, a mage must beckon with his hands as if exhorting something to rise from the ground, and then mimic the struggle to escape from a narrow cell. He then points at his target, and if the casting total of the spell is greater than the target's *Dexterity* or *dodge*, it effectively traps its quarry.

The effect value of the spell is the *Strength* of the bars, which can be shattered by a spell or enchanted weapons capable of inflicting damage greater than that value (physical strength will avail you naught against these magical constructs). In addition, the target can free himself by generating a successful *Mind* or *willpower* total against a difficulty number of the spell's effect value.

The rite confines the target to a 2.5 meter area, and cannot be used on creatures larger than that figure.

## Increase Weight

**Axiom Level:** 9
**Skill:** *alteration/inanimate forces* 19

**Backlash:** 13
**Difficulty:** 6
**Effect Value:** 24
**Bonus Number to:** duration

**Range:** 10 (100 meters)
**Duration:** 14 (10 minutes)
**Cast Time:** 18 (one hour)
**Manipulation:** control, duration, state, cast time

By manipulating the inanimate forces knowledge, this spell makes it possible for a sorcerer to apparently increase the weight of an opponent, sending him crashing to the ground.

The effect value of this spell is equal to the force which is pulling the target to the ground. To move, a creature must generate a *Strength* total greater than the effect value of the spell. A flying creature which fails its *Strength* action will plummet to the ground,

taking a damage value equal to the effect value plus the value of the distance fallen.

It is an impressed spell, and is cast by holding a pebble in the palm of your hand and then letting it drop to the ground, as if it had grown too heavy to support. In battle, the spell requires only a gesture in the direction of the target to be released. If the casting total is greater than the *Dexterity* or *dodge* value of the target, the spell will be effective.

Note that this spell is of limited use against dragons, whose great *Strength* and high *Toughness* render the spell a nuisance. In addition, their connections with elemental magic may have unforeseen effects upon the spell.

*Kenipat — Flying creatures have long been a problem for travelers in Aysle. Dragons, griffins, harpies and various other beasts have an annoying habit of swooping down, wounding, and then soaring out of reach of a melee weapons, and doing so too quickly to accurately aim a missile weapon. (Naturally, this rite can be used against non-flying foes with equal effect, but doubling the weight of a griffin and then admiring the crater it makes leaves one with a true sense of accomplishment.)*

*This spell suffers from an undeservedly poor reputation, owing to the appearance of a flawed version in the popular "Rothenlynn's Grimoire for Beginners." That increase weight spell had a tendency to backfire, causing the caster's arm to grow heavier while the rest of his body remained the same, usually with unpleasant consequences for the limb in question.*

## Invisibility

**Axiom Level:** 12 (17)
**Skill:** *alteration/ true knowledge 23*

**Backlash:** 17
**Difficulty:** 12
**Effect Value:** 24
**Bonus Number to:** effect

**Range:** touch
**Duration:** 25 (ten hours)
**Cast Time:** 18 (one hour)
**Manipulation:** control, duration, state

The mage must have a small figurine of glass to perform this spell. He begins with the figurine dirty. He cleans the figurine throughout the casting of the spell, checking its transparency several times during the casting. The spell is impressed upon casting. The spell is released by touching the recipient or object with the figurine.

The effect value is compared to the recipient's *Toughness* on the Power Push table. To this result nine is added. If the final result equals or exceeds the target's Toughness, then he is rendered completely transparent to light. An character trying to spot an invisible character must generate a *Perception* total equal to the effect value of the spell in order to see him. Note that hearing, or otherwise sensing the character, might be easier than seeing him. Even after he is perceived, an invisible character still has his defense increased by +5 against all visually targeted attacks.

## Keen Blade

**Axiom Level:** 10
**Skill:** *alteration/ metal 15*

**Backlash:** 15
**Difficulty:** 11
**Effect Value:** 25
**Bonus Number to:** effect

**Range:** touch
**Duration:** 18 (one hour)
**Cast Time:** 9 (one minute)
**Manipulation:** duration, state

The magician must have a bladed weapon which he keeps extremely sharp. He quickly hones this blade with a whetstone while casting the spell, and the touches the ritual blade to the blade which receives the spell.

The effect value of the spell is compared to the maximum damage value on the Power Push table, and the maximum damage value and the damage bonus are each increased by the result.

## Light Writing

**Axiom Level:** 12
**Skill:** *apportation/ light 15*

**Backlash:** 10
**Difficulty:** 9
**Effect Value:** 0
**Bonus Number to:** duration

**Range:** 5 (10 meters)
**Duration:** 20 (2.5 hours)
**Cast Time:** 3 (four seconds)
**Manipulation:** control, range

The magician casts the spell by quickly reciting the first word she intends to write while spelling it out with movements of her hand. The spell effects a 2.5 meter circle within the range of the spell. The caster controls the target aspect, effect, duration and form of the spell.

As the mage thinks the words in her mind, the light within the area of effect gathers to form the letters. The rest of the area darkens as the light leaves it, making the letters more legible.

## Multiple Images

**Axiom Level:** 12 (17)
**Skill:** *conjuration/light 19*

**Backlash:** 15
**Difficulty:** 11
**Effect Value:** 0
**Bonus Number to:** duration

**Range:** 12 (250 meters)
**Duration:** 18 (one hour)
**Cast Time:** 18 (one hour)
**Manipulation:** control, duration, cast time

This is a useful spell, particularly if all the rest of your impressed magic has failed you and you need time to cast something directly. *Multiple images* allows you to create unliving simulacrums of yourself within a radius of 250 meters of the spot in which you are standing when you cast the spell. These can confuse and distract your foe while you have time to plan.

The first part of the casting of this spell involves reciting the incantation in a room filled with mirrors. Once the spell is impressed, it can be used in battle by the caster standing in each spot he wishes a double to appear in while mentally repeating the incantation. No elaborate hand gestures are needed that might warn an opponent of your plan.

*Kenipat — Keep in mind that your doubles will have no physical mass, and be prepared to cast your next spell in a hurry. Most mages, when faced with a score of identical foes, will blast all of them in an exceedingly nasty manner, feeling that is the surest way to slay the true sorcerer. If you are enough of a fool to let that happen,*

*you have wasted the time I spent writing this volume and the trades you spent purchasing it.*

## Mystic Shield

**Axiom Level:** 12
**Skill:** *conjuration/magic* 19

**Backlash:** 19
**Difficulty:** 11
**Effect Value:** 25
**Bonus Number to:** effect

**Range:** touch
**Duration:** 25 (one day)
**Cast Time:** 9 (one minute)
**Manipulation:** control, duration

To cast this spell, the mage stands with his hands held out before him, and acts as if an invisible barrier stands before him. He pushes against the barrier with his hands, discovering as he does so that the barrier completely surrounds him. As he finishes this action, he mouths the words of the rite, and a cone of magical force forms around him.

The effect value of the spell is the strength of the shield, and for as long as it is in place, it will absorb the energy of spells directed against the caster, providing their effect values are less than or equal to that of the shield. A spell which is stronger than the shield will cause it to shatter, and the now vulnerable mage will take the full damage of the spell. The *shield* spell will then have to be recast the next round.

*Kenipat — This rite is the original and one of the most effective means of magical defense, and has been copied (poorly) by hundreds of Ayslish magicians and sold under such names as "Colnar's Cone" and "Daleron's Defense."*

*Like any powerful spell, the mystic shield has its drawbacks. For example, when encased in the magic-absorbing barrier, a mage cannot cast a spell against an enemy. Going on the attack means dropping the shield, and a wise wizard will watch carefully to see when his opponent drops his guard, and will usually lash out with an impressed spell or two. In addition, the shield cannot be used to protect an entire group of folk, but a sorcerer can cast it around other individuals. This can cause the backlash to increase at a frightening rate, as protecting, say, two others*

*as well as one's self necessitates casting the spell three times.*

*As I said above, there are cheap and sloppy versions of this incantation available, but they are not to be relied upon. During my youth in the Land Between, I once saw a mage toss up a hasty shield in battle, only to see it collapse when his opponent cast a detect magic spell against him.*

## Open Lock

**Axiom Level:** 6
**Skill:** *apportation/metal* 14

**Backlash:** 11
**Difficulty:** 5
**Effect Value:** 16
**Bonus Number to:** effect

**Range:** touch
**Duration:** 15 (15 minutes)
**Cast Time:** 6 (15 seconds)
**Manipulation:** control, duration

To cast this simple spell, the mage touches the lock with one hand and takes a key in the other, miming the opening of the lock. After reciting the incantation, he takes the key, places it as near to the lock as possible, and turns it. If the effect value of the spell exceeds the difficulty of the lock, it will open.

## Pathfinder

**Axiom Level:** 7
**Skill:** *divination/earth* 14

**Backlash:** 12
**Difficulty:** 5
**Effect Value:** 16
**Bonus Number to:** range

**Range:** 13 (400 meters)
**Duration:** 18 (one meter)
**Cast Time:** 9 (one minute)
**Manipulation:** control, duration, speed

To cast this spell the sorcerer draws a simple design in the earth over and over again, making it deeper each time. At the same time, he pictures the place or object he seeks in his mind.

When the spell is completed, the design will move through the earth toward the place or object specified in as direct a manner as possible, at a speed of 10 meters per round. If the

object being sought is within range and connected to earth or stone, the spell will find it. However, if the range of the spell is greater than 18, its duration will expire before it arrives at its destination.

## Persuasion

**Axiom Level:** 11
**Skill:** *conjuration/ living forces 16*

**Backlash:** 19
**Difficulty:** 12
**Effect Value:** 20
**Bonus Number to:** effect

**Range:** 7 (25 meters)
**Duration:** 14 (one minute)
**Cast Time:** 5 (ten seconds)
**Manipulation:** control, duration, state

The mage casts the spell by nodding in agreement with the proposition he intends to offer, and then he speaks the proposition to finish the spell. It is necessary to speak the entire proposition out loud within the cast time of the spell, so complicated suggestions are usually out of the question.

The effect value of the spell is substituted for the caster's *persuasion* skill. Persuasion only works on beings who can understand the proposition being offered. The spell is illusory, and even after the proposition is accepted, a *Mind* total of 12 or more negates the effect of the spell. After the duration expires the character is no longer persuaded, although unless the character has a pressing reason to re-examine the his acceptance of the offer, or has an attitude of *hostile* or *enemy* toward the caster, he will continue with the terms of the agreement.

## Plant Shackles

**Axiom Level:** 8
**Skill:** *alteration/plant* 15

**Backlash:** 15
**Difficulty:** 11
**Effect Value:** 18
**Bonus Number to:** effect

**Range:** 8 (40 meters)
**Duration:** 18 (one hour)
**Cast Time:** 9 (one minute)
**Manipulation:** control

To put this incantation to use, the caster takes five blades of grass (or whatever plants are nearby) and drapes one across both wrists, both ankles, and his neck. When he mutters the correct words and specifies the target with a hand gesture, the plants within range will begin to writhe and wrap themselves about the opponent. They will hold the target in their leafy embrace for up to one hour, with a strength equal to the effect value of the spell.

*Kenipat — This spell was discovered by dwarf magicians in Upper Aysle, shortly after the establishment of House Vareth. It has proved to be of limited use to Land Between dwarves, as the plant life in that area consists largely of mushrooms and mosses, which are not effective in the context of this spell.*

## Possession

**Axiom Level:** 17
**Skill:** *alteration/folk* 21

**Backlash:** 12
**Difficulty:** 8
**Effect Value:** 21
**Bonus Number to:** duration

**Range:** touch
**Duration:** 38 (one year)
**Cast Time:** 18 (one hour)
**Manipulation:** control

A companion spell to *sunder spirit*, the latter must be used before *possession* can be effective. An object belonging to the target form is required, over which the incantation is recited. When the target is touched, the caster's spirit will move to occupy that body.

This spell is relatively simple, primarily because a body to be possessed will already be empty of spirit. If occupying a form other than his own, the mage must recast the rite every year. If this spell is used by a disembodied spirit to enter a form, it will need a corporeal ally to obtain the item needed as part of the specific contagion theorem.

## Precious Metal Plate

**Axiom Level:** 6
**Skill:** *divination/ metal* 18

**Backlash:** 16
**Difficulty:** 11
**Effect Value:** 32
**Bonus Number to:** effect

**Range:** touch
**Duration:** 32 (one month)
**Cast Time:** 14 (ten minutes)
**Manipulation:** duration, range, speed

The mage enchants a plate by placing dozens of pieces of iron pyrite or illusory gold (or other illusory precious metal) onto a plate along with one small real piece of each precious metal the plate is to detect. He removes the false metals one at a time, until only the true precious metals are left. He then casts the spell. To test the plate, he drops the pieces of metal, one at a time onto the plate. If the spell was successful, each produces a distinct pitch when the metal touches the plate.

The user activates the plate by placing the metal onto it. The effect value, of the plate, plus a bonus, is compared to the disbelief value of the metal sampled ( if the metal is illusory), or the casting total used to create any truly transformed metal. Precious metals to which the plate has not been attuned will still sometimes register with a funny, hollow sound.

*As mentioned earlier, it seemed odd that a young student, Jovalio Consen, would develop a spell as effective as fool's gold. Things become clearer, or at least more plausible, once it is known the Magister Ulgul, Jovalio's instructor, developed the precious metal plate spell — before Jovalio's version of fool's gold appeared. Now, what demand is there for a remedy where there is no malady? Voila! Less than three months after Ulgul finished his spell, false gold first hit Aysle in significant quantities.*

*—Zelephest*

## Ritual of Perception Preparation

**Axiom Level:** 9
**Skill:** *alteration/folk* 15

**Backlash:** 16
**Difficulty:** 7
**Effect Value:** 18
**Bonus Number to:** effect

**Range:** self
**Duration:** 25 (one day)
**Cast Time:** 18 (one hour)
**Manipulation:** control, duration

The method of casting is simple. The sorcerer draws three concentric circles, the smallest large enough for him to sit in, the others about a hand span farther out. He then seats himself and examines each circle in turn, seeking imperfections. He touches each circle in the spot where it is furthest from a true circle.

The effect value of the spell is compared to the target's *Perception* on the Power Push Table. The resulting value modifier is added to the target's *Perception* for the duration of the spell. The shock effects of the push are ignored.

*Kenipat — As I grow older — although make no mistake, I am not old, simply very wise — I find that I grow forgetful. It becomes more difficult to find things I am seeking, carry out my studies, or perform some simple magics. The ritual of perception preparation has helped me solve this problem, as well as giving me something to cast during Mage Island faculty teas.*

## Sense Undead

**Axiom Level:** 6
**Skill:** *divination/ entity* 16

**Backlash:** 13
**Difficulty:** 11
**Effect Value:** 24
**Bonus Number to:** range

**Range:** 10 (100 meters)
**Duration:** 9 (one minute)
**Cast Time:** 5 (ten seconds)
**Manipulation:** range, speed

To cast this spell requires an item worn, used or part of an undead entity. The item is kept wrapped in a dark cloth. As the spell is cast, the magician stares intently at the cloth, unwrapping the item and revealing it to his sight. The magician must concentrate on the spell to keep it active.

The effect value of the spell is compared to the lowest *Spirit* of any entity in range (using the one-on-many table if there is more than one undead in range) on the Power Push table. These points are then read on the General Results table. On a *minimal* or *average* success, the caster knows there are indeed undead in the area. On a *good* success the caster knows how far away

and in what direction(s) the undead is (are). On a *superior* success the caster can know how active the undead is — whether is is moving, at rest, "asleep". On a *spectacular* success the caster gets a gauge of the creatures spiritual strength; its *Spirit* value becomes known to the caster.

## Silence

**Axiom Level:** 9
**Skill:** *alteration/folk* 15

**Backlash:** 13
**Difficulty:** 9
**Effect Value:** 20
**Bonus Number to:** duration

**Range:** 7 (25 meters)
**Duration:** 18 (one hour)
**Cast Time:** 5 (10 seconds)
**Manipulation:** control, duration

To cast *silence*, the mage speaks the first half of the incantation aloud, then passes a hand over his mouth. At that point, he stops speaking and finishes the incantation in his mind.

If successful, the target of the spell will be unable to utter a sound for an hour. Since this spell does not restructure the target physically, but rather affects the ability of his mind to command his voice, it can be resisted with a successful *Mind* or *willpower* total against a difficulty number of the spell's effect value.

*Kenipat — A spell I have been known to use on classes of unruly students, which not only allows me to proceed with my lectures uninterrupted, but leaves them with a wonderful look of panic in their eyes.*

## Skeletal Shield

**Axiom Level:** 12 (17)
**Skill:** *alteration/death* 23

**Backlash:** 16
**Difficulty:** 11
**Effect Value:** 26
**Bonus Number to:** effect

**Range:** 2 (2.5 meters)
**Duration:** 25 (one day)
**Cast Time:** 13 (five minutes)
**Manipulation:** control

To cast this spell you must have a bone, preferably a human bone. You hold the bone out in front of you, to the right side, to the left side, and then behind you. You then cast the bone upon the ground before you, repeating the words of the incantation. If you have done it correctly, the bone will multiply into many, and they will rise up and begin to whirl about you at dizzying speed. The effect value of the spell is the strength of this shield, and the damage an attacker will take if he unsuccessfully attempts to penetrate it. The shield will move as the caster moves, allowing him to leave the scene of battle if he so chooses.

*Kenipat — If I leave you with nothing else at the end of this text, let me give you Kenipat's Three Laws of Aysle Survival: 1) never surrender the freedom magical skill affords you to sit on a dreary island and edit musty textbooks; 2) beware of giants bearing gifts; 3) if you are truly interested in learning the skeletal shield spell, give some thought to the fine line between honor and corruption.*

*This rite, you see, is one favored by necromancers (generally unpleasant folk, in my experience), and requires a fair amount of death knowledge. It is certainly effective, but can be the first step on a long road that ends in utter darkness.*

## Snail Wit

**Axiom Level:** 9
**Skill:** *alteration/folk 16*

**Backlash:** 14
**Difficulty:** 10
**Effect Value:** 15
**Bonus Number to:** effect

**Range:** 7 (25 meters)
**Duration:** 15 (15 minutes)
**Cast Time:** 3 (four seconds)
**Manipulation:** duration

The mage casts the spell by saying "two plus two is, um, uhhh...", or its equivalent, while pointing towards the target. The effect value is compared against the *Perception* of the target on the Power Push table. To this result, three is added. The total is the decrease in the recipient's *Perception* for the duration of the spell.

## Spell Snatcher

**Axiom Level:** 13
**Skill:** *apportation/ magic 19*

**Backlash:** 19
**Difficulty:** 14

**Effect Value:** 30
**Bonus Number to:** effect

**Range:** 10 (100 meters)
**Duration:** 9 (one minute)
**Cast Time:** 3 (four seconds)
**Manipulation:** control, range, speed

The magician makes a sweeping gesture from the target character to his head, while encanting the opening words to the theory of state. This spell targets the mind of the victim in order to steal an impressed spell away from him. The spell is immediately reimpressed in the mind of the caster, but must be cast before the end of the duration of *spell snatcher* or the impressed spell fades away.

The effect value is compared with the target's *conjuration magic* value (his *Mind* if he does not have *conjuration magic*). The result points are read on the General Results table. On a *minimal*, *average, or good* success the victim chooses which impressed spell he loses (assuming he has more than one impressed). On a *superior* success the gamemaster randomly determines which spell is to be gained, and a *spectacular* success allows the caster to choose the spell he gains.

## Stealth Walk

**Axiom Level:** 9
**Skill:** *alteration/folk 17*

**Backlash:** 16
**Difficulty:** 9
**Effect Value:** 21
**Bonus Number to:** effect

**Range:** touch
**Duration:** 20 (2.5 hours)
**Cast Time:** 5 (10 seconds)
**Manipulation:** control, duration

To successfully bring this pattern into being, the mage must stand three paces from his target and hold his hand out, palm up. As he chants the spell, the target takes three steps toward the mage and places a personal possession in the upturned hand. The mage must hold the item for the duration of the spell, or its effects will vanish. Note that this spell cannot be used on beings larger than man-sized (a safeguard introduced to prevent the creation of stealthy werin).

*Stealth walk* increase the target's stealth value. The effect value of the spell is compared to the target's *Dexterity* on the Power Push Table. The resulting modifier is added to the target's *stealth* (giving him the skill if he does not have it) for the duration of the spell. The shock effects of the push are ignored.

*Kenipat — A vastly easier version of the spell first published in "Spell-Casting Made Simple," which was written in a month by two drunken wizards employed by House Daleron. Granted, this cast will require a bit more skill, but it leaves you with stealth much like that of an elf, whereas the original version made one sound like a giant shod in very large boots.*

## Sunder Spirit

**Axiom Level:** 12 (17)
**Skill:** *alteration/folk* 29

**Backlash:** 22
**Difficulty:** 24
**Effect Value:** 50
**Bonus Number to:** effect

**Range:** touch
**Duration:** 52 (500 years)
**Cast Time:** 29 (five days)
**Manipulation:** control

The casting itself does not require the sort of complicated actions some spells do. It is imperative, however, that the mage have an object belonging to the target — this was built into the spell to prevent the indiscriminate sundering of spirits. The sorcerer speaks words of power over that object for five days, remaining in seclusion and fasting all that time.

With the spell thus impressed, the sorcerer need only touch his target while carrying the possession on his person. The effect value of the spell is then compared to the target's *Spirit* on the Power Push Table, and the result points then read on the Combat table. If the spirit is "killed" or "mortally wounded," the spell has torn it free from its body, leaving an empty shell behind. Some sorcerers will then possess that form, and destroy their own, others will simply slay the body of their foe.

The spirit will be barred from its own body for the duration of the spell, and though still possessed of magic, will be unable to cast those spells that require complex physical rituals. Its only hope of returning to a physical shell will be to sunder another's spirit and take their body, something abhorrent to most followers of the Light.

## Telepathy

**Axiom Level:** 5
**Skill:** *divination/ folk* 17

**Backlash:** 13
**Difficulty:** 6
**Effect Value:** 0
**Bonus Number to:** range

**Range:** 15 (one kilometer)
**Duration:** 18 (one hour)
**Cast Time:** 5 (10 seconds)
**Manipulation:** range, speed

The magician must have a lock of hair, or an item used for at least a year, given to him by the character with whom he wishes to send thoughts. For the character to send thoughts to the mage he must have a lock of hair or item which has been used by the caster for a year. The mage must concentrate while the spell is in effect, and performing any other actions breaks the concentration and ends the spell. The mage starts the spell by imagining he is speaking to the target while holding the target's item.

At ranges of less than 60 meters *telepathy* is almost like talking to the target character ( the message transmits at a speed of 1,000 meters a round, a value of 15). Beyond that range the lag time begins to be noticeable. At a kilometer it takes a full round (10 seconds) for the message to be received, and at a range of six kilometers it takes a full minute to receive a message.

The mage controls the duration and effect of the spell.

*Accomplished divination mages have adjusted to the lag time, and have developed a private code to make the sending of messages more convenient and efficient. I am afraid I cannot count myself among their ranks, and the last time I used this spell over a significant distance, I managed to "overthink" portions of the message, to the point where I became confused as to which thoughts originated with me, and which I had received. My confusion, of course was reflected in my thoughts, which were sent to my comrade. This self-reinforcing loop of confusion forced us to abandon the spell not long after we had gotten past the mandatory pleasantries.*

*—Zelephest*

# Miracles of Faith

A long with magic, religion plays an extremely important part in the day-to-day affairs of Aysle. With three distinct pantheons of gods being worshipped by the various folk of the cosm, a vast number of miracles can be invoked by clerics. Some of these can be used by the priests and priestesses of any Aysle religion, others are restricted to the followers of a particular pantheon (honor, corruption, or balance).

## Animal Speech

**Spiritual Rating:** 14
**Community Rating:** 9
**Difficulty:** 12
**Range:** voice
**Duration:** 18 (one hour)
**Effect:** allows cleric to speak and understand the language of animals

With this miracle in effect, the cleric can understand the language of all animals within range, and speak to them if he chooses to do so. There is, however, no guarantee that the animals will wish to speak with him, and efforts at *persuasion* may be necessary to get a conversation started.

Mindless animals are not affected by this miracle.

## Armor of Dunad

**Spiritual Rating:** 16
**Community Rating:** 12
**Difficulty:** 13
**Range:** self
**Duration:** 24 (12 hours)
**Effect:** increases *Toughness* of cleric's garments

Calling upon Dunad, the priest touches his vestments. If the miracle is successful, the garments provide TOU+4 protection for the duration of the miracle. The cleric suffers no *fatigue* penalty as a result, nor is his *Dexterity* affected.

This ritual can be used only by those who worship the gods of honor.

## Banish

**Spiritual Rating:** 11
**Community Rating:** 9
**Difficulty:** *faith* value of enemy
**Range:** 7 (20 meters)
**Duration:** 18 (one hour)
**Effect:** forces enemy to flee

This miracle can only be used against opponents of a different religion. If successfully cast, compare cleric's *faith* value to target's *faith* value. Being with the lower *faith* feels compelled to flee.

## Beauty

**Spiritual Rating:** 10
**Community Rating:** 8
**Difficulty**: 11
**Range:** touch
**Duration:** 18 (one hour)
**Effect:** increase target's *Charisma*

This miracle temporarily provides a +3 increase to the target's *Charisma* when interacting with members of the opposite sex of his race. At the same time, the base attitudes of members of the same sex of his race is automatically lowered by one level for the duration of the miracle—i.e., from *friendly* to *neutral*, from *neutral* to *hostile*, etc.

## Bless Weapon

**Spiritual Rating:** 9
**Community Rating:** 8
**Difficulty:** 9
**Range:** touch
**Duration:** 25 (one day)
**Effect:** strengthens any weapon

The *bless weapon* miracle can be used on any weapon to increase its damage value. The cleric must lay his hands upon the weapon and call upon either Asten, Kalim or Minthod (depending on his belief system) and pray that the armament will be as strong as the warrior's heart is brave. Success will result in a +1 to the weapon's damage value.

## Cloud Minds

**Spiritual Rating:** 14
**Community Rating:** 12
**Difficulty:** target's *willpower* or *Mind*
**Range:** sight
**Duration:** 15 (15 minutes)
**Effect:** causes target character to believe that caster has turned invisible

Invoking this miracle, the cleric is able to make an enemy believe he has vanished. On a *minimal* or *average* success, the cleric will appear unsolid, but will still be largely visible. On a *good* success, the cleric will be invisible, but if he moves, the target will be able to detect a rippling effect. On a *superior* or *spectacular* success, the cleric will be completely invisible.

## Curse of Arthuk

**Spiritual Rating:** 15
**Community Rating:** 12
**Difficulty:** 15
**Range:** sight
**Duration:** 39 (year and a day) or until dispelled
**Effect:** brings ill luck

The target of a successful *curse of Arthuk* suffers tremendous ill fortune in all things. The curse imposes a -2 penalty on all *Dexterity* and *Strength*-based skills, and -1 on all *Perception*, *Mind*, *Charisma* and *Spirit*-based skills. The attributes themselves are not affected.

The curse lasts a year and a day, unless the cleric who cast it is killed or the target can find a priest to dispel it. For purposes of dispelling, a cleric must beat the *faith* total generated by the cleric when casting the curse. Only clerics of corruption can invoke this miracle.

## Death-Sleep

**Spiritual Rating:** 14
**Community Rating:** 11
**Difficulty:** 15
**Range:** Touch

**Duration:** 18 (one hour)
**Effect:** allows target character to simulate death

The beneficiary of this miracle must be a willing target. If successfully cast, he will fall into a death-like sleep in which all metabolic processes will slow to the point where they are virtually undetectable, save by wizards who have undergone the *ritual of perception preparation* and priests with the *detect miracle* rite. The target will be able to see and hear, but will be unable to move, as well as being insensitive to pain. This can be an extremely dangerous miracle — more than one cleric has awakened after an hour to find himself in a box deep underground.

### Detect Miracle

**Spiritual Rating:** 14
**Community Rating:** 9
**Difficulty:** 9
**Range:** 10 (100 meters)
**Duration:** 9 (one minute)
**Effect:** allows cleric to determine if a miracle has been invoked within the radius of effect in the past day

The cleric recites a prayer, and then turns to face the north, south, east and west (in the realm), or their rimward and sunward equivalents in the cosm.

If a miracle has been called down within the last 24 hours anywhere in a 100 meter radius of the spot upon which the cleric is standing, the site of the invocation will begin to glow brightly.

### Dispel Curse

**Spiritual Rating:** 15
**Community Rating:** 12
**Difficulty:** if cleric is of same faith as afflicted, 12; if not, *faith* total used to cast curse (see below)
**Range:** touch
**Duration:** permanent
**Effect:** removes curse

When a curse is cast, the *faith* total of the cleric should be noted. If this has not been done, assume the cleric had *faith* of 12 and generate a bonus number — any bonus less than zero is considered to be zero.

### Elmiir's Ring

**Spiritual Rating:** 12
**Community Rating:** 9
**Difficulty:** 11
**Range:** 5 (10 meter radius)
**Duration:** 18 (one hour)
**Effect:** creates wall of mystic ice around cleric, protecting him from supernatural entities

When this miracle is cast, the cleric calls upon Elmiir to protect him from the ravages of demons, undead, and supernatural entities. A ring of ice, visible only to those with supernatural abilities, with a *Strength* equal to the priest's *faith* total, is created. Whenever a supernatural entity crosses the ring or at the beginning of any round in which it is within the ring, it suffers an automatic *intimidation* attack at the ring's potency.

The ring has no affect on non-supernatural beings. This miracle can be invoked only by clerics of honor.

### Endurance

**Spiritual Rating:** 11
**Community Rating:** 9
**Difficulty:** 10
**Range:** touch
**Duration:** 18 (one hour)
**Effect:** increases target's resistance to heat and cold

By the laying on of hands and the recitation of prayer, the cleric can increase the ability of the target character to endure extremes of heat and cold. A *minimal* or *average* success boosts the target's *Toughness* by +1, *good* or *superior* by +2, and *spectacular* by +3.

### Fertility

**Spiritual Rating:** 11
**Community Rating:** 10
**Difficulty:** 11
**Range:** 15 (one kilometer)
**Duration:** permanent
**Effect:** to make the soil grow rich, allowing plants to grow

To perform this miracle, the cleric picks up a handful of soil and allows it to run through his hands while reciting a prayer to the gods of *earth* and *living force*s. When the miracle takes effect, all soil within a kilometer radius becomes fertile and crops are able to grow. On a *superior* or *spectacular* success, this miracle can enable the soil to resist the damaging effects of the world flux. On a *good* result or below, the land will turn dark and barren along with the flux.

### Harm

**Spiritual Rating:** 10
**Community Rating:** 11
**Difficulty:** 15
**Range:** touch
**Duration:** na
**Effect:** inflicts damage and wounds by number of success levels

Essentially the opposite of the *healing* miracle, a cleric casts this by touching his target and, if successful, inflicts damage upon him. On a *minimal* success, the target takes one shock point; on an *average* success, the target takes three shock points; on a *good* result, the target takes five shock points; on a *superior* result, the target is *wounded*, and on a *spectacular* result, the target is *heavily wounded*.

### Healing

**Spiritual Rating:** 10
**Community Rating:** 11
**Difficulty:** 15
**Range:** touch
**Duration:** na
**Effect:** reduces damage and wounds by number of success levels

Much like the Core Earth miracle, a minimal success will remove all KO-conditions and shock. Each success level thereafter reduces the target's wound level by one.

### Hearth Blessing

**Spiritual Rating:** 14
**Community Rating:** 12
**Difficulty:** 10
**Range:** 9 (50 meters)
**Duration:** 25 (one day)
**Effect:** enhances ability of characters to defend a particular dwelling place

When invoked successfully, a home comes under the protection of the gods

of the cleric's faith. The "home" can be a cave, rude shelter, or building — any dwelling with dimensions smaller than 50 meters in any direction.

All of those defending the building against assault gain the favor of the gods, manifested as a +1 to their *Toughness* for the duration of the miracle. The invocation will have no effect on a character who leaves the building, but he can regain its benefits if he goes within once more.

### Heroes' Feast

**Spiritual Rating:** 9
**Community Rating:** 9
**Difficulty:** 13
**Range:** 5 (10 meters)
**Duration:** permanent
**Effect:** creates food

Using this miracle, the cleric can transform any inanimate object into food. The faithful stack the goods to be transformed in front of the priest, who recites a prayer and turns it all into food. The amount of food created is equal to the measure of the value of the difference between the *faith* total used to generate the miracle and the difficulty number. For example, a total of 15 would result in a difference of two. The value of two on the *Torg* Value Table is 2.5, so the miracle would have resulted in the creation of food sufficient for 2.5 meals.

### Illusory Dragon

**Spiritual Rating:** 10
**Community Rating:** 10
**Difficulty:** 11
**Range:** self
**Duration:** performance
**Effect:** creates illusion of dragon around cleric

To cast this miracle, the priest must have the image of a dragon in his mind. By concentrating upon it, he can create the illusion that he is a fierce dragon. To anyone without the *divination magic* skill or knowledge of the *detect miracle* rite, it will appear that the dragon is real and substantial, and the cleric will be unseen. The "dragon" will mirror the cleric's actions: when he moves, the dragon will move; when he lashes out, the dragon lashes out, etc. Being only an illusion, the dragon will be unable to inflict damage, but the illusion has an *intimidation* value equal to that of the cleric plus the result points generated by a successful invocation.

### Inferno

**Spiritual Rating:** 13
**Community Rating:** 11
**Difficulty:** 12
**Range:** sight
**Duration:** 9 (one minute)
**Effect:** causes elemental flame to consume enemy

With *inferno*, the cleric calls upon elemental fire to erupt from the ground and incinerate an enemy. This miracle can only be used upon a single opponent at a time, upon whom it acts with a damage value of 23.

Although this miracle can be used by those of any faith in Aysle, priests of the gods of corruption subtract one from the difficulty number when performing it.

### Language

**Spiritual Rating:** 10
**Community Rating:** 8
**Difficulty:** 10
**Range:** self
**Duration:** 18 (one hour)
**Effect:** grants the cleric knowledge of a foreign language

While this miracle is in effect, the cleric can understand and speak any one language he is physically capable of hearing and speaking. When invoking the miracle, the cleric does not have to know the proper name of the language he wishes to understand.

Compare the cleric's *faith* total against a difficulty number of 10. *Minimal* success means only a pidgin version of the language is understood and spoken; *average* success gives a rudimentary grasp of the language; *good* or *superior* success gives complete understanding, and *spectacular* success allows fluency — the cleric speaks the tongue like a native,

## Mental Link

**Spiritual Rating:** 15
**Community Rating:** 12
**Difficulty:** 12
**Range:** 25 (100 kilometers)
**Duration:** performance
**Effect:** enables cleric to make mental contact with another being

To cast this miracle, the cleric must have a specific target in mind, though he does not need to know that being's location. In addition, the target must be able to understand and speak the language of the cleric, or the miracle will not achieve the desired results.

When mentally linked, the cleric and target can communicate telepathically, and both will be able to see through the other's eyes. However, they cannot achieve control of each other's mind or body through the use of this miracle.

## Mists of Areel

**Spiritual Rating:** 15
**Community Rating:** 10
**Difficulty:** 11
**Range:** sight
**Duration:** 14 (10 minutes)
**Effect:** causes a black fog to rise around target character

Used exclusively by followers of Areel to outmaneuver their opponents, this miracle results in an inky black fog which surrounds the target character, cutting off his vision and often causing disorientation. This fog cannot be dissipated by rain or wind for the duration of the miracle. It extends for five meters in every direction from the target character, and will move with him as he moves.

## Passing Shadows

**Spiritual Rating:** 15
**Community Rating:** 10
**Difficulty:** 9
**Range:** 5 (10 meters)
**Duration:** 13 (five minutes)
**Effect:** shows the cleric images of the past

Successfully casting this miracle enables the cleric to see phantom images that reveal the past history of a particular site. The priest will be unable to communicate with the figures, nor will they take notice of him.

For example, a cleric wants to determine if a murder took place on Waterloo Bridge in London. By invoking the *passing shadows* miracle, with the specific event in mind, he will see ghostly figures of the murderer and the victim, as the former goes about his gruesome business. As these images are but impressions on the aura of the place, the actual people involved in the incident do not need to be nearby for the miracle to work. The figures the cleric sees are reflections of the past, not the ghosts of the people involved.

On a *minimal* or *average* result, the cleric can see one day into the past; on a *good* result, three days; on a *superior* result, five days; and on a *spectacular* result, a full week.

## Penance

**Spiritual Rating:** 10
**Community Rating:** 12
**Difficulty:** 13
**Range:** na
**Duration:** instantaneous
**Effect:** allows cleric to speak with his gods and learn how he must atone for actions

This miracle allows the cleric to communicate with the gods of his faith, and is commonly invoked when the priest has taken an action his deities disapprove of and gained either an honor or corruption point. The cleric must ask how he can redeem himself, and the gods will assign a task he must do to achieve this. If he fails at the task, he gains another negative point. This will continue until he is able to reestablish contact with them and successfully complete a task of atonement.

## Petrify

**Spiritual Rating:** 11
**Community Rating:** 11
**Difficulty:** target's *willpower* or *Mind*
**Range:** sight
**Duration:** 18 (one hour)
**Effect:** paralyzes enemy

When the cleric invokes this miracle, compare his *faith* to the *Mind* or *willpower* of the target. On a *minimal*, *average* or *good* result, the target suffers a -2 to all *Dexterity*-based skills; on a *superior* success, -4; on a *spectacular* success, target is paralyzed for the duration of the miracle.

## Plague

**Spiritual Rating:** 9
**Community Rating:** 15
**Difficulty:** 14
**Range:** touch
**Duration:** permanent (unless dispelled)
**Effect:** causes target character to be afflicted with deadly disease

This miracle causes the target character to suffer from a severe case of bubonic plague. This illness will do damage value 12 each round until the character dies or the miracle is dispelled. The caster of the miracle will be immune to the contagion, but other characters who are in close proximity to the target must generate *Toughness* totals every two rounds against a difficulty number of 8 or come down with the disease.

This curse can be counteracted in one of three ways: the use of a *dispel curse* miracle; the use of the *cure disease* miracle, with a difficulty number of 12; or the generation of a *faith* total on the part of the target which is higher than that used to cast the miracle. In addition, the *healing* miracle can be used, but only to delay death, not to dispel the effects of the plague.

This miracle can be invoked only by followers of the gods of corruption.

## Plant Protection

**Spiritual Rating:** 11
**Community Rating:** 10
**Difficulty:** 9
**Range:** voice
**Duration:** 16 (30 minutes)
**Effect:** animates plant life to protect target character

When this miracle is in effect, all plant life within range will act to protect the target character specified in the ritual. Roots will erupt from the ground and wrap themselves about the legs of enemies (*Strength* of 11), tree branches will strike out at them

(damage value 12), flowers and grasses will act as shackles for their feet (*Strength* of 8).

## Read Aura

**Spiritual Rating:** 10
**Community Rating:** 8
**Difficulty:** 8
**Range:** 7 (25 meters)
**Duration:** 18 (one hour)
**Effect:** cleric is able to determine the attitude of those he meets

While a *read aura* is in effect, a cleric can see a visible glow about the head and shoulders of those he meets. The illumination can be black, gray, blue, yellow or white in color, representing the attitudes of *enemy, hostile, neutral, friendly* and *loyal*, respectively.

## Reanimate Dead

**Spiritual Rating:** 15
**Community Rating:** 11
**Difficulty:** 13
**Range:** touch
**Duration:** permanent
**Effect:** restores a semblance of life to a corpse

To work this miracle, the cleric must lay his hands upon the forehead of a corpse, dead for no longer than one week. After reciting the proper prayer, the corpse will return to something akin to life. Its *Strength* will increase by +1, it will be incapable of feeling pain, and only by destroying it (inflicting seven wounds) can it be stopped.

However, unlike the Orroshan zuvembie, the *Perception* and *Mind* levels remain the same as they were in life. The undead will, however, hold a *loyal* attitude toward the necromancer, and will react to his attempts at persuasion accordingly.

This miracle can be performed by worshippers of Corba'al, the entity god, or by other corrupt priests (at +3 difficulty).

## Sanctum

**Spiritual Rating:** 10
**Community Rating:** 9
**Difficulty:** 10
**Range:** 7 (20 meters)
**Duration:** 25 (one day)

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## L earning Miracles from Other Cosms

It is possible for characters with the *focus* skill to acquire miracles from other cosms. Three conditions must be met before it is even possible to acquire a miracle.

1. The religious beliefs of the faith from which the miracle originates must be compatible with the beliefs of the religion of the character acquiring the miracle.

**Example:** The faith of the Cyberpope explicitly denies the validity of other religions. A character with Cyberpapist *faith* and *focus* could not learn the miracles from any other cosm.

2. The character acquiring the miracle must be able to explain the miracle as a function of his own religion. If the player cannot explain to the gamemaster how the miracle could be a manifestation of his character's faith, the character cannot acquire the miracle.

3. The character must have witnessed the miracle.

To acquire the miracle, the character must invoke his deity (page 127 of the *Torg Rulebook)* using the spiritual axiom of the cosm to which the miracle belongs. Gaining Living Land miracles is done using the spiritual axiom of the Living Land. When making the invocation the Condition Modifier chart on page 127 of the *Torg Rulebook* is in effect.

If this invocation is successful, the miracle is granted. The character may now pray for this miracle as he would any other miracle with which he is familiar. If the invocation is unsuccessful, the character is denied that miracle, now and forever. When attempting to acquire a miracle, a player may play cards for his character, but may not trade or receive cards from any other player. Acquiring a miracle is a private affair between a character of faith and his deity.

The particulars of the miracle remain the same, except for its spiritual rating, which is raised to the spiritual axiom level of its cosm if it is lower than the level of the cosm. The axiom level of the cosm was integral in acquiring the miracle, and the invocation makes that axiom level the minimum for the miracle. If the spiritual rating is already higher than the cosm level, it remains unchanged.

Miracles from the Living Land are easier to acquire than those from Core Earth, but are likely to cause four-case contradictions anywhere but the Living Land. Core Earth miracles are more difficult to obtain, but cause fewer contradictions.

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**Effect:** sanctifies ground around target character, providing protection against attack

When this miracle is invoked, all the terrain for 20 meters around the target becomes ground sacred to the cleric's religion. Anyone of the same faith who attempts to attack the target character within that area will find all difficulty numbers increased by their *faith* adds. If the target character leaves the sanctified area, he is no longer protected by the miracle, but can regain its beneficial effects by stepping back into the radius of effect.

## Storm

**Spiritual Rating:** 13
**Community Rating:** 9
**Difficulty:** 9
**Range:** 15 (one kilometer)
**Duration:** performance
**Effect:** cleric can call down a storm on an enemy

The cleric raises his hands into the air and implores the god or goddess of his pantheon with control of *inanimate forces* to hurl the fury of the storm down upon his enemy. This miracle is commonly invoked during battles at sea.

On a *minimal* success, the wind grows more gusty, possibly blowing the enemy vessel off course; on an *average* or *good* success, it begins to rain heavily, reducing the target vessel's *speed value* by -2; on a *superior* success, the rain becomes a raging thunderstorm, with jagged bolts of lightning, doing damage of 15 to the target vessel; on a *spectacular* success, it begins to sleet, doing damage of 20 to the target vessel.

## Sword of Dunad

**Spiritual Rating:** 10
**Community Rating:** 10
**Difficulty:** 10
**Range:** touch
**Duration:** 18 (one hour)
**Effect:** increases strength of sword

*Sword of Dunad* is a form of blessing that is effective only on swords. The bearer of the sword must cut his left hand with it and allow the blood to drip on to the blade, thus representing the blood the sword will draw from his enemies. The cleric then lays a hand upon the blade and beseeches Dunad to make the sword strong and proof against all opponents.

A *minimal* or *average* success increases the damage value of the sword by one; a *good* or *superior* result by two; and a *spectacular* result by three.

This miracle can be invoked only by priests of Dunad.

## Transmute Staff

**Spiritual Rating:** 10
**Community Rating:** 11
**Difficulty:** 10
**Range:** touch
**Duration:** performance
**Effect:** transforms staff into serpent

The cleric places a hand upon his staff and calls for it to become as the serpent in the dust. If successfully cast, the wooden stick will transform into a cobra. When the cleric ceases to concentrate on the miracle, the snake will become a staff again.

**Cobra (from staff)**
**DEXTERITY 11**
Maneuver 12, stealth 13, unarmed combat 13
**STRENGTH 3**
**TOUGHNESS 2**
**PERCEPTION 1**
Trick (10)
**MIND 1**
Test (10)
**CHARISMA 1**
Taunt (8)
**SPIRIT 3**
Intimidation 12
**Possibilities:** 3
**Natural Tools:** fangs, damage value STR+8; venom, damage value 11
Once introduced into the bloodstream, the venom will do damage each round unless it is neutralized. To counteract the venom, the target must generate a *faith* total higher than that used to invoke the miracle.

## Trap

**Spiritual Rating:** 12
**Community Rating:** 13
**Difficulty:** 12
**Range:** touch
**Duration:** permanent until triggered
**Effect:** forms an undetectable trap

To use this miracle, the cleric must first prepare some kind of concealed snare (a covered pit, a looped rope attached to a tree, etc). After he has completed the construction of the trap, he invokes the miracle, making the trap completely undetectable to anyone without magical ability or knowledge of the *detect miracle* rite.

## Walk on Air

**Spiritual Rating:** 13
**Community Rating:** 12
**Difficulty:** 14
**Range:** touch
**Duration:** 18 (one hour)
**Effect:** target can walk on air as if it were dry land

The beneficiary of this miracle will be able to walk on a cushion of air. However, he will still suffer from oxygen deprivation at high altitudes, and thus there are limits to how far he can ascend. The air will normally seem like a level plane under his feet, but wind currents can make it possible for the target to ascend or descend, as if he were on a staircase.

## Ward Arcana

**Spiritual Rating:** 12
**Community Rating:** 7
**Difficulty:** 13
**Range:** voice
**Duration:** performance
**Effect:** increases difficulty of using magic to harm target character

*Ward arcana* allows the cleric to draw on the spiritual energy of the faithful and use it to form a mystic barrier through which magic cannot pass. As long as the ward is in place, spells from outside the barrier cannot penetrate to those under its protection, nor can spells leave the barrier from within.

The ward has no effect on physical attacks. The difficulty number of using magic to harm a character protected by this rite is increased by +4 for each success level of the miracle.

## Ward Being

**Spiritual Rating:** 12
**Community Rating:** 13
**Difficulty:** 13
**Range:** 5 (10 meters)
**Duration:** performance
**Effect:** prevents specific being from approaching target character

To enact this miracle, the cleric must have a specific being or creature in mind. If he successfully casts the ward, that particular being will be unable to mount any sort of attack on the target character for the duration of the spell. For instance, a priest could set up a ward against the dreaded ogre, Olant, and it would prevent him from causing damage. It would not, however, prevent his brother or any other ogre from attacking.

## Warrior Madness

**Spiritual Rating:** 11
**Community Rating:** 9
**Difficulty:** target's *willpower* or *Mind*

**Range:** touch
**Duration:** variable; see below
**Effect:** turns warriors into frenzied killers

The cleric may cast this miracle upon a willing or unwilling subject. If the priest's *faith* total is greater than the target's *willpower* or *Mind*, the target is overwhelmed by *warrior madness* — his *Strength* and *Toughness* attributes receive a +3 boost, as do his *melee* and *unarmed* skills. This miracle does not actually cause muscles to grow larger, but simply allows the target character to operate at peak ability. It is possible for a character's attributes to exceed the cosm limit while under the influence of this miracle. The target character will keep fighting until he is unconscious, dead, or runs out of opponents. A being afflicted with warrior madness cannot *maneuver, trick, taunt, intimidate*, or *test* — his actions are limited to *melee* and *unarmed* attacks. To snap out of his madness, the target character must generate a successful *willpower* or *Mind* total against a difficulty number of 12.

Once someone has been so "blessed," there is a risk of him succumbing to the madness any time he goes into battle. In combat, he must generate a successful *willpower* or *Mind* total against a difficulty number of 8 to avoid going mad (+1 modifier for each previous incident of warrior madness experienced by the target). The target character can, if he wishes, voluntarily call upon the miracle in battle.

Although Vikings have been known to make use of this miracle, it is not the same as the "berserker fury" outlined in Chapter Eight.

## Wisdom

**Spiritual Rating:** 12
**Community Rating:** 7
**Difficulty:** 13
**Range:** touch
**Duration:** 18 (one hour)
**Effect:** increases subject's wisdom

When successfully cast, the target's *Mind* value and related skills are increased by +3. This miracle does allow a character to exceed cosm limits.

## Wrath of the Gods

**Spiritual Rating:** 15
**Community Rating:** 13
**Difficulty:** 12
**Range:** sight
**Duration:** 8 (10 seconds)
**Effect:** calls down the fury of the cleric's pantheon upon the target

To invoke this miracle, the cleric point his finger at the target and calls for the gods to smite him. If the cleric's *faith* total fails to beat the difficulty number, the gods have deemed him unworthy and will vent their anger on him, instead — cleric should roll for damage. But if he is successful, his opponent is struck by a bolt of lightning, taking damage equal to the cleric's *faith* value (not total) plus the roll of a die, rolling again on 10s and 20s.

# Chapter Eight The Folk

T he folk of Aysle are a mixture of the familiar and the fantastic: humans who seem very much like the people of Core Earth, monstrous giants, clever and industrious dwarves, mysterious elves, and the frightening, often tragic figures of the half-folk and the lesser folk. All of these have migrated from the cosm to the realm, and taken their place with the forces of Light or those of Darkness.

The following are descriptions and standard statistics for the Aysle folk.

## Ayslish

The largest group to travel down the maelstrom bridges, Ayslish humans make up the troops for five of the six Houses. Having the greatest population of any of the races in the cosm, they naturally comprise the majority of the wizards, warriors, priests and thieves currently operating in the Aysle realm.

Humanity evolved in much the same way in Aysle as it did in our cosm, and so Ayslish physically resemble their Core Earth counterparts. They average roughly one and a half to two meters in height, and speak a language with slight similarities to Celtic, also called "Ayslish." Those who have learned the languages of the realm tend to speak them in a stilted manner, and will converse among themselves in Ayslish (but it is considered impolite to do so when Core Earthers are present).

The average Ayslish will tend to be slightly stronger than a resident of Earth's cosm of similar age, primarily due to the magical nature of the cosm, which allows humans to attain greater physical abilities. Thus, where a Core Earth human can attain a maximum *attribute value* of 13 in *Dexterity* and *Strength,* an Ayslish in peak condition can post a 14 and 15, respectively.

Ayslish society resembles that of feudal Europe in Core Earth's past, but their economy and class structure is based largely on magic. It is difficult for the Ayslish to understand how humans in the realm have managed to survive so long without any sorcerous skills, and many of them have expressed pity or scorn for the non-magical masses. Some agree with Ardinay's unspoken opinion that the Ayslish are doing Core Earth a favor by imposing their reality upon the chaotic mess that existed before the bridges dropped.

Like virtually any race, there are good and bad among the Ayslish. There are some who continue to embrace the ways of Uthorion, and others who have welcomed Ardinay's conversion and the ways of Light.

**Standard Ayslish Warrior**
   **DEXTERITY 9**
   Beast riding 10, maneuver 10, melee weapons 11, missile weapons 12, unarmed combat 10
   **STRENGTH 9**
   **TOUGHNESS 9**
   **PERCEPTION 7**
   Find 8, tracking 8, trick 8
   **MIND 7**
   Survival 8, test 8
   **CHARISMA 7**
   **SPIRIT 8**
   **Additional Skills:** three at +1 adds, including one magical skill (see Chapter 10, Character Creation )
   **Possibility Potential:** some (55)

## Corsairs

The piratical brotherhood of Aysle consists of Ayslish men and women happily pursuing profit on the high seas. Active Corsairs tend to be fairly young, and favor bright, distinctive clothing to set them apart from the more staid Freetraders. There are Corsairs serving Uthorion and Ardinay, but first and foremost, they serve themselves. Corsairs are willing to provide aid or passage, for a price, but beware: if you make your sympathies in the civil war known, and they do not coincide with the pirate crew you are among, you may find yourself swimming among the Draconis Aquatica.

**Standard Corsair**
   **DEXTERITY 9**
   Melee weapons 12, unarmed combat 10
   **STRENGTH 8**
   **TOUGHNESS 8**
   **PERCEPTION 9**
   Find 10, scholar (navigation) 10, trick 10, water vehicles 11
   **MIND 8**
   Test 9
   **CHARISMA 7**
   **SPIRIT 7**
   Intimidation 9
   **Additional Skills:** three at +1 adds, including one magical skill
   **Possibility Potential:** some (55)

## Freetraders

The group known as "Freetraders" runs the gamut from salty ex-Corsairs looking to make an honest living to businessmen hoping to turn a profit without having to turn a percentage of it over to a House. They are always looking for a deal, but tend to be suspicious of outsiders, since both the Vikings and the Corsairs threaten their operations. The Freetraders have refused to take sides in the conflict between Uthorion and Ardinay, but have thus far found aiding the forces of Light to be more profitable.

**Standard Freetrader**
   **DEXTERITY 8**
   Melee weapons 9, unarmed combat 9
   **STRENGTH 8**
   **TOUGHNESS 7**
   **PERCEPTION 9**
   Evidence analysis 10, scholar (navigation) 11, water vehicles 11
   **MIND 8**
   Test 9
   **CHARISMA 9**
   Charm 11, persuasion 12
   **SPIRIT 7**
   **Additional Skills:** three at +1 adds, including one magical skill
   **Possibility Potential:** some (55)

# Barbarians

The barbarians of Aysle, much like the Vikings, have been toughened by the harsh conditions in which they live. For them, the realm seems almost like paradise— abundant food (if only by cosm standards), relatively gentle weather, and the opportunity to explore a new land. Barbarians tend to be larger and stronger than standard Ayslish, with greater endurance and resistance to extreme climates. They clothe themselves in animal hides, preferring the fur of the griffin or the manticore. Many of those who serve Uthorion have done so because of Viking threats to their homeland, and more are defecting to Ardinay now that she has returned to the path of honor.

**Standard Barbarian**
 **DEXTERITY 10**
 Maneuver 11, melee weapons 13 stealth 11 unarmed combat 12
 **STRENGTH 9**
 Climbing 10
 **TOUGHNESS 9**
 **PERCEPTION 7**
 Tracking 9
 **MIND 7**
 Survival 8, test 8
 **CHARISMA 7**
 **SPIRIT 7**
 Intimidation 8
 **Additional Skills:** three at +1 adds, including one magical skill
 **Possibility Potential:** some (60)

# Ice Nomads

The Ice Nomads of Aysle are known for their ability to survive the brutal weather of the Frozen Land, and they are rumored to be tenacious fighters. Having been dismissed as economically powerless by most other races, however, few have bothered trying to gauge the capabilities of the tribes. Great feats have been ascribed to them, but how much of this is wild speculation and how much truth is unknown.

The Ice Nomads are, physically, very similar to the barbarians, and they tend to dress in layers of fur. They are the most primitive of any of the Aysle races, relying on simple tools and weapons to accomplish their ends.

**Standard Ice Nomad**
 **DEXTERITY 8**
 Maneuver 9, missile weapons 10, unarmed combat 10
 **STRENGTH 9**
 **TOUGHNESS 9**
 **PERCEPTION 8**
 Tracking 10, trick 9
 **MIND 9**
 Survival 12, test 10
 **CHARISMA 6**
 **SPIRIT 7**
 Intimidation 8
 **Additional Skills:** three at +1 adds, including one magical skill
 **Possibility Potential**: some (55)

# Vikings

Though technically a branch of the Ayslish human family, the Vikings have lived apart for so long that they are, for all practical purposes, considered a separate race. Next to the giants, the Vikings are the most militant of all the cosm residents, taking pleasure violence and brutality. They are the group that has evinced the most loyalty to Uthorion, now in the guise of a Viking chieftain, and that have become his elite fighting force.

Vikings tend to be tall, burly men, with long beards and clothing made from hides. They usually wear iron helmets, occasionally with minotaur horns affixed to the sides. They are expert seamen and well-versed in the use of melee weapons, but have only a rudimentary knowledge of strategy and tactics.

Vikings have been known to lapse into "berserker furies" during battle. In this state, they will continue to fight until unconscious or dead, and though they suffer shock damage, do not feel pain. Once they receive shock damage equal to their *Toughness* or take four wounds, they collapse. They cannot be affected by "fatigue" results on the drama cards. A berserker fury has a duration of 12 rounds, at which point the Viking automatically becomes fatigued.

**Standard Viking Warrior**
 **DEXTERITY 10**
 Dodge 11, maneuver 11, melee weapons 13, missile weapons 11, swimming 12, unarmed combat 11

**STRENGTH 10**
 **TOUGHNESS 10**
 **PERCEPTION 6**
 Scholar (navigation) 7, trick 7, water vehicles 7
 **MIND 6**
 **CHARISMA 7**
 **SPIRIT 7**
 Intimidation 8
 **Additional Skills:** three at +1 adds, including one magical skill
 **Possibility Potential:** some (65)

# Elves

The most mysterious race in Aysle, the elves keep their silence about their origins at all times, and if pressed on the subject, will abruptly depart without providing any information. They are known in Aysle for the fine mail they forge and the elven silk they spin, the likes of which cannot be found anywhere else in the cosm.

The elves are the only race to have successfully resisted Uthorion's offers of alliance, and his subsequent threats. For unknown reasons, they have chosen to become involved in the battle for the cosm of Earth, some on the side of Ardinay, others on the side of the Dark High Lord. Their skills in combat, both physical and magical, have made a vast difference in the outcome of certain early battles.

The elves average two meters in height, with pointed ears and skin of a dark hue. They move with catlike grace and almost complete silence, even when in full elfmail. Most are skilled at the use of both melee and missile weapons, as well as being adept at unarmed combat. When not in battle, they wear clothing made of a durable material, a fabric they refuse to sell to traders. Their native tongue, Elverise, bears no relationship linguistically to any spoken in the cosm, leading to speculation among some that they are not natives of Aysle.

The elves are also renowned for their astounding ability to ride dragons, and most begin adventuring at the age of 100. They can live to be as old as 600.

Of the Ayslish, only the Freetraders have had any contact with the elves, and most other groups regard the strange beings as cold and unfriendly.

Dwarves, in particular, have shown a reluctance to work with the elves, although that may be the result of resentment of a race whose talents in engineering and magic rival their own.

One thing that is known about the elves is that, along with the giants, they suffer from a wasting disease known as "the silent death." It strikes suddenly and without warning, and it is believed to be connected to the magic axiom. In realms with little magic, disconnecting causes the illness to take hold, and it slowly weakens the afflicted. Giants have long been known to carry this ailment, but it has only recently been discovered that elves share the problem. Whether this means there is some other connection between the elves and the giants is not known.

Diplomatic efforts are underway between Ardinay's court at Oxford and the apparent leaders of the elves to ensure their future cooperation. Ardinay feels that the elves' aid is crucial to the outcome of the war, and if they will not be allies, they must be convinced to remain neutral. A mass elven shift to the side of Uthorion could mean disaster.

**Standard Elf Dragon Rider**
> **DEXTERITY 12 (9)**
> Beast riding 15, maneuver 13, melee weapons 13 missile weapons 13, stealth 13
> **STRENGTH 8**
> **TOUGHNESS 8**
> **PERCEPTION 9**
> Find 10, tracking 10, trick 10
> **MIND 11 (8)**
> Test 12
> **CHARISMA 7**
> Taunt 9
> **SPIRIT 7**
> Intimidation 8
> **Additional Skills:** three at +1 adds, including one magical skill
> **Possibility Potential:** some (45)

# Dwarves

A race rich in history and tradition, the dwarves of Aysle are in the midst of a tremendous upheaval. With the House Vareth dwarves enslaving their brothers in the cosm and the realm, and Gutterby leading a desperate rebellion against this brutal oppression,



it is a difficult time to be a dwarf, and virtually impossible to remain neutral in the Uthorion/Ardinay war.

The dwarves tend to be extremely cynical about both government and religion. While they were pleased when Ardinay first became Speaker of the People, they remember all too well the changes she instituted following Uthorion's invasion, and her assent to House Vareth's plan to turn the Land Between dwarves into a slave labor force. Many Land Between dwarves have taken on the dangerous occupation of "tunnel fighter" to resist these incursions into their home. Unaware of Uthorion's usurpation of her body, some dwarves are resolved never to forgive Ardinay for the changes in the cosm over the last 500 years.

The dwarven attitude toward religion is nothing new, however, since their theology claims that the Creators of Aysle abandoned the world to seek other places to build. The dwarves pride themselves on their self-sufficiency and their history of getting along without any help, mortal or divine. Over the centuries, some have turned to the worship of Dunad, particularly among the slaves, but that is not yet widespread.

Dwarves are skilled metallurgists, engineers, and miners, and since the coming of Dunad, have enjoyed great magical gifts as well. They have found relatively easy acceptance in the realm, many taking up their former occupations in this new land. Dwarven engineers and mechanics are particularly in demand to work on the various gadgets currently malfunctioning in the realm. Dwarven merchants have gone into the business of buying and selling magical items and other things of use to Core Earth natives under the Aysle axioms. Dwarven wizards are making a good living performing their standard magical services, and are petitioning Ardinay's court to elevate them to equal status with human mages.

The dwarven troops of House Vareth are still nominally under the rule of Uthorion, now in the guise of Thorfinn Bjanni. But some units have split off and begun to plunder on their own, usually sending captured dwarves and half-folk back up the bridges to the slave camps on Vareth. Gutterby's raiders spend much of their time harassing the guards supervising these forced marches.

Dwarves are generally about 1.5 meters high, stockily built, with powerful upper bodies from years of working in the earth. They favor long beards and dark, coarse clothing, and generally travel in small groups for added protection against their enemies. Dwarves start adventuring at the age of 75, and can live well past 500.

**Standard Dwarf Tunnel Fighter**
**DEXTERITY 8**
Maneuver 9, melee weapons 9, missile weapons 10, stealth 9, unarmed combat 11
**STRENGTH 9**
**TOUGHNESS 9**
**PERCEPTION 8**
Find 9, trick 9
**MIND 8**
Test 9
**CHARISMA 7**
Taunt 8
**SPIRIT 7**
Intimidation 8
**Additional Skills:** three at +1 adds, one a magical skill
**Possibility Potential:** some (45)

# Giants

Aysle's giant population is renowned for one thing and one thing only: the ability to begin fighting over virtually any subject, eventually forgetting the reason for the battle but continuing the carnage just the same. They are probably the most widely disliked race in the cosm, detested by the dwarves and the humans, and dismissed as "stupid brawlers" by the Vikings. They, in turn, have little regard for anyone else, including each other.



Giants live throughout Lower Aysle, usually in caves or on bleak mountaintops, since they do not require shelter against the elements. Their social structure revolves around loosely-knit tribes, separated by natural boundaries (mountain ranges and the like). There is no single governing body in giant society— each tribe takes care of itself, and wars between or within groups are not uncommon. Their credo is a simple one, stating that anyone who wants to tell a giant what to do had best be prepared to knock him down first.

The vast majority of the giants joined with Uthorion's forces in the invasion of Earth's cosm. Those few tribes that wished to remain at home were branded cowards and threatened with extermination at the hands of their neighbors if they continued to abstain. There are some giants who are working with Ardinay's troops, or simply looking after their own interests in the realm, but most see a greater chance for bloodshed and plunder in the ranks of the Dark Forces.

Those giants who are operating independently have drifted into violent pursuits. Many have become enforcers for local mobs, bodyguards for controversial figures, and a few have even taken on jobs as goalkeepers in English football matches. Without exception, they grumble that this new world is too small for them, since they are unable to fit their bulk comfortably through most doorways.

Giants, depending on the innate magic of Aysle to maintain their existence, are subject to the wasting disease called the silent death if they ever become disconnected. See the entry on elves and chapter eleven for more information.

Few giants can claim to be geniuses, but those who have attained at least an average human's level of intelligence put it to good use. Though the strongest rule in giant society, the more intelligent often manipulate those in power. Lately, the giant "intellectuals" have been coming more to the forefront as their tribes struggle to adjust to this strange new cosm.

Giants reach a maximum height of slightly over three meters, although Fomorians have been known to grow

larger. Their appearances range from fairly handsome to freakish, and their clothing is usually made from animal hides. Those giants who have had particularly good fortune in finding work in the realm have taken to hiring tailors to design suits for them.

Giants can be expected to be a fixture in the realm for the duration of the Possibility Wars, and the ability of Ardinay's forces to recruit them or devise effective countermeasures will have an impact on the conflict's outcome.

**Standard Giant**
DEXTERITY 8
Melee weapons 9, unarmed combat 10
STRENGTH 14 (10)
Lifting 16
TOUGHNESS 15 (10)
PERCEPTION 7
Find 8, language 8, trick 8
MIND 7
Test 8, willpower 8
CHARISMA 7
Charm 8, persuasion 8, taunt 8
SPIRIT 7
Faith 8, intimidation 12
**Additional Skills:** two at +1 adds, one a magic skill
**Possibility Potential:** some (60)

# Half-Folk

Half-folk are hybrids of human and creature created as a result of an axiom wash. When Uthorion led his troops from Orrorsh to Aysle centuries ago, that wash created the first half-folk. When Aysle attacked Earth's cosm, half-folk were again created, and they mingled with those who came down the maelstrom bridge. First generation half-folk cannot be possibility rated, so those created when the axiom wash covered Earth do not have possibilities, but those who came from the Aysle cosm do.

The term "half-folk" encompasses a great many creatures, including minotaurs, centaurs, satyrs, and harpies. The half-folk are the second-class citizens of Aysle society, denied any rights and treated as slave labor and worse. Some, like the centaurs and satyrs, have learned to adapt; others, like the minotaurs, have responded to this treatment with unreasoning savagery.

There are half-folk on both sides of the Ardinay-Uthorion war, but neither side is actively recruiting them at the moment (they are considered to be untrustworthy). In general, most half-folk try to avoid conflicts with other races, while striving for acceptance despite their condition.

**Standard Minotaur**
DEXTERITY 8
Melee weapons 10, unarmed combat 11
STRENGTH 12
TOUGHNESS 7
PERCEPTION 7
Find 8, tracking 9, trick 8
MIND 8
Test 9
CHARISMA 7
Taunt 8
SPIRIT 7
Intimidation 9
**Natural Tools:** teeth, damage value STR+3/15; horns, damage value STR+4/16; hide, armor value TOU+7/14

**Standard Harpy**
DEXTERITY 10
Flight 13, melee weapons 12, stealth 11, unarmed combat 11
STRENGTH 8
TOUGHNESS 9
PERCEPTION 8
Find 9, tracking 9, trick 10
MIND 7
Test 8
CHARISMA 7
Taunt 9
SPIRIT 7
Intimidation 8
**Possibility Potential:** some (60)
**Natural Tools:** hide, TOU+2/11; wings, speed value 16; claws, damage value STR+3/11; fangs, damage value STR+3/11

**Standard Centaur**
DEXTERITY 10
Dodge 11, long jumping 11 maneuver 11, missile weapons 11, running 13
STRENGTH 8
Climbing 9
TOUGHNESS 8

**PERCEPTION 8**
Find 9, language 9, tracking 9, trick 9
**MIND 7**
Test 8
**CHARISMA 8**
Charm 10, persuasion 9, taunt 9
**SPIRIT 7**
Intimidation 8
**Possibility Potential:** some (60)
**Natural Tools:** hooves, damage value STR+2/10
**Equipment:** short bow, damage value STR+5/13, range 3-10/40/100

# Lesser Folk

The lesser folk fall somewhere between the half-folk and the creatures of Aysle. These are the most monstrous of the cosm's races, the trolls, gnomes, ogres, and kobolds. The invasion of Earth's cosm resulted in the creation of another species of lesser folk, the goblin, transformed humans with oversized heads, slender bodies, and a penchant for evil.

Lesser folk are, without exception, dangerous to the unarmed and unprotected, as they consider the weak to be nothing more than victims. Some lesser folk, like the goblins, will be content to rob an unwary traveler, while ogres and trolls will take his gold and then devour him.

Trolls make up the majority of the lesser folk, and along with goblins, are the most likely to band together of any of the various monsters. Ogres, orcs, and kobolds tend to be solitary beings, carving out their own little territories in the hills of the realm — and woe be unto anyone who ventures into the area.

Trolls are large creatures, roughly 2.5 meters high, covered with a coarse orange fur. They prefer caves, and their unpleasant smell and brutal natures make them difficult companions.

Ogres are a bit smaller, at two meters, with red eyes, sharp teeth and claws. Avowed man-eaters, they have been known to consume whole families of Ayslish at one sitting.

Kobolds, roughly half a meter in height, look as if they should be benevolent folk, with cherubic faces and bright red hair and beards. In truth,

they are malicious, hiding under the floorboards and in the walls of houses and coming out only to demand food. If they are refused, they will set the house ablaze.

Gnomes exhibit similar behavior, often breaking pottery or stealing objects from houses. Although only about one meter tall, they can be fierce fighters when pressed.

Virtually all of the lesser folk are represented to some extent in the Dark Forces, and as yet none have appeared in any number among Ardinay's troops.

**Standard Troll**
   **DEXTERITY 8**
   Dodge 10, melee weapons 11, unarmed combat 10
   **STRENGTH 11**
   **TOUGHNESS 11**
   **PERCEPTION 7**
   Trick 8
   **MIND 7**
   Test 8, willpower 8
   **CHARISMA 7**
   Taunt 8
   **SPIRIT 5**
   Intimidation 7
   **Possibility Potential:** some (85)
   **Natural Tools:** claws, damage value STR+3/14
   **Additional Skills:** two at +1 adds, including one magical skill

**Standard Goblin**
   **DEXTERITY 11**
   Dodge 12, lockpicking 12, maneuver 12, melee weapons 14, stealth 12
   **STRENGTH 6**
   **TOUGHNESS 7**
   **PERCEPTION 8**
   Find 9, trick 9
   **MIND 8**
   Test 9
   **CHARISMA 8**
   Taunt 9
   **SPIRIT 8**
   Intimidation 9
   **Additional Skills:** three at +1 adds
   **Possibility Potential:** none

**Standard Gnome**
   **DEXTERITY 10**
   Dodge 11, melee weapons 11, prestidigitation 12, stealth 13
   **STRENGTH 7**
   **TOUGHNESS 8**
   **PERCEPTION 8**
   Find 9, trick 9
   **MIND 8**
   Test 9
   **CHARISMA 8**
   Taunt 9
   **SPIRIT 7**
   Intimidate 9
   **Additional Skills:** three at +1 adds
   **Possibility Potential:** some (60)

# Creatures

The creatures of Aysle range from mighty dragons to fearsome ghosts, from benevolent faeries to corrupt and evil giants. Many of these have crossed the bridge from cosm to realm and now stalk the lands of Great Britain and Scandinavia.

## Draconis Teutonica

The evil "air"dragons from the frozen seas of Aysle are vicious and deadly beasts, their name synonymous with terror. Many of these participated in Uthorion's initial conquest of Aysle, and they have wrought terrible devastation during the invasion of Earth as well. In the realm, they seem to prefer to nest on mountain peaks.

The Draconis Teutonica are long, serpentlike monsters with two powerful clawed appendages and two great wings. Armor covers their coils, and they are among the largest of the Aysle dragons at roughly 40 meters in length. A teutonic dragon continues to grow until it dies, and ancient specimens have been known to reach a length of 55 meters.

The Draconis Teutonica has an affinity with elemental air, using an arctic blast as a breath weapon capable of freezing an enemy in his tracks. The dragon stores arctic air within three internal sacs, and thus can fire three blasts in quick succession (one per round of combat). The sacs refill at a rate of one every three rounds. The breath weapon is magical in nature, and can be defended against using elemental air magic.

The teutonic dragons are intelligent, egotistical, and possessed of impressive magical skills. They have been known to battle beside Vikings, and there are rumors that elves have been seen using them as mounts, but these have not been confirmed.

**Draconis Teutonica**
  **DEXTERITY 9**
  Flight 12, unarmed combat 11
  **STRENGTH 27**
  **TOUGHNESS 23/35**
  **PERCEPTION 19**
  Alteration magic 22, divination magic 22, evidence analysis 21, find 23, trick 22
  **MIND 15**
  Test 21, willpower 18
  **CHARISMA 7**
  Charm 9, persuasion 11, taunt 11
  **SPIRIT 7**
  Intimidation (15), reality 9
  **Additional Skills:** three at +2 adds
  **Possibility Potential:** all
  **Arcane Knowledges:** air 6, darkness 4
  **Natural Tools:** armor TOU+12/35; wings, speed value 11; claws, damage value STR+3/30; arctic air breath, damage value 36, range 3-50/51-250/251-600

## Draconis Aysle

These benevolent dragons of Aysle are lizardlike, with four clawed appendages and large wings. They thrive in the tropical zone of the cosm and are most often found in the Trade Sea.

The Draconis Aysle have an affinity for elemental fire, known for using their fiery breath weapon to reduce opponents to ash. They can store fire in three internal sacs, and can expend three blasts in quick succession (one per combat round). The sacs refill at the rate of one every three rounds. The breath weapon is magical in nature, and can be defended against using elemental fire magic.

The Aysle dragon grows to an average length of 15 meters. Although not as huge or strong as their teutonic cousins, they are faster and better able to maneuver in battle, traits which have often provided a life-saving edge.

They hated wearing the yoke of Ardinay during the time Uthorion possessed her, and are pleased that Ardinay's "change of heart" is allowing them to do good and honorable deeds again.

**Draconis Aysle**
  **DEXTERITY 14**
  Flight 15, unarmed combat 17
  **STRENGTH 21**
  **TOUGHNESS 19/27**
  **PERCEPTION 15**
  Evidence analysis 19, find 19, trick 24
  **MIND 19**
  Apportation magic 22, conjuration magic 22, test 21, willpower 21
  **CHARISMA 9**
  Charm 12, persuasion 10, taunt (12)
  **SPIRIT 8**
  Intimidation (12), reality 10,
  **Additional Skills:** three at +2 adds
  **Possibility Potential:** all
  **Arcane Knowledges:** light 3, fire 5
  **Natural Tools:** armor TOU+8/27; wings, speed 15; claws, damage value STR+3/24; fire breath, damage value 28, range 3-30/31-100/101-250

## Draconis Aquatica

The water dragon is one of the few beasts capable of surviving in the Boiling Sea of the Aysle cosm. Like the Draconis Teutonica, the Aquatica is evil in nature, and relishes the destruction it has been allowed to cause under Uthorion's rule. In the realm, the Aquatica have taken to the lochs, rivers and channels and pose a constant threat to mariners.

The Draconis Aquatica resembles a long snake with a massive tail that it uses as a natural rudder when swimming and as a weapon in battle. A water dragon can grow to a maximum of 25 meters in length.

The Aquatica has an affinity for elemental water. It uses steam as a breath weapon, and stores it in a single internal sac. After it fires a blast, it takes two combat rounds for the sac to refill. Being magical in nature, it is possible to defend against the steam attack using elemental water magic.

## Dragon Key

1. Draconis Aysle (fire) 2. Draconis Teutonica (air) 3. Draconis Metallica (metal) 4. Draconis Terra (earth) 5. Draconis Crotalaria (plant) 6. Draconis Aquatica (water)

**Draconis Aquatica**
  **DEXTERITY 12**
  Swimming 14, unarmed combat 14
  **STRENGTH 24**
  **TOUGHNESS 21**
  **PERCEPTION 14**
  Find 15, trick 16
  **MIND 19**
  Conjuration magic 22, test 20, will-power 21
  **CHARISMA 8**
  Charm 9, persuasion 11, taunt (10)
  **SPIRIT 8**
  Intimidation (13), reality 9
  **Additional Skills:** three at +2 adds
  **Possibility Potential:** all
  **Arcane Knowledges:** water 5, living forces 2
  **Natural Tools:** armor, TOU+10/31; tail, swimming speed value 11, damage value STR+3/27; steam breath, damage value 26, range 50/100/250

# Draconis Metallica

The "metallic dragon" is so called because of its grayish scales, which resemble armor and are extremely tough. They live underground, preferring tunnels and mineshafts, and share the Land Between with the dwarves. Their nests are often close to gold and silver deposits. Every dwarven mining crew has a member charged with luring the dragon away long enough for the others to gather some of the valuable ore.

The size of the Draconis Metallica varies, with the largest recorded at 20 meters in length, and the smallest at eight meters. They have four clawed appendages, walking on their powerful rear legs and using their weaker forelegs to dig in the earth for the metals they feed upon. They are born with vestigial wings, but these wither and fall off by the time they reach maturity.

Either by nature or choice, the Metallica are land-bound dragons.

The Metallica are creatures with an affinity for elemental metal, and they use *apportation/magic* to gather metal to them. When facing an armored foe, they will often use their magic to draw their opponent close enough to be devoured.

The Metallica are neither good nor evil in nature, but are quick to attack if their nests are disturbed. They do not feed on humans *per se*, but will treat anyone clad in armor as a potential meal.

**Draconis Metallica**
  **DEXTERITY 9**
  Flight 10, unarmed combat 11
  **STRENGTH 25**
  **TOUGHNESS 25/40**
  **PERCEPTION 14**
  Divination magic 16, find 15, tracking 15, trick 16
  **MIND 13**
  Apportation magic 16, test 14, willpower 15
  **CHARISMA 8**
  Charm 11, persuasion 9, taunt (12)
  **SPIRIT 7**
  Intimidation (12), reality 9,

**Additional Skills:** three at +2 adds
**Possibility Potential:** all
**Arcane Knowledges:** metal 6
**Natural Tools:** armor, TOU+15/40; wings, speed value 10; claws, damage value 18

# Draconis Terra

Dubbed the "earth dragon," the Draconis Terra make up the majority of the great serpent population in the cosm. They can be found all over Upper Aysle, and in slightly smaller numbers on Lower Aysle. They have also prospered in the realm, as they are essentially peaceful in nature, but more than capable of defending themselves against attack.

The Draconis Terra are bound to their namesake, being unable to fly or swim. They grow to an average of 15 meters in length, and walk on four clawed appendages.

Due to their unique abilities, the Draconis Terra are also known as the "Uiulisa Siutlk," or "Unapproachable Ones," by the Ayslish. When threatened, the dragon can cause the earth around it to shake violently, often triggering avalanches or causing crevices to appear. How well developed this power is depends on the age of the dragon: a young beast can cause only minor tremors, while an ancient Terra can create an earthquake strong enough to flatten a small city. Its claws are used less as offensive weapons than as a means to anchor the dragon to the ground during shocks and aftershocks.

The Draconis Terra constitute the closest thing to a natural enemy possessed by the Draconis Teutonica. The teutonic dragon's love for rocky peaks makes it vulnerable to the attack of the Terra, which has been known to bring half a mountainside down on a Teutonica that waited too long to take to the air. Once in the sky, however, the Teutonica can attack with impunity, unable to be harmed by the earth dragon's power.

The following stats are those of a mature Draconis Terra.

**Draconis Terra**
  **DEXTERITY 10**
  Maneuver 11, running 13, unarmed combat 11
  **STRENGTH 22**
  Climbing 23
  **TOUGHNESS 18/23**
  **PERCEPTION 17**
  Find 18, tracking 19, trick 19
  **MIND 20**
  Apportation magic 23, survival 21, test 21
  **CHARISMA 8**
  Charm 10, persuasion 12, taunt (13)
  **SPIRIT 8**
  Intimidation (15), reality 9
  **Additional Skills:** three at +2 adds
  **Possibility Potential:** all
  **Arcane Knowledges:** earth 5, inanimate forces 2
  **Natural Tools:** armor, TOU+5/23; claws, damage value STR+2/24; earth control, damage value 28, range 75/150/300

# Draconis Crotalaria

In a cosm and realm where food is scarce, the Draconis Crotalaria are treasures beyond price. Their affinity with elemental plant life allows them to spur vegetation to growth, and they commonly live surrounded by lush grasses and trees. Even in the darkest areas of Aysle there are patches of verdant greenery, and they invariably signal the presence of a Crotalaria.

The Crotalaria is the smallest of the six Aysle dragons, averaging between 10 and 15 meters in length. But do not be fooled by his size—many a hungry Ayslish has found himself in dire danger when caught foraging through the Crotalaria's dragonhaunt without permission. While the dragon will occasionally give food away, more often he will demand a boon in return for his bounty.

Plant dragons have no fierce breath weapon, but their ability to influence all growing things has proven an effective defense against attack. Hunting parties seeking the dragon must hack their way through vines and creepers that attempt to entangle them, avoid slashing thorns and the onslaughts of tree limbs. By the time they reach the nest, the Crotalaria has vanished in favor of another, more secure haven.

The Crotalaria has four clawed appendages, a snake-like tail and feathered, rather than membraneous, wings. Its scales are a deep jade in color.

**Draconis Crotalaria**
  **DEXTERITY 13**
  Flight 14, unarmed combat 14
  **STRENGTH 20**
  **TOUGHNESS 20/26**
  **PERCEPTION 15**
  Alteration magic 16, divination magic 16, find 16, scholar (plant lore) 17, trick 17
  **MIND 20**
  Apportation magic 21, conjuration magic 21, test 22, willpower 21
  **CHARISMA 9**
  Charm 11, persuasion 11, taunt (14)
  **SPIRIT 7**
  Intimidation (12), reality 9
  **Additional Skills:** three at +2 adds
  **Possibility Potential:** all
  **Arcane Knowledges:** plant 6, living forces 4
  **Natural Tools:** armor, TOU+6/26; wings, speed value 13; claws, damage value STR+3/23

# Faeries

The faeries of Aysle realm existed on Earth centuries ago, but gradually disappeared as the Tech axiom grew and the Magic axiom declined. When the bridge dropped from the Aysle cosm and hordes of magical beings poured into this world, the accompanying axiom wash brought the faeries back to life.

Six different types of faerie currently exist in the realm, each one affiliated with a different element (fire, air, earth, water, metal, and plant). All look basically the same: small humanoid creatures, roughly 30 centimeters in height, with membraneous wings on their backs. They are far more luminous, and have less physical mass, than their Aysle cosm counterparts, the fey. Each faerie possesses the power to perform certain spells connected to his or her particular element, although it is possible for particularly long-lived faerie to learn others. These powers can make them dangerous to others, but also extremely useful: cypriums are often asked to provide the power to start machinery, and cinlums can be found on sailing ships helping to fill the can-

vas with wind. Very few faeries are capable of casting a spell of any great strength on their own, but their power increases exponentially when joined with their fellows. For example, if 10 faeries cooperate on a spell, +10 can be added to the bonus number.

Faeries of different elements often do not get along, and wars have been known to start between two or more troops. Despite their small size, faerie wars can cause tremendous damage: a battle between air faeries and fire faeries in 1666 resulted in a huge firestorm that incinerated the city of London.

The following are brief descriptions of the faeries of the realm

# Cinlums

Faeries with an affinity for elemental air, the cinlums live in trees where they can hear the wind blow. Malicious in nature, they have been known to use their magic to blast crops, cause droughts and floods, and create violent windstorms. The friendship of the cinlums is cultivated by sailors, who ask their help in stormy weather. The cinlums detest faeries of fire and earth, and will attack either instantly.

**Cinlum**
**DEXTERITY 13**
Dodge 16, flight 15, maneuver 15, melee weapons 14, missile weapons 15, stealth 15
**STRENGTH 4**
**TOUGHNESS 5**
**PERCEPTION 12**
Alteration magic 15, find 13, trick 13, scholar (sailing) 14
**MIND 11**
Test 13, willpower 12
**CHARISMA 9**
Charm 10, persuasion 10, taunt 12
**SPIRIT 7**
Faith 9, intimidation 9, reality 8
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *weather control, floater*
**Arcane Knowledges:** *air 9*
**Natural Tools:** wings, speed value 12
**Equipment:** cloud armor, TOU+2/7; cinlum sword, enchanted, damage value STR+6/10; cinlum bow, enchanted, damage value STR+8/12, range 3-10/40/100

# Infernas

The infernas are the fire faeries, who are responsible for providing light and heat to travelers when night falls. Infernas are invaluable to have nearby when on an expedition, for they will keep torches lit in dark places and their fireballs will keep most enemies at bay. They prefer to live underground, far away from the wind and the water. Entrances to their tunnels can usually be found hidden under the ashes of a cook fire or behind the bricks of a fireplace. Although they dislike the cinlum, their worst enemies are the aqueates, the water faeries — due to the nature of their respective powers, a decisive battle between the two has never been fought.

**Infernas**
**DEXTERITY 12**
Dodge 15, flight 13, maneuver 14, melee weapons 13, missile weapons 13, prestidigitation 13, stealth 14
**STRENGTH 4**
**TOUGHNESS 6**
**PERCEPTION 10**
Language 11, trick 11
**MIND 12**
Conjuration magic 15, test 14, willpower 13
**CHARISMA 7**
Charm 8, persuasion 8, taunt 8
**SPIRIT 6**
Faith 8, intimidation 7, reality 7
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *conjured fireball*
**Arcane Knowledges:** *fire 9*
**Natural Tools:** wings, speed value 10
**Equipment:** fire armor, TOU+2/8; infernas sword, enchanted, damage value STR+6/10; infernas bow, enchanted, damage value STR+8/12, range 3-10/40/100

# Aqueates

Along with the cinlums, the aqueates are the faeries most feared by mariners, for it is they who call up blankets of fog or cause great waves to crash against the bows. Sailors who do not show these sprites the proper respect often find themselves lost in the fog on storm-tossed seas. Aqueates do have their positive uses, though — they can easily be persuaded to put out a fire, since they will do this purely for the pleasure of angering the infernas. Aqueates live at the bottom of ponds and lakes, and can be summoned by dropping pebbles into the water (they will eventually come to the surface to investigate the disturbance). If the request made of them is not politely phrased, or simply does not interest them, their visitor will leave drenched.

Sailors who wish a swift trip can ask the help of both the aqueates and the cinlums, who do not mind working together, but the price for their cooperation will be high.

**Aqueates**
**DEXTERITY 13**
Dodge 16, fish riding 14, flight 14, melee weapons 14, missile weapons 14, swimming 15
**STRENGTH 4**
**TOUGHNESS 4**
**PERCEPTION 11**
Alteration magic 14, first aid 12, trick 12, scholar (sailing) 12
**MIND 11**
Apportation magic 13, test 12, willpower 12
**CHARISMA 8**
Charm 9, persuasion 9, taunt 9
**SPIRIT 8**
Faith 9, intimidation 9, reality 9
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *fog, water spray*
**Arcane Knowledges:** *water 9*
**Natural Tools:** wings, speed value 10
**Equipment:** water armor, TOU+2/6; aqueate sword, enchanted, damage value STR+6/10; aqueate spear, enchanted, damage value STR+5/10, range 3-5/25/40

# Soliums

The soliums are the most common faeries, both in the realm and in Earth legend. The last to disappear when the axioms shifted centuries ago, their barrows still exist throughout Great Britain and Scandinavia, and they reclaimed them upon their return. Soliums are benevolent faeries, al-

though they are not above a prank or two (occasionally, one will throw a small earth shield up in the path of a wanderer and laugh heartily when he trips over it). At one time, soliums and aqueates were allies, with the infernas the common enemy. This lasted until the soliums realized that the aqueates were washing their domain away, little by little, and a great war ensued. Now the soliums consider only the plant faeries their friends, although they will cooperate with humans if asked nicely. With their vast network of tunnels, they are able to carry messages rapidly from one place to another, as well as report on the conversations and movements of enemies. With their magic to aid them, they are highly efficient trackers. When attacked, they will form earthen forts and hurl stones at their opponents.

## Soliums

**DEXTERITY 11**
Beast riding 12, dodge 14, flight 12, maneuver 12, melee weapons 12, missile weapons 13, stealth 12
**STRENGTH 6**
**TOUGHNESS 6**
**PERCEPTION 11**
Divination magic 12, find 12, tracking 12, trick 12
**MIND 11**
Apportation magic 14, survival 12, test 12
**CHARISMA 7**
Charm 8, persuasion 8, taunt 8
**SPIRIT 7**
Faith 8, intimidation 8, reality 8
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *earth shield, tracker*
**Arcane Knowledges:** earth 9
**Natural Tools:** wings, speed value 10
**Equipment:** earth armor, TOU+2/8; solium sword, enchanted, damage value STR+6/12; solium sling, enchanted, damage value STR+7/13, range 3-10/40/100

## Cypriums

The metal faeries are considered pests by many households, because no lock can keep them out and they will steal metal objects, especially those they feel are neglected by their owners. Often they will take up residence in teapots or jewelry boxes, and venture out at night to polish the silverware. The boldest cypriums will make homes in the treasure troves of Draconis Metallica, but they are in dire peril if the dragon catches them. Attempting to steal from a cyprium is unwise, as their magic allows them to electrify their horde. Cypriums have found a niche in the realm, often being asked to send a jolt of energy into a battery or engine to get it started. Cypriums and aqueates do not get along, as water rusts metal and electricity is easily carried through water.

## Cyprium

**DEXTERITY 11**
Dodge 14, flight 12, lock-picking 12, maneuver 12, melee weapons 12, missile weapons 12, stealth 12
**STRENGTH 6**
**TOUGHNESS 6**
**PERCEPTION 11**
Alteration magic 13, find 12, trick 12
**MIND 11**
Apportation magic 14, artist (metalwork) 12, test 12, willpower 12
**CHARISMA 7**
Charm 8, persuasion 8, taunt 9
**SPIRIT 7**
Faith 8, intimidation 8, reality 8
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *bullet, lightning, open lock*
**Arcane Knowledges:** *inanimate forces 5, metal 4*
**Natural Tools:** wings, speed value 10
**Equipment:** metal armor, TOU+2/8, cyprium sword, enchanted, damage value STR+6/12; cyprium bow, enchanted, damage value STR+8/14, range 3-10/40/100

## Celosia

The celosia, or plant faeries, are the gentlest and most peaceful of all the realm sprites. They live within flower blossoms, and their primary role is to charm the soliums into letting all the growing things emerge from the soil and into the sunlight. The celosia have been very frustrated since their return by the number of dark places in the realm where nothing will bloom, and for that reason, they have shown some willingness to forego their traditional neutrality and aid the Storm Knights. The celosia are beautiful creatures, and can enchant others into revealing useful information or providing aid. They are, however, relatively fragile beings, and must be protected in combat.

## Celosia

**DEXTERITY 11**
Dodge 12, flight 13, stealth 12
**STRENGTH 3**
**TOUGHNESS 4**
**PERCEPTION 10**
Find 11, first aid 11, trick 11
**MIND 11**
Artist (flower arrangement) 12, conjuration magic 13, test 12, willpower 12
**CHARISMA 11**
Charm 14, persuasion 13, taunt 12
**SPIRIT 9**
Faith 10, reality 10
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *charm person*
**Arcane Knowledges:** *living forces 9*
**Natural Tools:** wings, speed value 13
**Equipment:** plant armor, TOU+2/6; celosia sling, enchanted, damage value STR+4/7, range 3-10/40/100

# Fey

The fey are the Aysle cosm counterparts of the Earth faeries. Unlike the sprites who have only recently returned to the realm, the fey have thrived in the cosm for hundreds of years without interruption. The strong Magic axiom in the cosm has allowed them to attain greater physical mass than the faeries, although evolution has deprived them of their wings, nor do they have the luminosity of their Earth cousins.

Like the faeries, the fey are tied to the elements. The brownies are affiliated with elemental fire, the boggarts with earth, the boggles with metal, the pixies with air, the pookas with plants and the nixies with water. They, too, rely heavily on magic, although they are slightly more adept at the use of weapons than are the faerie.

Only a small number of fey have migrated down the bridges to Earth, primarily because they favor the same

habitats as do the faerie, and fierce battles have erupted between the two groups. Whether the fey cross the bridges in force in the future remains to be seen.

## Brownie
**DEXTERITY 10**
Dodge 11, maneuver 11, melee weapons 11, missile weapons 14
**STRENGTH 8**
Climbing 9
**TOUGHNESS 8**
**PERCEPTION 10**
Language 11, trick 11
**MIND 12**
Conjuration magic 15, test 14, willpower 13
**CHARISMA 7**
Charm 8, persuasion 9, taunt 8
**SPIRIT 6**
Faith 7, intimidation 9, reality 7
**Additional Skills:** one at +2 adds
**Possibility Potential:** all
**Spells:** *conjured fireball*
**Arcane Knowledges:** *fire 10*
**Equipment:** brownie armor, enchanted, TOU+2/10; brownie sword, damage value STR+6/14; brownie bow, damage value STR+8/16, range 3-10/40/100

# Fomorians

The Fomorians are a race of giants who live on an island near Ugorland in Lower Aysle. Shunned by even the other giants, the Fomorians have been corrupted by centuries of Arthuk-worship and interbreeding. The giants of Rakholm claim that the Fomorians practice cannibalism and other dark rites, and refuse to have any dealings with them. So hated are they that the consensus of opinion in Lower Aysle is that the giant who betrayed his race to the humans so long ago must have been a Fomorian.

The Fomorians are slightly larger, at about five meters, and less intelligent, than the average giant. Due to their inability to follow orders and work with other races, they were judged by Uthorion to be unfit for participation in the invasion force. The Fomorians came anyway, and were one of the instigators of the brawl between dwarves and giants now taking place in Belfast. Unlike some other giants, the Fomorians have made no effort to adapt to this new realm, relying on their old ways — brutality and bloodshed — to carry them through.

## Fomorian
**DEXTERITY 16**
Melee weapons 19, unarmed combat 18
**STRENGTH 18**
Lifting 20
**TOUGHNESS 18**
**PERCEPTION 6**
Trick 7
**MIND 6**
Survival 7, test 8, willpower (7)
**CHARISMA 5**
Charm (7), persuasion (9), taunt 7
**SPIRIT 7**
Faith (Arthuk) 9, intimidation 13
**Additional Skills:** one at +2 adds
**Possibility Potential:** some (65)
**Equipment:** spiked club, damage value STR+4/22

# Ghouls

Horrid creatures of the night, ghouls traveled across the maelstrom bridge from Orrorsh during Uthorion's invasion of Aysle. Ghouls feed on corpses, and have no compunctions about creating a few to make a meal.

Ghouls have gray, jelly-like flesh and fangs with which to rend their prey. They are strong enough to tear apart a tomb in search of food, and are noted for the complete silence in which they move. Ghouls normally attack in a group, and will then fight among themselves over the kill.

## Ghoul
**DEXTERITY 7**
Dodge 9, lock-picking 8, stealth 9, unarmed combat 10
**STRENGTH 12**
Lifting 14
**TOUGHNESS 12**
**PERCEPTION 7**
Find 9, tracking 8, trick (9)
**MIND 6**
Test 9, willpower 20
**CHARISMA 6**
Charm (8) persuasion (11), taunt (9)
**SPIRIT 7**
Intimidation 9, reality 8
**Possibility Potential:** some (60)

**Natural Tools:** fangs, damage value STR+2/14
**Note:** Immune to KO conditions. If *Hero Setback* card comes up, characters flee in fear if intimidated

# Gorgon

The gorgons are creatures with the ability to turn their victims to stone merely by looking into their eyes. The gorgons commonly travel in threes, and much of the statuary that adorns portions of Lower Aysle are actually dwarves and humans who fell victim to these foul beings.

The telltale characteristics of a gorgon are red eyes, a greenish tinge to the skin, and a nest of writhing snakes in place of hair. Though they are physically powerful, they are not adept at physical combat, relying on their gaze to destroy their enemies.

Gorgons congregate in dark places, and prefer to stay away from bodies of water (should they see their own reflection, they suffer the same fate as their victims). Some have found work of a sort since crossing over into the realm — a Scottish "sculptor" was recently exposed as a fiend who hired gorgons to stare at his enemies and turn them into stone, which he then sold as works of art.

## Gorgon
**DEXTERITY 8**
Dodge 9, stealth 9, unarmed combat 9
**STRENGTH 12**
**TOUGHNESS 11**
**PERCEPTION 12**
Languages 13, trick 15
**MIND 11**
Test 14, willpower 13
**CHARISMA 7**
Charm 11, persuasion (12), taunt (9)
**SPIRIT 5**
Intimidation 12
**Possibility Potential:** none
**Natural Tools:** the gorgon's attack uses his or her *willpower* as the effect value, with a difficulty number of the target character's *Perception.* If the target is actively avoiding the gorgon's gaze, he or she must get a "setback" or a "player's call" result on a trick to make the attack. The attack is consider a "one-

on-many," adding +2 to the difficulty of the trick attempt and +4 to the difficulty of the actual attack. (See the Multi-Action Chart on page 45 of the *Torg Rulebook*.) Each wound level causes the victim's body to solidify further, and reduces all *Dexterity*-related skills by two. After three wounds have been taken, the victim is completely turned to stone, and can be returned to flesh only if the gorgon is slain. This can be done by severing the head of the creature, or reflecting their gaze back at them. If less than three wounds, the victim's DEX returns in 24 hours

# Gospog

Uthorion has gotten tremendous use out of his gospog, using them to track down pockets of resistance throughout Norway and Finland, and as an instrument of pure terror in the other countries that make up the realm of Aysle. The sight of these nightmarish creatures often breaks the spirits of opponents long before a drop of blood has been spilled.

Second, third and fourth planting gospog are plentiful, but there are very few fifth plantings, Uthorion having lost a number of the precious seeds when Ardinay's forces took control of much of southern England.

Gospog of the first planting are identical in every realm, and their statistics can be found in the *Torg Rulebook,* page 90.

## Gospog of the Second Planting

Aysle gospog of the second planting resemble huge wolves, with vicious fangs and heavy fur which enables them to function in the cold northern reaches of the realm without difficulty. Parts of their hide are composed of plant matter, and as a result, sharp thorns line their fur. They are gifted with an uncanny ability to track, and have been known to accurately trace fleeing villagers across snowfields and through icy rivers. When they find their quarry, the gospog waste no time in tearing it apart. They generally operate in a pack, much like genuine wolves.



Second planting gospog are particularly fond of half-folk meat, and so a team of Vikings or humans are commonly sent to keep the pack moving toward its goal. The average gospog is four meters in length.

Many of the moors England and Scotland have been used as gospog fields, and the baying of the "wolves" upon them these days is a sinister sound, indeed.

**Gospog of the Second Planting**
**DEXTERITY 13**
Dodge 14, maneuver 15, running 15, stealth 14, unarmed combat 15
**STRENGTH 11**
**TOUGHNESS 11**
**PERCEPTION 9**
Find 12, tracking 12, trick (11)
**MIND 7**
Test (11), willpower 9
**CHARISMA 4**
Taunt (8)
**SPIRIT 4**
Intimidation (9)
**Possibility Potential:** none
**Natural Tools:** claws, damage value STR+2/13; teeth, damage value

STR+3/14; thorns, damage value STR+3/14

## Gospog of the Third Planting

Third planting gospogs are slightly larger versions of their predecessors, with an average length of six meters. In addition to the skills of the second planting gospogs, this version has more pronounced claws, larger and sharper teeth, and its hide is a mixture of fur and scales. Less plantlike, its thorns are gone, replaced by two tentacles emerging from its backs. While their tracking abilities remain unchanged between generations, these gospog are far tougher and able to do more damage in battle.

**Gospog of the Third Planting**
**DEXTERITY 14**
Dodge 15, maneuver 16, running 16, stealth 15, unarmed combat 16
**STRENGTH 13**
Climbing 15
**TOUGHNESS 12/17**

**PERCEPTION 9**
Find 12, tracking 12, trick (11)
**MIND 7**
Test (11), willpower 9
**CHARISMA 4**
Taunt (10)
**SPIRIT 4**
Intimidation (10)
**Possibility Potential:** none
**Natural Tools:** armor, TOU+5/17; claws, damage value STR+3/16; teeth, damage value STR+4, 17; tentacles, damage value STR+2/15
**Note:** When using tentacles, gospog can make two attacks per round

## Gospog of the Fourth Planting

In the fourth planting, the gospog begin to take on more dragon-like characteristics, the most obvious being the transformation of their tentacles into membraneous wings. Their size and strength also increase, although they make less use of their tracking abilities, since they are now able to spot their quarry from the air. Fourth planting gospog average eight meters in length.

From the fourth generation on, the gospog tend to spend less time in a pack, often hunting independently. There is also no longer a need for Viking herders, as their intelligence has increased to the point that they are not easily distracted from their goal.

**Gospog of the Fourth Planting**
**DEXTERITY 10**
Dodge 14, maneuver 13, flight 12, unarmed combat 16
**STRENGTH 20**
**TOUGHNESS 14/19**
**PERCEPTION 10**
Find 12, tracking 12, trick 11
**MIND 9**
Test 11, willpower 11
**CHARISMA 4**
Taunt (12)
**SPIRIT 4**
Intimidation 15
**Possibility Potential:** none
**Natural Tools:** armor, TOU+5/19; wings, speed value 12; claws, damage value STR+3/19; teeth, damage value STR+4, 20

## Gospog of the Fifth Planting

With the final planting, the transformation into a hybrid wolf-dragon is complete with the addition of a breath weapon capable of causing metallic objects to crumble. The acidic elements which make this possible are stored in two internal sacs, and the gospog can fire two blasts in succession (one per round), but each sac takes two rounds to refill.

The breath weapon will not affect any element other than metal, but it eats away at this with astonishing rapidity. Armor and metallic weapons quickly become useless when employed against a fifth planting gospog.

In its fifth incarnation, the gospog reaches its maximum size of 10 meters.

**Gospog of the Fifth Planting**
**DEXTERITY 12**
Dodge 15, maneuver 14, light 14, unarmed combat 17
**STRENGTH 22**
**TOUGHNESS 20/25**
**PERCEPTION 11**
Find 14, tracking 14, trick 13
**MIND 9**
Test 12, willpower 13
**CHARISMA 4**
Taunt (14)
**SPIRIT 4**
Intimidation 17
**Possibility Potential:** None
**Natural Tools:** armor, TOU+5/25; claws, damage value STR+3/25; teeth, damage value STR+4/26; wings, speed value 12; acidic breath, damage value 25 (applied against *Toughness* of object)

## The Green Men

The Green Men are malign creatures who live in the forests of England, having migrated across the bridge from Aysle. Not strictly "men" at all, they are a hybrid of human being and tree, their bodies made of wood with bark for skin and thorny branches for fingers. Their features resemble that of a man's carved into a tree trunk, and they have leaves for hair.

A Green Man will stay hidden in a forest glade until it spots a lone traveler. It will then slash at the victim with its fingers and then crush him to death in its arms. It is believed the Green Man feeds on the blood of his victims, and it is this which keeps him animated.

**Green Man**
**DEXTERITY 9**
Stealth 20, unarmed combat 12
**STRENGTH 15**
Lifting 16
**TOUGHNESS 12**
**PERCEPTION 10**
Find 11, tracking 12
**MIND 8**
Test (9)
**CHARISMA 5**
Taunt (10)
**SPIRIT 6**
Reality 7
**Additional Skills:** one at +1 add
**Possibility Potential:** some (50)
**Natural Tools:** thorny branches, damage value STR+2/17

## Griffin

A bizarre hybrid of the eagle and the lion, the griffin has the body of the great cat and the head, wings and claws of the airborne hunter. Griffins grow to an average length of eight meters, with wing spans of nine meters. Griffins prefer to live on high mountain peaks, but will gravitate to any lofty spot, church spires and castle towers being particular favorites.

In the cosm, griffins commonly fed on other animals, with unicorn meat and the entrails of small dragons considered delicacies. On Earth, the griffin has developed a taste for human flesh, a great roar and the beating of wings being the last sounds heard by a number of unwary travelers.

The griffin's preferred method of hunting is to swoop down and rake its prey with its claws, then use its bulk to force the victim to the ground. Once it has its target pinned, the griffin will use its powerful beak to tear off pieces and fly with them back to its nest.

Although griffins rarely associate with other species, the strangeness of the realm has led many to team with sorcerers for mutual benefit. The griffin is capable of understanding simple commands, but cannot converse.

**Griffin**
**DEXTERITY 14**
Dodge 15, flight 16, stealth 15, unarmed combat 17
**STRENGTH 18**
**TOUGHNESS 16**
**PERCEPTION 9**
Tracking 11, trick 10
**MIND 8**
Test 10
**CHARISMA 5**
Taunt (8)
**SPIRIT 5**
Intimidation 10
**Additional Skills:** two at +1 adds
**Possibility Potential:** some (60)
**Natural Tools:** wings, speed value 12; claws, damage value STR+2/20; beak, damage value STR+3/21

# Kraken

The monstrous giant octopus known as the kraken haunts northern waters, particularly the shipping lanes around Norway, feeding off unfortunate sailors it plucks from vessels with its mighty tentacles. Lately, with Viking longships sailing about the area, the kraken have been eating well, and the warriors of Aysle have learned to watch for the frothing waters that signal the approach of one of the great beasts.

Kraken do not exist in Aysle cosm, but are native to Earth. The advent of motorized ships with greater speed had forced the kraken to find prey among the fish on the sea bottom, but the dropping of Tech axioms with the Aysle invasion has brought slow sailing ships back into vogue, and the kraken has responded.

A kraken has a large head with two eyes and a beak-like mouth. It has a dozen tentacles, each about 70 meters long, and its total length is roughly 100 meters. It has been known to snatch a sailor out of the crow's nest of a ship and gulp it down, then squeeze a ship in its tentacles until it splinters, at which point it feeds on any crewmen who were belowdecks.

The most vulnerable point on a kraken is its eyes. If blinded, it will break off an attack and submerge, and eventually be slain by one of its own kind.

**Kraken**
**DEXTERITY 12**
Swimming 13, unarmed combat 15
**STRENGTH 21**
Lifting 23
**TOUGHNESS 20**
**PERCEPTION 9**
Tracking 10
**MIND 5**
Test (10)
**CHARISMA 3**
Taunt (25)
**SPIRIT 3**
Intimidation (15)
**Possibility Potential:** some (60)
**Natural Tools:** tentacles, damage value STR+1/22
**Note:** The kraken can make three attacks per combat round

# Legend Apparition

A legend apparition closely resembles a ghost, both in appearance and behavior. But unlike the classic restless spirit, the legend apparition is not an independent entity, but rather an illusion formed from the energy of the beliefs and superstitions and others.

An apparition will usually form in an area where a particularly hated and malevolent individual has recently died. The fears of local residents that the deceased will return as a ghost cause a legend apparition to take shape. It will possess the memories and characteristics of the person it resembles, which are impressed upon it by the minds of the people who caused it to appear, and will genuinely believe it is the ghost of a dead individual. Unable to attack physically, the legend apparition operates by frightening those around it using its *intimidation* as the effect value against a difficulty number of the target's *Mind*.

Since it is not, destroying the body or the building it is haunting will prove ineffective in dispelling it. However, if proof of such an action can be shown to the apparition and the people it is tormenting, their belief that the "ghost" has been destroyed will cause the apparition to vanish.

**Legend Apparition**
**DEXTERITY 3**
Stealth 22

**STRENGTH 1**
**TOUGHNESS 11**
**PERCEPTION 11**
Find 19, tracking 14, trick 12
**MIND 11**
**CHARISMA 15**
Persuasion 17, taunt 15
**SPIRIT 15**
Intimidation 24

# Manes

Subterranean tunnel-dwellers who share the Land Between with the dwarves, no one is quite sure if the manes are merely creatures, or might qualify as lesser folk. Certainly they seem to have some rudimentary intelligence, and are capable of working with simple tools. But they are seemingly incapable of communication with other species, or even each other, and how they manage to coordinate their efforts toward a common goal remains a mystery.

Manes are small, humanoid creatures, usually about one meter in height, with pale reddish skin and no hair on their bodies. They are adept at working with their hands, and show remarkable balance when climbing through the tunnels. Their eyesight is extremely limited because of the low light levels in their domain, but their hearing is very acute. They prefer to leave other species alone, but will attack in a mob if someone encroaches on areas they claim as their own.

**Manes**
**DEXTERITY 11**
Dodge 13, melee weapons 12, stealth 14, unarmed combat 12
**STRENGTH 6**
Climbing 13
**TOUGHNESS 7**
**PERCEPTION 8**
Trick (9)
**MIND 7**
Survival 10, test (9)
**CHARISMA 8**
Charm (11), persuasion (11), taunt (11)
**SPIRIT 5**
Intimidation (7)
**Possibility Potential:** none
**Equipment:** club, damage value STR+3/9

# Manticore

The manticore is a strange creature that stalks the mountains of Bar'ann and the ice fields of Holm and Skani in the cosm, exciting dread in the hearts of even the bravest of barbarians and Vikings. The manticore has the body of a lion, the tail of a scorpion, and features identical to a man's, save for the rows of razor-sharp teeth in its mouth.

According to legend, the manticore was originally a plant-eater, subsisting on the leafy vegetation that grew along the mountainsides. Then a Viking hunting party took to the hills, slaughtering many manticore and forcing others to flee. Cornered, one of the creatures lashed out at its pursuers, and so tasted flesh for the first time. Since that day, manticore have been man-killers, preferring to stalk at night and resisting all efforts to exterminate them.

Manticore have traveled to every cosm Aysle has invaded, and a great number of them came down the bridges into Oulu and Oslo. Unlike many of the creatures in the realm, the manticore are not affiliated with the Dark or the Light. With their fierce nature and voracious appetites, the manticore pose as great a threat to Uthorion's forces as they do to Storm Knights.

Manticore prefer to hunt alone rather than in packs. Their usual method of attack is to fire a poisoned stinger from its tail into its victim, and then feast on the corpse. The manticore's teeth and claws do, however, make it a formidable foe in close-range combat.

**Manticore**
  **DEXTERITY 10**
  Maneuver 12, missile weapons (tail stingers) 14, running 11, unarmed combat 13
  **STRENGTH 15**
  Climbing 16
  **TOUGHNESS 14**
  **PERCEPTION 9**
  Tracking 11, trick 10
  **MIND 7**
  Test 9
  **CHARISMA 4**
  Taunt (9)
  **SPIRIT 6**
  Intimidation 10

**Possibility Potential:** none
**Natural Tools:** stingers, damage value 23, range 3-10/100/300; claws, damage value STR+2/17; teeth, damage value STR+3/18

# Mimis

The mimis are small creatures who live in the cracks between rocks, emerging only to hunt for food. Mimis are humanoid in appearance, but their skin is translucent, light blue in color, and horribly shrivelled. These beings are allies by necessity with the cinlums, since in bad weather an entire tribe of mimis could be blown away or drowned.

Mimis have claws and teeth, but generally they are content to subsist on plants. If a human ventures too close to their lair, they will attack and attempt to devour him. Singly, mimis are no match for a large creature, but they attack in packs of up to 100, swarming over their prey before he has time to react.

Mimis have settled in the Slieve Bloom Mountains in Ireland and other rocky areas throughout the realm.

**Mimis**
  **DEXTERITY 12**
  Dodge 13, stealth 15, unarmed combat 13
  **STRENGTH 4**
  Climbing 8
  **TOUGHNESS 4**
  **PERCEPTION 8**
  Find 10, trick 9
  **MIND 8**
  Test 9
  **CHARISMA 7**
  Taunt (9)
  **SPIRIT 6**
  Intimidation (9)
  **Possibility Potential:** none
  **Natural Tools:** claws, damage value STR+2/6; teeth, damage value STR+3/7

# Revenants

Restless spirits of the dead, revenants have come back in force since the Aysle axioms washed over the realm. Revenants tend to be the ghosts of murderers who haunt the scenes of their crimes, unable to find final peace. Many of these creatures hate the living, and so can be very dangerous even in their ghostly form. Revenants have been known to appear in the middle of a roadway, frightening a driver into thinking he is about to hit someone. The driver will try to avoid the obstacle and often crash as a result, at which point the revenant will disappear.

## G hostly Combat

Battling non-corporeal entities is one of the hazards of operating in Aysle. Revenants, ghosts and other "beings of the spirit" have no physical mass to speak of, and thus cannot be harmed by melee, missile or unarmed attacks. They cannot initiate any such attacks, either, but can harass and terrify, and often those activities are the *raison d'etre* of their existence.

However, like any other creature, these beings have their vulnerabilities. In magical terms, ghosts are considered to be entities. Thus magic which arises from the knowledges of *light*, *darkness*, *life*, *death*, or *entity* can do damage to them. In addition, enchanted weapons which have been imbued with those knowledges are also effective.

Finally, those Ayslish who have attained the third level under the Laws of Honor and Corruption are capable of making standard melee, missile and unarmed attacks again non-corporeal foes.

Revenants commonly appear in a glowing form that resembles their physical incarnation. Often, they will carry a ghostly version of the weapon with which they killed in life. Revenants can pass through solid objects, and cannot initiate or suffer from a physical attack — they are, however, vulnerable to magic and enchanted weapons which are connected to the arcane knowledges of *light, darkness, death* and *life* (see sidebar). Their sudden appearances and disappearances can be very unnerving, and they exist to strike terror into others as revenge for their suffering after death.

**Revenants**
> **DEXTERITY 3**
> Stealth 18
> **STRENGTH 1**
> **TOUGHNESS 12**
> **PERCEPTION 10**
> Tracking 12, trick 12
> **MIND 9**
> **CHARISMA 16**
> Persuasion 17, taunt 18
> **SPIRIT 16**
> Intimidation 24
> **Possibility Potential:** none

# Skeletons

Among the most common creatures of Aysle, animated skeletons have been used by Uthorion as shock troops in a number of places in the realm. Their inability to feel pain and their mindless obedience of orders makes them ideal for frontal assaults, while more intelligent soldiers take advantage the diversion to pursue their own objectives.

Skeletons can be raised by sorcerers, through a ritual that involves slicing open the chest of a corpse and pulling the bones free of the body. Once animated, the skeleton retains no memory of its former identity, and Uthorion has often used the bones of fallen enemies for his dark purposes.

Skeletons are normally armored, and can use a variety of weapons.

**Skeleton**
> **DEXTERITY 8**
> Dodge 9, melee weapons 11, unarmed combat 10

> **STRENGTH 10**
> **TOUGHNESS 10**
> **PERCEPTION 6**
> **MIND 4**
> **CHARISMA 4**
> Taunt (8)
> **SPIRIT 3**
> Intimidation (7)
> **Possibility Potential:** None
> **Equipment:** armor, TOU+2/12; sword, damage value STR+4/14
> **Note:** Immune to shock and KO conditions

# The Spectral Knights

The Spectral Knights are the corpses of Ardinay's Knight Protectors, their bodies possessed by demons under Uthorion's control. There are five of these dreadful creatures, their original spirits trapped within their shells and forced to watch the evil their bodies commit. Often in such cases, the spirit itself becomes corrupted by the proximity of the dark being that has reanimated the body.

Originally, the form of Tolwyn of House Tancred led the Spectral Knights, although the spirit of Tolwyn was in another body. The living Tolwyn slew the walking corpse and reclaimed her armor and sword.

The five remaining Spectral Knights were, in life, the bravest warriors of Houses Gerrik, Liandar, Daleron, Vareth, and Bendes. Having all been brought back in the same manner, they all have basically the same attributes and skills. The Spectral Knights are particularly adept users of magic, and their armor has been transformed so as to be greater proof against magical attack.

**Spectral Knight**
> **DEXTERITY 13**
> Maneuver 14, melee weapons 15, unarmed combat 15
> **STRENGTH 14**
> **TOUGHNESS 12**
> **PERCEPTION 15**
> Divination magic 17, find 16, trick 16
> **MIND 14**
> Conjuration magic 17, test 15
> **CHARISMA 10**
> Persuasion 13, taunt 12

> **SPIRIT 7**
> Corruption 8, intimidation 11, reality 9
> **Possibilities:** 5
> **Spells:** *conjured fireball, detect magic, mage dark*
> **Arcane Knowledges:** *fire 4, magic 4, dark 4*
> **Equipment:** plate-mail, TOU+5, an additional +2 when defending against magical attacks; two-handed sword (enchanted), damage value STR+9/23

# Wendigo

The beasts known as wendigos live in caverns throughout Lower Aysle. They range from three to four meters high, and are covered in white fur, with sharp teeth and claws. Giant legend says that they are Ayslish who angered the gods by feasting on the flesh of their comrades, and were punished by being transformed into monsters. Whether there is any truth to the tale is unknown, but wendigos are highly dangerous, and confirmed meat-eaters. They seem to have no preference when it comes to prey, eating humans and dwarves from the Lands Above and Between, and the occasional giant. Numerous attempts have been made to exterminate the beasts, but they know the land too well and go into hiding while hunting parties are searching for them.

Something resembling a wendigo was recently sighted in Norway, but the accounts have been dismissed by the Vikings as the ravings of a madman. If wendigos has come down the maelstrom bridge, it means additional problems for both sides of the war.

**Wendigo**
> **DEXTERITY 14**
> Dodge 15, long jumping 15, stealth 15, unarmed combat 17
> **STRENGTH 17**
> Climbing 18
> **TOUGHNESS 15/16**
> **PERCEPTION 9**
> Find 10, tracking 10, trick 11
> **MIND 7**
> Test 9
> **CHARISMA 8**
> Charm (10), taunt (11)

**SPIRIT 5**
Intimidation 10
**Possibility Potential:** some (65)
**Natural Tools:** claws, damage value STR+2/19; teeth, damage value STR +3/20; hide, armor value TOU+1/16

# Wyvern

Wyvern are huge, segmented worm-like creatures, said to reach lengths of up to 10 meters. Their skin is tranlucent, and their meat is considered a delicacy by the dwarves of the Land Between. Wyvern reside in the tunnels of the cosm, sleeping for much of the time and only rousing to feed once every two months. They are meat eaters, and will roll over and crush prey before swallowing it whole. This is infinitely preferable to being eaten alive by the wyvern, since it is said it takes years to be fully digested.

Wyvern
 **DEXTERITY 8**
 Unarmed combat 11
 **STRENGTH 20**
 **TOUGHNESS 14**
 **PERCEPTION 8**
 Tracking 10, trick (13)
 **MIND 4**
 Test (13)
 **CHARISMA 4**
 Taunt (14)
 **SPIRIT 4**
 Intimidation (25)
 **Possibility Potential:** none

# Wotan and the Wild Hunt

The dreaded Horn Master and his Wild Hunt has been one of Uthorion's most potent weapons, even being loaned to Living Land High Lord Baruk Kaah at one point. The Hunt is first seen as a huge storm on the horizon, and then a blast of Wotan's horn causes the black clouds to split apart and change to the shapes of ravens, hounds, horses, stags, hunters and squires. These demonic creatures then swoop down from out of the sky, laying waste to towns and villages, the squires collecting the souls of slain mortals for later incorporation into the Hunt.

Wotan himself is a massive creature that wears the shape of a man, with an antlered helmet and a naked, muscular chest. The lightning of the storm forms a mantle about his shoulders, but the bolts reveal his true form: a rotting skeleton, riding atop a black and misshapen demon. He carries an enchanted horn and sword, and maintains absolute control of the creatures that make up the Hunt.

Wotan lives for blood and death, and gladly served Uthorion for as long as the Dark High Lord provided him with barbaric tasks to perform. Uthorion's defeat at the hands of the Storm Knights and subsequent possession of a Viking chieftain has forced him to lose touch with Wotan, and the Horn Master is now operating independently, attacking those areas controlled by Ardinay's forces when not residing in Ardinay Castle.

Despite the variety of appearances they assume, the members of the Hunt are all the same type of demon. They exist by binding their essence to that of a disembodied soul, and using the *polymorphism* spell to assume the shape of raven, hound, etc. Wotan strictly monitors what forms they take, new members of the Hunt confined to the shape of a raven, until they prove themselves in battle and can ascend through the ranks to hunter.

Wotan the Horn Master
 **DEXTERITY 18**
 Beast riding 19, dodge 20, flight 19 (speed value 18), melee weapons 20, unarmed combat 20
 **STRENGTH 21**
 **TOUGHNESS 25**
 **PERCEPTION 16**
 Alteration magic 19, divination magic 17, find 17, language 17, tracking 18, trick 18
 **MIND 12**
 Survival 14, test 14, willpower 14
 **CHARISMA 9**
 Charm 10, persuasion 12, taunt 11

**SPIRIT 9**
Intimidation 15, reality 12
**Possibilities:** 20
**Spells:** *lightning, polymorphism* (see *The Forever City*).
**Arcane Knowledges:** folk 8, inanimate forces 5
**Equipment:** horn, *Toughness* 35, range 3-100/400/1k; two-handed sword (enchanted), damage value STR+10/31; helmet (enchanted) TOU+3/28, with an additional +2 against magical attacks; armor value TOU+6/31, with an additional +2 when defending against magical attacks

The Wild Hunt
 **DEXTERITY 15**
 Beast riding 16, dodge 16, flight 16 (speed value 18), maneuver 16, melee weapons 17, unarmed combat 18
 **STRENGTH 13**
 **TOUGHNESS 16**
 **PERCEPTION 12**
 Alteration magic 14, find 14, tracking 13, trick 13
 **MIND 8**
 Test 10, willpower 11
 **CHARISMA 8**
 Charm (10), persuasion (11), Taunt 14
 **SPIRIT 7**
 Intimidation 11, reality 8
 **Note:** When in the form of horses, ravens, hounds, or stags add +2 to maneuver skill
 **Possibility Potential:** all
 **Spells:** *polymorphism*
 **Arcane Knowledges:** folk 6
 **Natural Tools:** as raven, beak, damage value STR+2/15; as hound, teeth, STR+3/16; as horse, hooves, STR+2/15; as stag, antlers, STR+3/16
 **Equipment:** as squire, short sword (enchanted), damage value STR+6/19; as hunter, broadsword (enchanted), damage value STR+8/21; chain-mail (enchanted), armor value TOU+5/21, an additional +2 when defending against magical attacks

# Chapter Ten

# Equipment

Residents of both the Aysle cosm and realm are equipped with a variety of melee and missile weapons, along with very primitive firearms. In general, the melee arms — swords, maces, axes, and the like — are the most common and least expensive of the weapons available. Missile weapons often require more practice before they can be used effectively. The Wheel lock Dag pistol has slowly come into favor, particularly among the Corsairs, but is not yet in widespread use.

The other two major types of Aysle equipment are armor, which enjoys great popularity, and enchanted items, which are often quite expensive but can be extremely useful in battle as well as daily life.

Due to the fact that they were constructed under Aysle axioms, many of the weapons brought from the cosm or now being produced in the realm are slightly stronger than their Core Earth counterparts. This allows them to be used by the Ayslish, who are often more powerful than Earth humans, and inflict more damage upon opponents.

## Melee Weapons

The hand-held weapon has a long history in both the Aysle and Core Earth cosms. From the primitive stone club to the morning star and pole-arm, from the hiss of a rapier to the sickening sound of a broadsword striking home, there are few combatants in Aysle willing to go without one. Even those who favor missile weapons will keep a dagger or sword handy in the event it is needed.

Here are some of the more popular melee weapons.

**Dagger:** A small knife, no more than a third of a meter in length, which can be easily concealed on the person and drawn no matter how close of a struggle one is engaged in. Daggers are also widely used as eating utensils throughout Aysle, and virtually everyone carries one.

**Short Sword:** The weapon most favored by shield-bearing Ayslish is the short or one-handed sword. Used by most knights and some Vikings, the most effective is the double-blade sword with a small hand-grip. The short sword can be more difficult to handle than the rapier, and will not cause as much damage per attack as that weapon, but is more durable.

**Rapier:** A one-handed sword with a long, thin blade, the rapier is light and allows for faster maneuvers. While it cannot cause as much damage as a broadsword or two-handed sword, it is easier to penetrate an opponent's defenses with the quick stroke of the rapier. Favored by Corsairs and Freetraders, the major drawback of the rapier is that it is fragile, and will tend to break in battle, especially if matched against a heavier blade.

**Broadsword:** The ancestor of the two-handed sword, the broadsword features a wide, heavy blade. It is commonly used by those who wish to forego the use of a shield, and can do great damage, although its weight lessens maneuverability. Broadswords are used by Ayslish paladins and some Vikings.

**Two-handed Sword:** The preferred weapons of the Vikings, two-handed swords are essentially broadswords with greater heft. They are capable of the most damage (a maximum value of 22) of any unenchanted melee weapon in the realm, but their successful use requires that the attack be an intense and ferocious one. It is difficult to parry strokes with the weighty sword, and a shield cannot be used along with it.

**Dwarf Spike:** A small, pointed piece of metal bearing some resemblance to a chisel, the dwarf spike can be used as a weapon or as a tool for digging in the mines. It is used almost exclusively by dwarves.

**Sword-breaker:** A dagger designed for parrying and shattering an opponent's sword, the sword-breaker is commonly held in the left hand. Its blade has a heavily serrated edge, allowing it to catch an attacker's weapon. The defender can then twist the weapon and snap the opposing blade free from its hilt.

**Club:** The first and simplest weapon, the club is nothing more than a weighted stick, which increases the momentum and thus the force of a blow. Clubs are commonly made of wood, although Ice Nomads have been known to use dragon bones for the same purpose. Clubs are also seen in the hands of barbarians.

**Staff:** A wooden stick, thinner than the average club, a staff is usually about two meters in length. Extremely inexpensive, staffs are carried by peasant farmers throughout the cosm as well as some Dunadian priests. In the hands of a trained user, the staff can be a very effective weapon, both on offense and defense.

**Giant War-Club:** A huge wooden club with iron spikes driven through it and a band of metal wrapped around the head to give it added weight. This is the favored weapon of the priests of Arthuk, and requires a minimun of STR 14 to use.

**Battle-Ax:** Another implement of destruction that can be either melee or missile weapon, the battle-ax has been made famous by the dwarves, barbarians, Vikings and trolls. A sharp metal head attached to a wooden shaft, the battle-ax can be either single-edged or double-edged. Currently, the latter is more popular.

**War-Hammer:** A wooden handle with a metal hammerhead attached, with a dagger emerging from the head, the war-hammer was invented by the dwarves during the War of the Crowns, and remains in use today. The hammerhead is used to stun an opponent, and the dagger used to pierce his armor.

**Mace:** The mace is a club made of metal, with spikes or sharp ridges on the head. Maces range in length from a third of a meter to a meter, and are

intended as one-handed weapons, although they can be swung with both hands. Maces are extremely effective at unseating mounted attackers.

**Morning Star:** A variation of the mace, the handle and head of a morning star are connected by joints or chains which increase the force of the blow. Morning stars are favored by the dwarves, who have discovered that just spinning one is often enough to keep a larger opponent at bay.

**Ball and Chain:** A more powerful version of the morning star, the ball and chain is precisely that: a length of chain with a round iron ball at the end. It usually functions as a melee weapon, but can also be thrown at an approaching opponent. The ball and chain is a favorite of the giants.

**Pole-Arms:** Long wooden shafts, often in excess of three meters, topped with sharp points, ax-heads, claws, and so on. Pole-arms are most frequently used by foot soldiers to unseat cavalry, or for grappling between ships. These have been used by the Vikings as a means of pulling elves off of their dragon steeds.

# Missile Weapons

Missile weapons have had a great deal to do with the survival of the Ayslish humans and the dwarves against such threats as the giants, the trolls and the Vikings. Usually overpowered and outnumbered, the Ayslish learned quickly to take advantage of their edge in physical coordination and fight with missile weapons from long range. Although such weapons as the crossbow cannot do the damage that a melee weapon can, they do not require that an attacker close with an opponent who may have height, reach and strength advantage. In addition, coating arrows with pitch and setting them ablaze has proven a very effective method of taking forts or driving off naval attacks.

The following are the most frequently-used missile weapons.

**Throwing Dagger:** A specialized knife balanced so it can be thrown with accuracy at a target (a standard dagger cannot be relied upon to bury its blade in an opponent when tossed).

Easy to conceal, the throwing dagger has become synonymous with treachery, as they are usually found emerging from someone's back.

**Sling:** A piece of rope with a pouch in the middle. A stone or lead pellet is placed in the pouch; both ends of the rope are grasped in one hand. The rope is twirled rapidly around the head, and then, at the proper moment, one end of the rope is released, sending the stone flying rapidly toward its target. A very inexpensive weapon, slings can be disguised as belts or necklaces. Their accuracy and silence make them the weapon of choice for thieves and assassins, and they are often used by House Vareth dwarves on their forays into the Land Between.

**Spear:** A long wooden stick with a pointed metal head on the end, the spear can be used as a missile weapon or a melee weapon. It is at its most effective during sieges, when it can be thrown from the walls at attackers surrounding a city or fortress. Spears thrown *en masse* are extremely difficult to evade. Spears are most frequently used by barbarians, although Ayslish troops, Vikings and dwarves have also been known to put them to use.

**Dwarven Bomb:** Designed for use in dwarven tunnel fighting, these bombs consist of an iron ball filled with black powder. A fuse protrudes from the ball, and when it is lit, the ball explodes, usually bringing down a large section of the tunnel on one's attackers. These explosives barely qualify as a missile weapon — being too heavy to lift, they must be rolled into the midst of the enemy, hopefully without extinguishing the fuse in the process.

**Short Bow:** A simple wooden bow, less than 1.5 meters in length. It fires wooden shafts with metallic heads, and requires the least amount of skill to use of any bow-and-arrow incarnation. The string of the short bow is drawn back to the breast, and thus does not require the strength of its descendant, the long bow. The short bow is used by dwarves, centaurs, and elves.

**Long Bow:** A wooden bow, greater than 1.5 meters in length, which demands both strength and skill to be used. The string of the long bow is

drawn back as far as the ear, and has a greater range and can shoot arrows at a greater velocity than the short bow. Since it requires a certain amount of training to become proficient at the use of the longbow, it is most often found in the hands of Ayslish troops representing one of the Houses.

**Composite Bow:** A more powerful version of the long bow, the stave of the composite bow is made up of three different materials, combined so as to enhance the elastic properties of each. Thus the composite bow, while closer to the size of the short bow, can fire arrows at greater velocity and do greater damage than a long bow. Composite bows are the most expensive available, and only expert archers will spend the money to purchase one.

**Light Crossbow:** A crossbow consists of a bow attached to a wooden stock, which allows the weapon to be kept cocked without effort by the firer. Many crossbows are mechanically bent (or "spanned"), allowing for much stronger pulls and thus much greater power. The main advantage of a crossbow over a long bow is that they can be used effectively by less powerful archers. However, they lack the range and ability to inflict damage that the long bow possesses. The light crossbow must be braced against something for the archer to successfully cock it. Crossbows are carried by Ayslish troops and some elves, and are available from Freetraders at reasonable rates.

**Heavy Crossbow:** The heavy crossbow is able to inflict more damage at a greater range than the light crossbow, and is also considerably more durable. To cock it, the archer must place a foot in the stirrup at the end of the bow and use a small winch on the stock.

# Shields and Armor

In a place full of monsters, warring Houses, and various and sundry other threats to life and limb, the difference between living another day and falling before an enemy is often no more than the strength of one's shield and armor.

For that reason, such things are among a warriors most prized possessions, for the purchase of which no

expense is spared. A talented armorer can command a high fee in Aysle, and even a mediocre one can be assured of eating regularly.

Use of a shield increases the difficulty number to hit, providing the shielded character is actively defending and his opponent is making a frontal attack. The difficulty modifier for each type of shield is noted in the individual entries below.

*Optional Rule:* The sum of the shield's difficulty modifier and the value of the skill used to defend (most likely *melee weapons*) is the shield value. If the result of an opponent's attack falls between the *defensive skill value* and the *shield value*, the blow is considered to have hit the shield. Use the shield's *Toughness* to determine the effect of the strike — when the shield takes four wounds, it has shattered.

Here are the shields and armor most commonly found in cosm and realm.

**Buckler:** A small round shield, roughly the size of a dinner plate, that can be worn on the left wrist. The advantage of a buckler is that it allows the left hand to be used without the shield having to be dropped. The disadvantage is that, being so small in size, it does not provide a great deal of protection. Use of a buckler adds +2 to the *defensive skill* value.

**Shield:** The standard shield is a disc of metal held in one hand or strapped on to an arm. There are three common sizes:

The *small shield* is no more than one meter in length, easy to carry, and preferred by dwarves, Corsairs, and others who prefer to travel light. The small shield adds +4 to the *defensive skill* value.

The *medium shield* is about 1.5 meters in length, and is the kind most often used by Ayslish knights. It adds +5 to the *defensive skill* value, and is not so heavy it cannot be handled with relative ease.

The *large shield* is two meters in length and adds +6 to the *defensive skill* value, but it is awkward and difficult to carry and results in one additional shock point when taking a fatigue penalty. It tends to be used more in ceremonial jousts than actual battles.

**Hides and Furs:** The oldest form of armor, hides and furs are used by the Ice Nomads and some giants in Aysle. The hides are cured, but not tanned, and overall, provide very little protection to the wearer. They can, however, provide warmth in cold climates, which makes them ideal for the nomads.

**Bone and Hide:** A great deal more sophisticated than simple hides and furs, bone and hide armor is used by barbarians and the best Ice Nomad warriors. Pieces of bone (from a dragon, if available) are sewn into the hide. This type of armor must be custom-made, for if the bone layer does not conform to the shape of the user, it will break easily in combat. If used by anyone other than the person it was created for, it breaks on a *wound* result, reducing its add to +1.

**Leather:** Cured and tanned hides, leather armor is relatively light, and slightly stronger than hides and furs. The primary appeal of leather armor is its flexibility, which allows a fighter with a melee weapon to maneuver with ease.

**Bronze:** For the protection it gives, bronze mail is not worth the weight the warrior must carry when wearing it. A relatively soft alloy, bronze will not deflect the attacks that steel armor will. When wearing bronze armor, a character takes four shock points from *fatigue* rather than three. His *dodge* skill is also reduced by one.

**Cuir Bouilli:** Boiled, treated leather which is stronger, but less flexible, than standard leather armor. Anyone wearing cuir bouilli has their *Dexterity*-based skills reduced by one.

**Chain Mail:** Made of linked chains of worked metal, chain mail is usually worn under some other form of padding. It is moderately heavy, reducing the *dodge* skill by one and increasing shock points from *fatigue* to three.

**Ring Mail:** Metal rings are sewn on to leather backing to form this armor, but which is lighter than chain mail, but also less effective.

**Silk Lining:** One of the first examples of composite armor, silk lining increases any other armor's effectiveness by giving with blows, but not tearing. It is proof against all missile and melee weapons, but of no use against firearms at *Tech 19* or better.

**Plate Mail:** This is the best, and most expensive, non-enchanted armor available in Aysle, but it is heavy and hot. It reduces the *dodge* skill by one, and unless worked by a top armorer, will result in four shock points from *fatigue* for a character wearing it on torso, head and limbs, and three for anyone wearing any plate at all. A master armorer can work out these defects, meaning the *fatigue* penalty can be treated normally (three shock points for an armored character).

**Giant Armor:** Special protective gear used exclusively by giant warriors, giant armor is fashioned by blacksmiths on Rakholm. Supporting its weight requires a *Strength* of at least 12, which makes it dangerous to the wearer when in another realm. Giants have been known to disconnect and been unable to rise due to the heaviness of the armor.

# Firearms

Aysle firearm technology has not progressed very far, with only one personal weapon currently available. The Ayslish have steered away from the musket, which is too cumbersome for the sort of close-in fighting common in the cosm, preferring to focus on pistols. There are some artillery pieces available for use in the cosm, but owing to the rough terrain on the continent of Aysle, they are used mainly for defensive purposes.

**Wheel Lock Pistol:** The only firearm in use in Aysle, the wheel lock involves iron pyrites scraping against a wheel which turns when the trigger is pulled, igniting a spark which sets off the primer. Wheel lock pistols are commonly carried in a brace of two, alongside the sword, and are of great use against armored foes. Pistols are carried primarily by dwarves, although they are favored by Ayslish Freetraders and Corsairs as well.

# Enchanted Items

With magic so much a part of daily life in both the Aysle cosm and realm, it stands to reason that enchanted items would be a fixture as well. This designation encompasses both arms and armor, including that of the faeries

and fey, as well as more commonplace items.

Here is a sample of the magical articles available in Aysle.

**Enchanted Armor and Shields:** Virtually any kind of armor, from hides and furs to plate mail, and any size shield can receive the benefits of magic. A spell can increase the *Toughness* of armor against physical attacks (add +1 to standard armor value), as well as provide protection against magical attacks. There are a few armorers capable of focusing spells into armor after it is forged, but it is more common for a suit of armor to be taken to a mage after the smith is finished with it. For enchanted armor, add +2 to the armor value when defending against magical attacks. Normal *fatigue* penalties associated with that armor will stay in effect.

The cost of getting magic added to one's armor varies, depending on the skill level of the wizard and the duration of the spell. Higher levels of protection are possible, but wizards with the talent to provide them are relatively rare, and the service is expensive.

**Enchanted Weapons:** The spells used to enhance the power of weapons are very close to those used on shields and armor. A magical weapon will be able to strike with more force in a melee or missile attack against a nonmagical opponent (add +1 to the standard damage value of the weapon). In addition, the weapon will be able to damage magical creatures, and affect enchanted shields and armor. The damage value remains the same whether attacking a magical or nonmagical opponent. It is possible to strengthen weapons beyond the +1 add, but as with armor, it is difficult to find someone to do it and expensive when it is done.

**Faerie Weapons and Armor:** When considering the properties of faerie objects, it must be remembered that it is very rarely anyone other than the faeries is allowed to possess such an item. A hefty amount of persuasion, and some bribery, is usually required to convince the elemental beings to forge a weapon, shield, or breastplate large enough to be of any use. They are usually reluctant to do so, and to possess a faerie sword is a mark of great prestige in Aysle.

Another important thing to keep in mind when purchasing faerie armor is that when the enchantment used to create it wears off, the armor will vanish. If this happens in the middle of a battle, it can easily prove fatal.

**Cinlum Sword:** The blade of the elemental air faeries, the cinlum sword is noted for being lightweight yet durable, and capable of extremely quick strokes. The cinlum sword makes the rapier look cumbersome and bulky, and often it has a *weather control* spell focused into it, allowing the bearer to call up a windstorm to buffet his opponent during the fray.

**Infernas Sword:** Wreathed in fire, the infernas sword makes for a frightening sight. Striking an object with sufficient force can cause it to burst into flame, and conjured fireballs can be shot from the tip of the blade. The major disadvantage to the infernas is that its enchanted flames reveal one's position during night battles.

**Aqueate Sword:** Aqueate faeries bearing their blades and marching to war are very difficult to spot, for their swords can be used to create a blanket of fog around them. Aqueate swords tend to be very light and the blades quite thin, to lessen the natural resistance when swinging them underwater.

**Solium Sword:** A wide, heavy blade, almost the equivalent of a faerie broadsword, the weapon of the earth faeries can not only slay opponents, but lead one to them as well. With the *tracker* spell focused into it, the sword can lead its bearer to the hiding place of an enemy (providing the conditions of the spell, which include possession of an object used by the quarry, are met).

**Cyprium Sword:** The metal faeries' sword is the most durable of all, as they are extremely proficient at metalwork. It is also among the most valuable, because it can be used to fire lightning bolts into stubborn machines to get them started.

**Cinlum Bow:** Resembling a crossbow, the cinlum bow can fire tiny shafts at great velocity. These arrows can ride the air currents, hover, swoop down and turn around in mid-flight, thanks to the *floater* spell focused into them. The speed of the arrows is dependent upon the effect value of the spell cast into them (if the cinlums do the rite, the speed value is commonly 13; it can vary with other wizards).

**Infernas Bow:** On the order of a short bow, the infernas bow fires burning shafts. Much like the infernas sword, the arrows can damage enchanted armor and creatures.

**Aqueate Spears:** These are rarely used as weapons of war. Constructed of reeds known only to the faerie, the aqueates use them to pierce fish and other small creatures that might threaten their domain. In battle, the aqueates prefer to use their swords.

**Solium Sling:** This is the earth faeries' siege weapon. Made from roots that are tied together, the soliums hurl stones from behind their *earth shield* walls at intruders. While it would be possible to enchant such a weapon to allow it to hurl the rocks at greater velocity and cause greater damage, the faeries have been content up to now to use it without benefit of magical enhancement.

**Cyprium Bow:** A metallic long bow, the cypriums use this to fire electrically-charged iron arrows. This was the main weapon in their war with the aqueates, and resulted in a resounding victory for the metal faeries, as the water sprites' weapons conducted the electricity and the faeries absorbed a powerful jolt.

**Celosia Sling:** Being essentially peaceful creatures, the celosia have never put a great deal of energy into the design of weapons. Their major concession to the threat of faerie war has been the celosia sling, Made from plant stems with their buds hollowed out, the celosia use the slings to hurl small pebbles, rose thorns, and burrs. While they are effective weapons up to a point, they are relatively fragile and break after only a few uses.

**Cinlum Cloud Armor:** This protective covering resembles a dense white cloud wrapped around the faeries' bodies. While at first glance it seems to have no real substance, in fact it is as strong as any faerie armor. Enchanted, it is proof against physical and magical attacks, weakest against the shafts and swords of the infernas.

**Infernas Fire Armor:** The armor of the fire faeries looks like metal that is glowing red hot, and tongues of flame

emerge from the shoulders and other joints. The oldest known protective gear in the faerie world, fire armor resists attacks by all but the aqueates. If converted into a suit for a non-infernas, the wearer absorbs five shock points for *fatigue* due to the extreme heat generated by the armor.

**Aqueate Water Armor:** Literally a battle-suit made of solidified water, aqueate armor is constructed using both the water faeries' *water spray* spell and the cinlum *weather control* spell. The aqueates provide the liquid, and the cinlum's manipulate the air pressure and temperature so as to contain it around the wearer's body. Each suit must be built around a specific warrior's body, and can only be used once, falling back to the ground as water once it is removed. While worn, the water circulates, actively deflecting any melee or missile weapon it is attacked with. It is, however, vulnerable to attack by cyprium weapons, which contain electric charges. The other drawback is that the suit is heavy and causes the wearer to move more slowly, so reduce all *Dexterity*-related skills by one when wearing it. There has also been one recorded incident of a Draconis Teutonica using its arctic air weapon to freeze the armor solid.

It is extremely expensive to purchase a suit of aqueate armor, because it is difficult to get the two races to cooperate on its construction.

**Solium Earth Armor:** The earth faeries rely on layers of dirt and rock to serve as their armor, with mixed success. While it works well against many conventional and enchanted weapons, it has proven less than perfect against the powers of the aqueate and cinlum faeries, whose control of water can cause the armor to wash away.

**Cyprium Metal Armor:** A suit that closely resembles the armor of human knights, the metal gear of the cypriums is extremely effective at repelling missile and melee weapons. It is least effective infernas and aqueate weapons, which can melt and rust it, respectively. Cyprium armor is, however, lightweight, surprisingly so considering its strength.

**Celosia Plant Armor:** Despite their disdain for martial pursuits, the celosia have taken a unique and effective approach to the armorer's art. Celosia armor is made up of plants, grasses, roots, and vines, entangled together so as to form an almost impenetrable garment. Not only it is difficult to pierce, but melee weapons have been known to become trapped in the web of plant life, while their wielders try desperately to free them.

Like most faerie armor, this suit has a weakness, namely its extreme vulnerability to infernas fire shafts, which have been known to roast celosia alive, and explains in part why the plant faeries try so hard to stay on the good side of the fire faeries.

**Fey Weapons and Armor:** The enchanted objects of war used by the fey of Aysle are virtually identical to those used by the faeries. However, due to their long experience with humans, and well aware of the bellicose natures of most other races, the fey often keep their caches of weapons and armor hidden. They are notoriously reluctant to part with anything they have made, and it takes far longer to cultivate a relationship of trust with the fey than it does with the faerie.

**Elfmail:** A thin yet sturdy variety of plate mail developed by the elves of Aysle, elfmail imparts TOU+6 protection, with an additional +2 when defending against magic attacks. It received an endorsement of sorts when Ardinay, while still possessed by Uthorion, began to wear it regularly. Light enough that it does not result in a *fatigue* penalty, elfmail is available only from the smiths of Elveim, who occasionally sell a suit to the Freetraders. They are often prohibitively expensive, however.

**Dwarfmail:** More bulky than elfmail, dwarfmail is used by tunnel fighters in the cosm and by dwarves and Ayslish in the realm. It provides a TOU+4 protection against physical attack, and an additional +2 against magical attack. It does cause a *fatigue* penalty, but is also cheaper and more readily available than elfmail. It must be bought directly from the dwarves, though, preferably residents of the Land Between, as the workmanship of House Vareth mail is often sloppy.

**Water Compass:** The water compass is an item originally created on the Mage Isles using a *divination/water* spell, and now in general use by explorers, trackers and trading parties. The needle of the enchanted object points in the direction of the water star, which helps travelers avoid becoming lost. Although the water star will always exert the more powerful pull, if used on or near a large body of water, the compass' readings may not be accurate.

**Earth Compass:** A variation of the water compass, this device uses a *divination/earth* spell and points toward the earth star. It is often used by Freetraders, Corsairs, and others who work the seas to find not only the star, but the direction of the nearest land mass. Again, if used on a large body of land, the compass will be of less use.

**Strength Potion:** The strength potion is essentially a chemical version of the *strength* spell. Favored particularly by giants, successful use of the potion will result in at least a +1 bonus to *Strength*. The effect value of the potion is 18, and this should be compared to the character's *Strength* on the Power Push Table. The resulting value modifier is added to the character's *Strength* for the duration of the potion's effects, which is 24 hours. Strength potions are usually sold by wizards, but the price for them is high.

**Climate Cloak:** For Ayslish vagabonds who must wander from the icy reaches of the Frozen Land to the tropical temperatures of the Living Sea, the climate cloak is an essential garment. Imbued with an *alteration/folk* spell, the black cloak can provide TOU+6 protection from extremes of heat and cold to the wearer. It is the only known way to safely penetrate the waters of the Boiling Sea. A standard cloak can be used for up to two months, at which point the spell will fade. For trips that will last longer than the spell's duration, it is wise to have a mage on hand to recast the spell.

**Tancred Torch:** Created by wizards in the service of Gareth Tancred, the Tancred Torch is made using brownie fire and bottled boggles lightning. Its flame is capable of dispelling the blackness brought on by a *mage dark* spell. It has been used as a weapon against creatures and lesser folk who thrive on the darkness.

**Eye of Shali:** An extremely valuable artifact, this amulet has both the *detect magic* and the *possibility shadows*

spells focused into it. It was brought across the maelstrom bridge into Glasgow, but was reportedly lost sometime after that, and is presumed to be somewhere in Scotland.

**Scathala Scroll:** Penned by an Orrorshan demon shortly after Uthorion's invasion of Aysle, the Scathala Scroll contains the text of a powerful *extradimensional gate* spell that opens the way to the demon realm. The spell is activated by being read, and once the portal is opened, the demons draw the caster within. He will then have to persuade or bribe the demons to give him the spell that will allow him to leave, or be trapped there forever.

**Enchanted Knowledge Objects:** There are many Ayslish folk who are born with a magic skill and knowledge which do not work well together. Enchanted knowledge objects come with the arcane knowledge focused into them, and act as storage batteries of a sort. For example, a person with the *alteration* magic skill can use the knowledge contained within a firestone to cast an *altered fireball* spell. Each enchanted knowledge object is able to be used a limited number of times, and then the knowledge must be refocused into the object. Their prices vary from the cheapest (the *water* knowledge) to the most expensive (the essence, *death*).

# Transportation

The primary mode of transportation in the cosm of Aysle is beast-drawn wagon or carriage. With so much modern technology inoperative in the realm, this means of getting around has taken hold there as well, although with considerably more difficulty. Many areas simply do not have the support services for that industry, and although wheelwrights, cartwrights and blacksmith shops have sprung up, they are few and far between on the less traveled roads.

Most beast-riding in the cosm and realm involves horses, although elves have shown the ability to ride the great dragons, but how they do this is not known.

Here are some of the most common forms of transportation in Aysle.

**Horse:** Before the advent of steam power, and in some cases even well beyond, horses were the predominant form of land transportation in Core Earth. With the lower tech axioms imposed by Aysle, this is once more the case.

**DEXTERITY 10**
Long jumping 11, maneuver 11, running 13, unarmed combat 11
**STRENGTH 12**
Climbing 13
**TOUGHNESS 10**
**PERCEPTION 4**
**MIND 4**
Test (8), willpower (8)
**CHARISMA 5**
Charm (8), persuasion (9), taunt (10)
**SPIRIT 5**
Intimidation (7)
**Possibility Potential:** none
**Natural Tools:** hooves, damage value STR+2/14; speed value 12

**Carriages and Wagons:** Carriages and wagons serve much the same function — transporting people and goods — but with some differences. Carriages are designed for use on fairly good roads, and are virtually useless on long, cross-country trips. Carriages range in size from the one-person sulky to the six- or eight- person coach. Carriages larger than this are rarely made, because they require too many horses to pull, making them slow, difficult to control and not cost-effective.

Wagons are essentially boxes with wheels, most often used to carry goods, although passengers can ride in them (though not very comfortably).

When pulling a wagon or carriage, subtract one from the horse's *speed value* to determine the speed of horse and vehicle combined.

**Dwarf Mine Cart:** This was an invention of the Land Between dwarves who make their living in the mines. The cart, essentially a small metal box, is attached by chains to an infant Draconis Metallica. The Metallica's instinctive knowledge of where valuable ores are buried allows it to guide the miners to potentially profitable areas. A mature Metallica will refuse to do this, so the dwarves must capture and domesticate newborns, a risky business at best. Eventually, even the small dragons will begin to covet the ores for themselves, and the dwarves will have to abandon creature and cart.

Due to the cramped conditions in the tunnels, the average *speed value* of a mine cart is 7.

**Viking Longships:** Virtual duplicates of ships which dominated the northern and eastern coastlines of Europe for centuries, longships are not particularly well-suited to deep-sea travel. They average 30 meters in length, and are driven by a combination of human and wind power. Crewed by 30 men, longships have a maximum *speed value* of 7. They are often equipped with a ram, with a damage value of 24.

**Merchant Ships:** These vessels tend to be of the galleon class. Big, bulky, and not very maneuverable, galleons are noted for their ability to take a great deal of damage (*Toughness* of 25) before sinking.

# E quipment

All prices are in Ayslish trades.

## NORMAL MELEE WEAPONS

|  | Tech | Plus to Damage Value | Maximum Damage Value | Price (Value) |
|---|---|---|---|---|
| Dagger | 7 | +3 | 18 | 100 (9) |
| Short Sword | 8 | +4 | 19 | 300 (11) |
| Rapier | 15 | +5 | 20 | 600 (13) |
| Dwarf Spike | 8 | +4 | 19 | 700 (13) |
| Broadsword | 9 | +6 | 21 | 800 (13) |
| Two-Handed Sword | 10 | +7 | 22 | 1500 (15) |
| Sword-breaker | 14 | +6 | 21 | 1800 (15) |
| Baseball Bat/Club | 6 | +3 | 18 | 40 (7) |
| Staff | 7 | +2 | 17 | 50 (7) |
| Giant War-Club | 8 | +4 | 28 | 60 (8) |
| Battle-Ax | 8 | +5 | 20 | 150 (10) |
| Mace | 8 | +4 | 19 | 200 (10) |
| War-Hammer | 8 | +5 | 20 | 250 (11) |
| Morning Star | 11 | +6 | 21 | 400 (12) |
| Ball and Chain | 10 | +6 | 30 | 800 (13) |
| Pole-Arms | 8 | +4 | 19 | 120 (9) |

## ENCHANTED MELEE WEAPONS

|  | Tech | Plus to Damage Value | Maximum Damage Value | Price (Value) |
|---|---|---|---|---|
| Elf Longsword | 11 | +8 | 23 | 5000 (17) |
| Infernas Sword | 10 | +6 | 21 | 6000 (18) |
| Solium Sword | 10 | +6 | 21 | 7000 (18) |
| Cyprium Sword | 10 | +6 | 21 | 7750 (18) |
| Aqueate Sword | 10 | +6 | 21 | 8500 (19) |
| Cinlum Sword | 10 | +6 | 21 | 10,000 (19) |
| Brownie Sword | 10 | +6 | 21 | 15,000 (20) |

## NORMAL MISSILE WEAPONS

|  | Tech | Damage/ Max.Value | Short | Range (meters) Medium | Long | Price (Value) |
|---|---|---|---|---|---|---|
| Throwing Dagger | 7 | +3/18 | 3-5 | 10 | 15 | 200 (10) |
| Spear | 5 | +4/19 | 3-5 | 25 | 40 | 50 (7) |
| Sling | 7 | +4/19 | 3-10 | 40 | 100 | 60 (8) |
| Short Bow | 8 | +5/20 | 3-10 | 40 | 100 | 140 (10) |
| Long Bow | 12 | +6/21 | 3-10 | 100 | 250 | 600 (13) |
| Composite Bow | 13 | +7/22 | 3-10 | 60 | 250 | 800 (13) |
| Lt. Crossbow | 10 | 21 | 3-10 | 100 | 200 | 300 (11) |
| Hvy. Crossbow | 11 | 22 | 3-10 | 100 | 300 | 500 (12) |
| Dwarven Bomb | 14 | 19 | 0-3 | 8 | 15 | 200 (10) |
| Wheel Lock Dag | 15 | 13 | 3-5 | 10 | 25 | 3000 (16) |

## ENCHANTED MISSILE WEAPONS

| | Tech | Damage/ Max. Value | Range (meters) | | | Price (Value) |
| --- | --- | --- | --- | --- | --- | --- |
| | | | Short | Medium | Long | |
| Aqueate Spears | 8 | +5/20 | 3-5 | 25 | 40 | 500 (12) |
| Celosia Sling | 8 | +4/19 | 3-10 | 40 | 100 | 750 (13) |
| Solium Sling | 8 | +7/22 | 3-10 | 40 | 100 | 1000 (14) |
| Infernas Bow | 10 | +8/23 | 3-10 | 40 | 100 | 1500 (15) |
| Cyprium Bow | 10 | +8/23 | 3-10 | 40 | 100 | 2000 (15) |
| Cinlum Bow | 10 | +8/23 | 3-10 | 40 | 100 | 3000 (16) |
| Brownie Bow | 10 | +8/23 | 3-10 | 40 | 100 | 5500 (18) |

## NORMAL SHIELDS

| | Tech | Value/Tough.* | Fatigue? | Price (Value) |
| --- | --- | --- | --- | --- |
| Buckler | 8 | +2/16 | no | 900 (14) |
| Small Shield | 12 | +4/18 | no | 1000 (14) |
| Medium Shield | 12 | +5/19 | no | 1500 (15) |
| Large Shield | 12 | +6/20 | yes* | 2000 (15) |

## NORMAL ARMOR

| | Tech | Value/Max. | Fatigue? | Price (Value) |
| --- | --- | --- | --- | --- |
| Hides and Furs | 3 | +1/20 | no | 400 (12) |
| Bone and Hide | 3 | +3*/20 | no | 6000 (18) |
| Leather | 5 | +2/20 | no | 800 (13) |
| Bronze | 8 | +4/25 | yes* | 7000 (18) |
| Cuir Bouilli | 8 | +3/20 | no* | 900 (14) |
| Chain Mail | 12 | +4/25 | yes | 15,000 (20) |
| Ring Mail | 12 | +3/20 | no | 12,000 (19) |
| Silk Lining | 12 | +2*/21 | no | 1000 (14) |
| Plate Mail | 13 | +5/25 | yes* | 16,000 (20) |
| Giant Armor | 12 | +4/28 | yes* | 10,000 (19) |

## ENCHANTED ARMOR

| | Tech | Value/Max. | Fatigue? | Price (Value) |
| --- | --- | --- | --- | --- |
| Dwarfmail | 12 | +4/19 | yes | 18,000 (20) |
| Elfmail | 13 | +6/21 | no | 20,000 (20) |
| Celosia Armor | 12 | +2/17 | no | 15,000 (20) |
| Cyprium Armor | 12 | +2/17 | no | 18,000 (20) |
| Solium Armor | 12 | +2/17 | no | 20,000 (20) |
| Cinlum Armor | 12 | +2/17 | no | 20,000 (20) |
| Infernas Armor | 12 | +2/17 | yes* | 23,000 (21) |
| Aqueate Armor | 12 | +2/17 | yes* | 30,000 (21) |

*See special note in text

# E quipment (continued)

## GENERAL GEAR CHART

|  | Tech | Price (Value) |
|---|---|---|
| Hemp Rope (100′) | 8 | 30 (6) |
| Silken Cord (100′) | 12 | 300 (13) |
| Torch | 5 | 10 (4) |
| Oil Lamp | 7 | 50 (7) |
| Candles | 10 | 10 (4) |
| Sundial | 9 | 10 (4) |
| Glass mirror | 10 | 20 (5) |
| Canoe | 3 | 1200 (14) |
| Coach | 12 | 20,000 (20) |
| Wagon | 8 | 10,000 (19) |
| Dwarf Mine Cart | 8 | 5000* (17) |
| Longship | 9 | 40,000 (22) |
| Galleon | 10 | 100,000 (24) |
| Iron Spikes | 10 | 10 (4) |
| Belt Pouch | 12 | 20 (5) |
| Sleeping Mat | 9 | 50 (7) |
| Map Case | 12 | 60 (8) |
| Water Compass | 12 | 400 (12) |
| Earth Compass | 12 | 400 (12) |
| Climate Cloak | 10 | 600 (13) |
| Tancred Torch | 7 | 900 (14) |
| Strength Potion | 8 | 6000 (18) |
| Cloak, cloth | 7 | 100 (9) |
| Cloak, fur | 7 | 500 (12) |
| Sword scabbard | 8 | 1000 (14) |
| **Knowledge Stones** | | |
| Kindred | 5 | 1000 (14) |
| Elements | 5 | 1500 (15) |
| Mixed Forces | 5 | 2000 (15) |
| Principles | 5 | 3000 (16) |
| Essences | 5 | 10,000 (19) |

*Dragon not included

# Chapter Eleven   Character Creation

**J**ust as the Aysle realm is quite different from the others currently overlaying Earth, so designing an Ayslish character is a unique experience. In the back of this book you will find a number of templates you can use, but with the rules that follow, you can try your hand at building your own.

Some templates list the character's home cosm as "Aysle," others as "Aysle transformed." A character whose home cosm is Aysle is from the disk-world, and crossed to Earth's cosm over the maelstrom bridges. A character listed as "Aysle transformed" is someone with high hero potential who was present when the Aysle axiom wash occurred. The wash realized the character's potential, and then transformed him, which caused him to become a hero. Unlike ords, transformed Storm Knights can regain possibility energy, and retain skills and memories from their time as Core Earth citizens. Their reality is that of the Aysle realm.

## Attributes and Skills

• A character has 66 attribute points to assign, and the total of a character's attributes cannot exceed 66. In addition no attribute can exceed the character's home cosm limits.

**Aysle Cosm Limits**
**DEXTERITY 14**
**STRENGTH 15**
**TOUGHNESS 15**
**PERCEPTION 14**
**MIND 14**
**CHARISMA 13**
**SPIRIT 13**

The only exceptions to the above rules are elf and giant characters, and these will be explained in detail below.
• You begin with 16 skill points to add to the template. These should be assigned to those skills on the template which you deem appropriate for your character or which you believe your character might have had access to. At least one skill must be assigned three points (the *tag skill*), and no skill may receive more than three. Every character must have at least one add in the *reality* skill, and some characters (such as the Human Knight and Giant Bruiser in the predesigned templates) are required to assign one point to the *honor* or *corruption* skills. (See "World Laws," Chapter Four.)
• If your character is a native of the Aysle cosm, not a Core Earther transformed by the Aysle axioms, roll on the "Determining Magic by Birth" chart in Chapter Two to learn your character's innate magic skill and arcane knowledge. The character receives one skill point in each, which are **not** deducted from his starting pool of 16, as possessing some form of magic is a natural part of life in Aysle. These points can be added to those already assigned on the template.

**Example:** Your character has three points assigned to *apportation magic* for a total skill value of 13. Rolling on the "Determining Magic by Birth" chart results in the character receiving an additional point in *apportation magic,* which must be used to raise the total value to 14.

• Each character starts with 10 Possibilities.
• Running, swimming and other limit values are listed in Gamemaster Chapter Two of the *Torg Rulebook*. To determine the character's movement rates, compare his *Dexterity* and *Strength* as modified by the Character Limit Chart to the Torg Value Chart (*Rulebook,* pages 42-43). If the *Dexterity* or *Strength* attribute exceeds the limit, use the limit value instead.

## Magicians

In addition to the skill points listed above, those characters which take a magic tag skill receive 12 additional points with which to buy spells and arcane knowledges. Each spell costs one of these points, and arcane knowledges are purchased in the same manner as are skill adds. The character may also spend any or all of his starting Possibilities in order to purchase spells (each spell costs one Possibility).

## Giants and Elves

Giants and elves are, by nature, more magical than other creatures, and thus are capable of attaining higher attribute levels. Giant and elf characters must purchase additional attribute points, called *enhancement points* at the start, but must pay an adventure cost for this ability.

Enchancement points are available in packages of three. Both giant and elf characters must purchase at least one package, with elves allowed a maximum of two packages (for six additional points) and giants three (for nine additional points). Giants may add these points to their *Strength* and/or *Toughness* attributes only, while elves can add them to any attribute except *Toughness.*

### Purchasing Enhancements

There are two ways to purchase these enhancement points. One method is to pay an adventure cost of one Possibility per package at the end of each adventure, an action which can obviously be taken only by Possibility-rated characters. The second method is to place a limit on one of the character's attributes per package bought, and this can be done by both Possibility-rated characters and ords.

**Example:** An elven character purchases two packages and adds the six additional points to his *Dexterity* and *Mind* attributes. Reluctant to part with two Possibilities at the end of each adventure, the character instead accepts limitations on his *Toughness* and *Spirit* attributes.

Elves who choose to limit attributes must accept values of seven. Giants who use this option will have a value of seven for the first attribute limited, and sixes for any others after that. Limited attributes cannot be increased.

Possibility-rated characters can choose to "mix-and-match," purchasing one package with a Possibility and accepting an attribute limitation to obtain the second package.

### Losing Enhancements

There are two ways to lose the benefits provided by these enhancement points, disconnecting or failing to pay the adventure cost at the end of the adventure. In both cases, the character's attributes will immediately drop to what they were prior to the addition of the extra points (these are the numbers in parentheses on the templates).

To reconnect, giants and elves must make separate rolls for each package as well as themselves. Thus, a giant with three packages must successfully reconnect all three and himself before his attribute levels can be again enhanced. A character who fails to reconnect all his packages is still considered disconnected, and his attributes will remain at their original levels.

A character who is disconnected for more than a day, or who fails to pay the adventure cost, will fall prey to the dreaded wasting disease, called the silent death. The character will immediately take one shock point which cannot be eliminated by the expenditure of a Possibility. The character takes an additional such shock point each week until his *Toughness* is exceeded and he becomes comatose, or he regains his packages and is healed of the disease. If he takes shock damage equal to twice his *Toughness,* he dies.

To be healed, an ord must return to Elveim or Lower Aysle (depending on his race) and find a cleric to cure him. A Possibility-rated character can do the same, or can attempt to earn enough Possibilities over the course of the next adventure to pay the adventure cost and thus dispel the disease and the shock damage and regain his enhancements.

Payment must be of the cumulative adventure cost. In other words, if an elven character with two packages has been without their benefits for two adventures, he must pay four Possibilities to regain them rather than simply two.

Losing enhancement points is particularly devastating for giant characters. Due to their size and weight, giants require a certain level of *Strength* to move. If a giant's *Strength* should fall below 10, he will need to roll successfully against the Power Push Table simply to walk. It is for this reason that giants journeying to other realms often carry "strength potions" (see Chapter Ten, Equipment).

# Background

Once you have determined your character's attribute and skill levels, it is time to create a background for her. The first question to be answered is, is the character native to Aysle, or is she a transformed Core Earther? If the latter, she did not receive any magical knowledge at birth — how does that affect her perceptions of the strange new world around her?

If the character is an Ayslish human, what is her profession? Is she a Freetrader or Corsair, a barbarian or Viking? If she is from the continent of Aysle, which House is she a part of, if any? How does she feel about the other Houses and other races of Aysle?

Another important aspect of designing an Ayslish character is answering the question, why did she come down the maelstrom bridge? Was she part of the invading army, or did she have another reason, a goal she wanted to pursue on Earth or a personal stake in the defeat of the Dark Forces?

Another point to be considered is whether your character is a worshiper of an Ayslish god. Does she follow the teachings of the gods of order, corruption, or balance? An Aysle transformed character would be less likely to belong to an Ayslish sect, but it is still possible.

Next, consider possible connections your character could have with the other characters. Perhaps they crossed paths in Aysle, or both are acquainted with someone in need of rescue in the realm.

Turn to Chapter Ten and begin to equip your character. Assume she has enough equipment to have survived this long, which means weapons and possibly armor, either normal or enchanted. In general, equipment which cannot be easily carried is impractical for a character, and there are some areas of the Aysle realm where little modern technology is available.

If the player wishes to give the character equipment not listed on the equipment chart, he must provide the gamemaster with information about the item. This allows the gamemaster to make up his mind about whether the piece of equipment in question will upset the balance of the adventure or simply be unlikely for that character to have.

## Dwarf Engineer

TM

**Player Name:**

**Cosm:** Aysle

**Background:** You were but a lad when the slavers from House Vareth came and took you from your home in the Land Between. You were judged to have an aptitude for engineering, and were put to work repairing the simple farm machinery used on the continent of Aysle.

Your life was a hard one, for the Vareth dwarves were harsh masters. But soon after the invasion of Earth, you began to hear rumors of a rebellion against the slavers, led by Gutterby, an elder of your clan. You longed to join in this noble fight, but could think of no way. Then one day you saw a wagon filled with supplies starting its journey to the Valley of the Sword, and you knew what you had to do. You stowed away upon it and made it to the maelstrom bridge at Castle Ardinay, mingling with the Vareth troops as they went downbridge.

This new cosm has brought many surprises. You are not sure whether to believe in Ardinay's miraculous change of heart, but are willing to accept the situation for now. You are determined to contact Gutterby and do whatever you can to aid your dwarven brothers in the cosm, but meanwhile you are making a few extra trades taking apart and putting together all this fascinating machinery.

**Personality:** Your captivity has made you a bit cynical, and you trust machines far more than you do other folk as a result. But the dwarf rebellion has given you a purpose in life, and you will fight Vareth's troops, and anyone who aids them, to free the dwarves of Aysle.

**Equipment:** overalls, hard hat, safety goggles, tool box with tools, digital watch, .44 S&W Magnum (damage value 17).

**Quote:** "Won't explode? Probably just needs a bit of adjustment ... there!"

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *science*.

---

## Dwarf Engineer

TM

**Player Name:**

**Character Name**

**Possibilities:** 10

| | | **Home Cosm** Aysle | | |
|---|---|---|---|---|
| **Age** | **Wound Level** | **Shock Damage** | **Magic** 18 | **Social** 18 |
| **Height** | Wound | | | |
| | Hvy Wound | | **Spiritual** 16 | **Tech** 15 |
| **Weight** | Mortal | **K** O | | |
| | Dead | | | |

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Fire Combat | | DEX | |
| Lockpicking | | DEX | |
| Maneuver | | DEX | |
| Melee Weapons | | DEX | |
| Prestidigitation | | DEX | |
| Unarmed Combat | | DEX | |
| Climbing | | STR | |
| Evidence Analysis | | PER | |
| Scholar | | PER | |
| Trick | | PER | |
| Science | 3 | MIN | 15 |
| Test | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Taunt | | CHA | |
| | | | |
| | | | |
| | | | |
| | | | |

| | | Axiom | | Range | | |
|---|---|---|---|---|---|---|
| **Equipment** | **Value** | **Level** | **S** | **M** | **L** | |
| **Armor** | | | | | | |
| .44 S & W Magnum | 17 | 22 | 3-10 | 15 | 40 | |
| | | | | | | |
| | | | | | | |
| **Weapons** | | | | | | |
| .44 S & W Magnum | | | | | | |
| | | | | | | |
| | | | | | | |

| **Attributes** | | **Approved Actions** |
|---|---|---|
| Dexterity | 9 | Maneuver |
| Strength | 8 | |
| Toughness | 9 | |
| Perception | 11 | Trick |
| Mind | 12 | Test |
| Charisma | 9 | Taunt |
| Spirit | 8 | Intimidate |
| **Movement Rates** | | **Limit Values** |
| Running | | |
| Swimming | | |
| Jumping | | |
| Climbing | | |
| Lifting | | |

**Bonus Chart**

| Die Roll | 1 | 2 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 25 | 26 | 30 | 31 | 36 | 41 | 46 | 50 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 4 | 6 | 8 | 10 | 12 | 14 | | | | | | | | | | | | | | | |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | | |

# TORG™ — Dwarf Tunnel Fighter

**Cosm:** Aysle

**Background:** Your clan has a long and proud martial history. Your ancestors fought in the War of the Giants and the War of the Crowns, and took the lead in devising defensive measures to protect the Land Between from invasion. Unfortunately, they did not think to guard against betrayal from within, and thus House Vareth troops were able to carry off the strongest and healthiest of the young dwarves for their slave pens.

You managed to stay out of their clutches through cunning, skill, and knowledge of the tunnels. You then organized a group of tunnel fighters, warriors who would fight to defend their homes and families from those who would harm them. You won some small victories and suffered your share of defeats, and then you began to hear stories of a rebellion brewing against the Vareths in the realm on Earth. You decided to join in this fight, and led a raid on the maelstrom bridge. You alone, of all your comrades, survived the battle and made it safely to Oxford.

Now, with the new allies and weapons you have gathered in the realm, you continue the struggle against the black-hearted dwarves who have enslaved their own people. You do not thoroughly believe that Ardinay has gone back to the Old Ways, but you see that the Vareths oppose her, and so you are willing to fight on her side.

**Personality:** You are an expert at guerrilla warfare, and do not believe in showing mercy to your enemies.

**Equipment:** leather jacket, hob-nailed boots, kevlar vest (armor value TOU+5/15), helmet (armor value TOU+3/13), battle-ax (damage value STR+5/15), brass knuckles (damage value STR+2/12), Uzi (damage value 17), can of mace (damage value 11), digital watch, binoculars.

**Quote:** "House Vareth has put a price on my head, but the cost shall be paid by those who try to collect it."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *fire combat.*

---

## Character Sheet

**Character Name**

**Dwarf Tunnel Fighter** ™

| | | Home Cosm | Aysle | | Possibilities |
|---|---|---|---|---|---|

**Possibilities:** 10

| Age | | Magic | Social |
|---|---|---|---|
| Height | | 18 | 18 |
| Weight | | Spiritual | Tech |
| | | 16 | 15 |

| | Wound Level | Shock Damage | | |
|---|---|---|---|---|
| | Wound | K | O | Value |
| | Hvy Wound | | | |
| | Mortal | | | |
| | Dead | | | |

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Dodge | | DEX | |
| Fire Combat | 3 | DEX | 13 |
| Maneuver | | DEX | |
| Melee Weapons | | DEX | |
| Missile Weapons | | DEX | |
| Stealth | | DEX | |
| Unarmed Combat | | DEX | |
| Find | | PER | |
| First Aid | | PER | |
| Tracking | | PER | |
| Trick | | PER | |
| Survival | | MIN | |
| Persuasion | | CHA | |
| Intimidation | | SPI | |

### Attributes

| Attributes | |
|---|---|
| Dexterity | 10 |
| Strength | 10 |
| Toughness | 10 |
| Perception | 10 |
| Mind | 9 |
| Charisma | 9 |
| Spirit | 8 |

### Approved Actions

| Approved Actions |
|---|
| Maneuver |
| Trick |
| Test |
| Taunt |
| Intimidate |

### Movement Rates / Limit Values

| Movement Rates | Limit Values |
|---|---|
| Running | |
| Swimming | |
| Jumping | |
| Climbing | |
| Lifting | |

### Equipment

| Equipment | Axiom Level | Value | S | M | L |
|---|---|---|---|---|---|
| **Armor** | | | | | |
| Kevlar Vest+5 | 22 | 15 | | | |
| Helmet +3 | 20 | 13 | | | |
| **Weapons** | | | | | |
| Uzi | 22 | 17 | 3–15 | 40 | 100 |
| Battle-ax +5 | 8 | 15 | | | |
| Brass Knuckles +2 | 8 | 12 | | | |
| Can of Mace | 21 | 11 | 0–1 | 2 | 3 |

### Bonus Chart

| Die Roll | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Die Roll | 1 | 2 | 3 | 4 | 5 | 7 | 9 | 10 | 11 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 | |
| | | | | | | | | | 12 | | | | | | | | 25 | 30 | 35 | 40 | 45 | 50 | +5 |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | | |

# Elf
# Mage
™

## Cosm: Aysle

**Background:** You spent the last few decades in your tower on Elveim, studying elven occult lore and becoming acquainted with the arcane beliefs of other folk, as well. It is your belief that one cannot be a complete sorcerer without first learning all there is to know about the mystic arts, and shortly before Aysle invaded Earth, you had decided that the disk-world had nothing more to teach you.

Thus you slipped away from the "Forbidden Continent" and traveled to the Valley of the Sword, making use of the maelstrom bridge and finding a realm rich in superstition and only now rediscovering magic under Aysle axioms. It seemed as if this cosm would be an endless fount of information for you, if only your fellow Ayslish would stop killing the natives before you had a chance to talk to them.

Naturally, you would not be much a mage if you could not keep secrets, and the one you guard most jealously is where and how the elves existed

**Personality:** You are highly inquisitive, and always willing to enter into a conversation with another practicioner of magic. However, you try to avoid divulging any secrets yourself, so the discussions tend to be a bit one-sided.

**Equipment:** elven mage robe, staff (damage value STR+2/11), elven longsword, enchanted, (damage value STR+8/17), grimoire.

**Quote:** "No, no! You point your fingers this way and … yes, I know it's basically the same result, but the explosion looks much better using my method."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *conjuration magic.* You have six enhancement points which have been added to your *Dexterity* and *Mind*, with an adventure cost of two.

## Arcane Knowledges:

## Spells:

---

# Elf
# Mage
™

| Character Name | | |
|---|---|---|
| Age | | Home Cosm: Aysle |

| | Wound Level | | Shock Damage |
|---|---|---|---|
| Height | Wound | Magic **18** | Social **18** |
| | Hvy Wound | Spiritual **16** | Tech **15** |
| Weight | Mortal | | |
| | Dead | | |

**Possibilities 10**

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Maneuver | | DEX | |
| Melee Weapons | | DEX | |
| Missile Weapons | | DEX | |
| Prestidigitation | | DEX | |
| Stealth | | DEX | |
| Unarmed Combat | | DEX | |
| Divination Magic | | PER | |
| Find | | PER | |
| Language | | PER | |
| Scholar | | PER | |
| Conjuration Magic | 3 | MIN | 15 (12) |
| Willpower | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Intimidation | | SPI | |

| Attributes | | Approved Actions |
|---|---|---|
| Dexterity | 12 (9) | Maneuver |
| Strength | 9 | |
| Toughness | 9 | |
| Perception | 11 | Trick |
| Mind | 12 (9) | Test |
| Charisma | 10 | Taunt |
| Spirit | 9 | Intimidate |

| Movement Rates | Limit Values |
|---|---|
| Running | |
| Swimming | |
| Jumping | |
| Climbing | |
| Lifting | |

| Equipment | Value | Axiom Level | S | Range M | L |
|---|---|---|---|---|---|
| Armor | | | | | |
| Weapons | | | | | |
| Staff +2 | 11 | 6 | | | |
| Long Sword +8 | 17 | 11 | | | |

### Bonus Chart

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 25 | 26 | 30 | 31 | 35 | 36 | 40 | 41 | 45 | 46 | 50 | +5 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | | | | | | | | | | | |

# TORG™

# Elf
# Monk

## Cosm: Aysle

**Background:** You hold the distinction of being one of the first monks of Elmiir to propose traveling to the realm to take part in the battle between Light and Dark. In truth, you were reluctant, for elves have always prized their neutral status in the cosm. But when the priests of Estar began to migrate down the bridge to use their powers on behalf of the invaders of Earth, the acolytes of Elmiir realized they had a responsibility to stop their brothers before they did great harm.

You and a party of Elmiirians traveled to the realm and scattered upon arriving there, to seek out Estarians and stop their rampages, by force if necessary, and above, all to reveal nothing of your origins. That is a stricture you still adhere to, but during your time on Earth, you have seen great nobility of spirit in this cosm's defenders. You finally came to the conclusion that the elves committed a grievous error by doing nothing all these centuries while evil took hold in Aysle, and you are determined to seize this opportunity to right that wrong.

**Personality:** You are tall, and more athletic than one would think. You learned long ago that many a religious argument can be settled with a well-placed blow from a staff.

**Equipment:** Elmiirian stars, monk's robes, staff (damage value STR+2/12), sling (damage value STR+4/14), belt pouch with focus stone.

**Quote:** "There can be no peace with Estarians. They have blackened their names with vile deeds beyond your comprehension."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *faith*. You receive a +3 bonus when using arcane knowledges influenced by Elmiir. You have six enhancement points, which have been added to your *Dexterity* and *Spirit*, with an adventure cost of two.

**Disciplines:**

---

# TORG™
# Elf
# Monk

| Character Name | | |
|---|---|---|
| Age | Home Cosm | Aysle |

| | Magic 18 | Social 18 |
|---|---|---|
| Height | Spiritual 16 | Tech 15 |
| Weight | | |

**Possibilities** 10

**Wound Level**
Wound
Hvy Wound
Mortal
Dead

**Shock Damage** K O

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Dodge | | DEX | |
| Maneuver | | DEX | |
| Melee Weapons | | DEX | |
| Missile Weapons | | DEX | |
| Stealth | | DEX | |
| Unarmed Combat | | DEX | |
| Find | | PER | |
| Language | | PER | |
| Scholar | | PER | |
| Medicine | | MIN | |
| Test | | MIN | |
| Willpower | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Faith | 3 | SPI | 17 (14) |
| Focus | | SPI | |

| Attributes | | Approved Actions |
|---|---|---|
| Dexterity | 14 (11) | Maneuver |
| Strength | 8 | |
| Toughness | 8 | Trick |
| Perception | 11 | Test |
| Mind | 9 | Taunt |
| Charisma | 9 | Intimidate |
| Spirit | 13 (10) | Limit Values |

| Movement Rates | |
|---|---|
| Running | |
| Swimming | |
| Jumping | |
| Climbing | |
| Lifting | |

| Equipment | Axiom Value | Axiom Level | Range S | M | L |
|---|---|---|---|---|---|
| Armor | | | | | |
| Weapons | | | | | |
| Staff +2 | 12 | 5 | | | |
| Sling +4 | 14 | 7 | 3-10 | 40 | 100 |

**Bonus Chart**

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 | 50 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | +5 | | | | | |

# TORG™
# Giant Bruiser

**Cosm:** Aysle

**Background:** You were among a tribe of Chamkatt giants contacted by Lady Ardinay just prior to the invasion of Earth. The thought of a new cosm ripe for conquest appealed to all, and shortly after that meeting, you and your comrades traveled down the maelstrom bridge to Glasgow.

During the initial battle you got separated from the rest of the giants, and were befriended by a Core Earth human named McDermott. He offered you food and a place to sleep in return for your beating up various people he pointed out. You spent many happy days with him, breaking arms, and feasting on valuable food (it was encased in little suits of armor).

Then one day a group of giants (you're convinced they were from Polja) broke in, beat you severely, and killed McDermott. When they left, you followed, and discovered they were a part of the invasion force from Aysle. Right then, you decided you didn't like the idea of attacking other cosms, and you especially didn't like those giants and anyone who took their side. You took the club you had made and the special gun McDermott had given you as a present and set out to teach the Dark Forces the meaning of pain.

**Personality:** You are ill-tempered and violent, but fiercely loyal to those who befriend you. You have great confidence in your ability to best anyone or anything in combat.

**Equipment:** M-16 auto (damage value 20), bat (damage value STR+3/ 21), racing form, double-breasted suit.

**Quote:** "You're going to tell me what I want to know, or I'm going to break you into little pieces, and even a dwarf won't be able to fix you."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *unarmed combat*. You have nine enhancement points which have been added to your *Strength* and *Toughness*, with an adventure cost of three. You must take one add in *corruption*.

---

# TORG™
# Giant Bruiser

| Character Name | | | | |
|---|---|---|---|---|
| | | Home Cosm | Aysle | Possibilities |
| | | | | 10 |

| Age | Wound Level | Shock Damage | Magic | Social |
|---|---|---|---|---|
| | Wound | | 18 | 18 |
| Height | Hvy Wound | | Spiritual | Tech |
| | Mortal | K | 16 | 15 |
| Weight | Dead | O | | |

Attribute Value

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Fire Combat | | DEX | |
| Melee Weapons | | DEX | |
| Unarmed Combat | 3 | DEX | 12 |
| Lifting | | STR | |
| Find | | PER | |
| Tracking | | PER | |
| Trick | | PER | |
| Test | | MIN | |
| Willpower | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Taunt | | CHA | |
| Corruption | 1 | SPI | 9 |
| Intimidation | | SPI | |

| Equipment | Value | Axiom Level | Range S | M | L |
|---|---|---|---|---|---|
| Armor | | | | | |
| Weapons | | | | | |
| M-16 (auto.) | 20 | 22 | 3-40 | 250 | 400 |
| Bat +3 | 21 | 6 | | | |

| Attributes | | Approved Actions |
|---|---|---|
| Dexterity | 9 | Maneuver |
| Strength | 18 (13) | |
| Toughness | 15 (11) | |
| Perception | 9 | Trick |
| Mind | 8 | Test |
| Charisma | 8 | Taunt |
| Spirit | 8 | Intimidate |
| Movement Rates | | Limit Values |
| Running | | |
| Swimming | | |
| Jumping | | |
| Climbing | | |
| Lifting | | |

**Bonus Chart**

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 26 | 31 36 | 41 46 | 50 | +5 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | | | | | | | | | | 25 30 | 35 40 | 45 | | |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | | | | | +1 |

# TORG™

## Giant Priestess



**Cosm:** Aysle

**Background:** All your life, you heard stories about Upper Aysle and the strange creatures who lived there. But when you tried to visit the other side of the disk, you were attacked and driven off. You soon learned that the violent natures of giants frightened others, and your only hope of meeting and talking with folk smaller than you was to learn to control your destructive urges. Thus you embraced the ways of Ugorl, one of the gods of balance, and eventually became a cleric.

Though there were now places in Lower Aysle where you were not welcome, you found many interesting places up above. When the invasion of Earth's cosm began, you saw it as an opportunity to meet new folk and spread the word of blessed balance. But when you reached the end of the maelstrom bridge, you found to your disgust that the armies of Aysle were surrendering completely to their darker natures, burning and killing. You considered returning to the cosm, but realized that letting such uncontrolled violence go on would be a betrayal of Ugorl and her teachings. You armed yourself, and are determined to teach the soldiers of the Dark the value of moderation if you have to crack all their skulls open and personally put the knowledge into their brains.

**Personality:** You are fascinated by the new and the unusual, and cannot abide the wanton destruction of potential sources of knowledge.

**Equipment:** Ugorlian fire-bird, chainmail (armor value TOU+4/19), mace (damage value STR+4/19).

**Quote:** "When you wake up maybe you'll remember to keep your sword sheathed in the presence of a priestess of Ugorl."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *focus*. You receive a +1 bonus when using arcane knowledges influenced by Ugorl. You receive nine enhancement points which have been added to your *Strength* and *Toughness*, with an adventure cost of three.

---

# TORG™

## Giant Priestess

| Character Name | | | |
|---|---|---|---|
| | Home Cosm | Aysle | **Possibilities** 10 |

| Age | | | | Magic | 18 | Social | 18 |
|---|---|---|---|---|---|---|---|
| Height | | | | Spiritual | 16 | Tech | 15 |
| Weight | | | | | | | |

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Maneuver | | DEX | |
| Melee Weapons | | DEX | |
| Missile Weapons | | DEX | |
| Unarmed Combat | | DEX | |
| Find | | PER | |
| Scholar | | PER | |
| Trick | | PER | |
| Test | | MIN | |
| Willpower | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Faith | | SPI | |
| Focus | 3 | SPI | 14 |
| Intimidation | | SPI | |

**Wound Level**

| | | Shock Damage | | |
|---|---|---|---|---|
| Wound | | | K | O |
| Hvy Wound | | | | |
| Mortal | | | | |
| Dead | | | | |

| Attributes | |
|---|---|
| Dexterity | 7 |
| Strength | 15 (10) |
| Toughness | 15 (11) |
| Perception | 9 |
| Mind | 9 |
| Charisma | 9 |
| Spirit | 11 |

| Movement Rates | |
|---|---|
| Running | |
| Swimming | |
| Jumping | |
| Climbing | |
| Lifting | |

| Approved Actions |
|---|
| Maneuver |
| Trick |
| Test |
| Taunt |
| Intimidate |

**Limit Values**

| | | Axiom Level | | Range | | |
|---|---|---|---|---|---|---|
| Equipment | Value | Level | S | M | L |  |
| **Armor** | | | | | | |
| Chainmail +4 | 19 | 12 | | | | |
| **Weapons** | | | | | | |
| Mace +4 | 19 | 8 | | | | |

**Bonus Chart**

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | | 25 | 30 | 35 | 40 | 45 | 50 | +5 |

# Knight ™

**Cosm:** Aysle

**Background:** You are a knight of House Tancred, like six generations of your family before you. One of your ancestors was slain battling the invaders who attacked Aysle 500 years ago, and your name has always been one looked upon with respect by your fellow knights. Alas, the House has changed much over the years, and it often difficult to adhere to the ways of honor and still sustain one's loyalty to Gareth Tancred. You have done your best to walk that line, doing your duty and no more and watching with distaste as other knights embraced with relish the ways of corruption.

You joined in the invasion of Earth because you were ordered to do so, but when you reached the realm, you discovered to your delight that the prophecy of Tolwyn Neverdeath had come true. It was to her that you owed your loyalty, and you pledged your life and fortune to her. Privately, you vowed to cut the throat of the usurper Gareth with your own blade.

**Personality:** Honor is not merely an ideal for you, but a way of life. You believe the potential for nobility lives in every human breast, and have no hesitation in visiting just vengeance upon those who have turned away from the Light and would harm innocents.

**Equipment:** plate mail (armor value TOU+5/14), broadsword (damage value +5/14), longbow (damage value +6/15), wheel lock pistols (damage value 13).

**Quote:** "Truly, that is a monster worth killing! Let us see if it enjoys the bitter taste of my steel."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *melee weapons*. You must take one add in *honor*.

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## Human Knight ™

**Character Name:** _____

| | | Home Cosm | Aysle | | |
|---|---|---|---|---|---|
| **Age** | | **Wound Level** | **Shock Damage** | **Magic** 18 | **Social** 18 |
| **Height** | | Wound | | **Spiritual** 16 | **Tech** 15 |
| **Weight** | | Hvy Wound | | | |
| | | Mortal | **K** | **O** | |
| | | Dead | | | |

**Possibilities** 10

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Dodge | | DEX | |
| Fire Combat | | DEX | |
| Maneuver | | DEX | |
| Melee Weapons | 3 | DEX | 12 |
| Missile Weapons | | DEX | |
| Unarmed Combat | | DEX | |
| Evidence Analysis | | PER | |
| First aid | | PER | |
| Trick | | PER | |
| Survival | | MIN | |
| Test | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Taunt | | CHA | |
| Faith | | SPI | |
| Honor | 1 | SPI | 11 |
| Intimidation | | SPI | |

| Equipment | Value | Axiom Level | Shock |
|---|---|---|---|
| **Armor** | | | |
| Plate Mail +5 | 14 | 13 | |

| Weapons | Value | Axiom Level | Range S | M | L |
|---|---|---|---|---|---|
| Broadsword +6 | 15 | 9 | | | |
| Wheel Lock Pistols | 13 | 15 | 3-5 | 10 | 25 |
| Longbow +6 | 15 | 12 | 3-10 | 100 | 250 |

### Attributes

| Attributes | | Approved Actions |
|---|---|---|
| Dexterity | 9 | Maneuver |
| Strength | 9 | |
| Toughness | 9 | |
| Perception | 10 | Trick |
| Mind | 10 | Test |
| Charisma | 9 | Taunt |
| Spirit | 10 | Intimidate |
| **Movement Rates** | | **Limit Values** |
| Running | | |
| Swimming | | |
| Jumping | | |
| Climbing | | |
| Lifting | | |

### Bonus Chart

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | | | | | | | | | | 25 | 30 | 35 | 40 | 45 | 50 | +5 |
| **Bonus #** | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | | | | | |

**Player Name:** _____

# TORG™

## Priest of Dunad



**Cosm:** Aysle

**Background:** As a devotee of Dunad, you have watched with great sorrow as the laws of the Ayslish savior have been twisted, perverted, or simply discarded by Lady Ardinay. You have seen evil overtake the land and the people, and more and more have turned from the path of honor to follow that of corruption. Up to now, there has been little you or your fellow clerics could do save stay in hiding and pray for deliverance, as the powerful houses in the cosm have little use for Dunad or his teachings.

Through it all, you retained your belief that the hero of Aysle would send a sign to the faithful to signify that the dark days were over. That sign came, you feel, when Ardinay set foot in the realm and announced that all fighting must cease, and the evil that has ruled Aysle for so long would be undone. Overjoyed, the priests of Dunad emerged to usher in this new order, only to find that the Houses in the cosm were locked in their own private struggles and did not realize the full ramifications of recent events. The true battle for Aysle, you realized, was in the realm, and prayer would not be enough to win it — it would take the strength of your body as well as your soul, and you knew that Dunad would guide your weapons in his holy cause.

**Personality:** You tend to be quiet and contemplative, and believe in using violence only when necessary.

**Equipment:** Dunad cross, chainmail (armor value TOU+4/13), broadsword (damage value STR+6/15), wheel lock pistol (damage value 13).

**Quote:** "In Aysle's name, I strike. In Dunad's name, I will prevail."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *focus*. You receive a +3 bonus when using arcane knowledges influenced by Dunad.

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# TORG™

## Priest of Dunad

| | |
|---|---|
| **Character Name** | |
| **Age** | |
| **Height** | |
| **Weight** | |

| | | | |
|---|---|---|---|
| **Home Cosm** Aysle | **Magic** 18 | **Social** 18 | **Possibilities** 10 |
| | **Spiritual** 16 | **Tech** 15 | |

| **Wound Level** | |
|---|---|
| Wound | |
| Hvy Wound | |
| Mortal | |
| Dead | |

**Shock Damage**

| | K | O |
|---|---|---|

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Dodge | | DEX | |
| Fire Combat | | DEX | |
| Maneuver | | DEX | |
| Melee Weapons | | DEX | |
| Unarmed Combat | | DEX | |
| Evidence Analysis | | PER | |
| Find | | PER | |
| Scholar | | PER | |
| Test | | MIN | |
| Willpower | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Faith | | SPI | |
| Focus | 3 | SPI | 14 |
| Intimidation | | SPI | |

| Equipment | Axiom Level | Value | Damage Value | Range S | M | L |
|---|---|---|---|---|---|---|
| **Armor** | | | | | | |
| Chainmail +4 | 13 | 12 | | | | |
| **Weapons** | | | | | | |
| Wheel Lock Pistol | 13 | 15 | | 3-5 | 10 | 25 |
| Broadsword +6 | 15 | 9 | | | | |

| | Attributes | | Approved Actions |
|---|---|---|---|
| | Dexterity | 9 | Maneuver |
| | Strength | 9 | |
| | Toughness | 9 | Trick |
| | Perception | 10 | Test |
| | Mind | 9 | Taunt |
| | Charisma | 9 | Intimidate |
| | Spirit | 11 | **Limit Values** |

| **Movement Rates** | |
|---|---|
| Running | |
| Swimming | |
| Jumping | |
| Climbing | |
| Lifting | |

### Bonus Chart

| Die | 1 | 2 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Roll | | | 4 | 6 | 8 | 10 | 12 | 14 | | | | | | | 25 | 30 | 35 | 40 | 45 | 50 | +5 |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 |

# TORG™

## Street Thief

**Cosm:** Aysle (transformed)

**Background:** Prior to the invasion of Earth, you led a very profitable life as a thief in various English cities, moving from one to the other when things got hot. Suddenly, things turned upside down — strange little creatures picked locks by waving their fingers and chanting, others showed no finesse and just smashed doors in, and money was based on magic, of all things. It was a whole new world, with a great deal more competition and vastly different goods to be stolen.

You stayed as an independent for a while, learning to use a sword to protect yourself. Then you heard about Pella Ardinay, and how she wanted to drive all these weird creatures out and get things back to normal. You're all for that, and skills like yours are in demand these days. You may not be living as high as you once did, but you're certain that when all this is over, you'll be back on top. And if Ardinay drags her feet about leaving when the war is over, well … you can handle her.

**Personality:** You spent a good part of your early life on the streets of London, and you'll do anything to avoid being poor again. Burglary is an exciting challenge to you, a game between you, the locksmith, and the police. The sooner the war is over and you can get back to your profession without worrying about blokes pinching things with magic, the happier you'll be.

**Equipment:** black turtleneck, dark jeans, leather jacket, flashlight, shoulder bag full of thieves' tools, short sword (damage value STR+4/14).

**Quote:** "Cor! It's a Lockrite! Didn't think no one used those anymore. Give me room, I'll have it open in a tick."

**Skill Notes:** A native of Core Earth, you do not have any inherent magical ability, but living under Aysle axioms, you are able to learn magic if you choose. Your tag skill is *stealth*. You must take one add in *corruption*.

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# TORG™

## Street Thief

| Character Name | | | |
|---|---|---|---|
| Age | | **Home Cosm** | Aysle (transformed) |

| | | Magic | 18 | Social | 18 |
|---|---|---|---|---|---|
| Height | | Spiritual | 16 | Tech | 15 |
| Weight | | | | | |

**Possibilities** 10

### Wound Level / Shock Damage

| Wound Level | Shock Damage |
|---|---|
| Wound | |
| Hvy Wound | |
| Mortal | K |
| Dead | O |

### Skills

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Acrobatics | | DEX | |
| Dodge | | DEX | |
| Fire Combat | | DEX | |
| Lockpicking | | DEX | |
| Melee Weapons | | DEX | |
| Stealth | 3 | DEX | 13 |
| Unarmed Combat | | DEX | |
| Find | | PER | |
| Land Vehicles | | PER | |
| Trick | | PER | |
| Test | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Taunt | | CHA | |
| Corruption | 1 | SPI | 9 |

### Equipment

| Equipment | Value | Axiom Level | Range S | M | L |
|---|---|---|---|---|---|
| Armor | | | | | |

### Weapons

| Weapons | Value | Axiom Level | | | |
|---|---|---|---|---|---|
| Short Sword +4 | 14 | 8 | | | |

### Attributes

| Attributes | |
|---|---|
| Dexterity | 10 |
| Strength | 9 |
| Toughness | 9 |
| Perception | 11 |
| Mind | 10 |
| Charisma | 9 |
| Spirit | 8 |

### Movement Rates

| Movement Rates | |
|---|---|
| Running | |
| Swimming | |
| Jumping | |
| Climbing | |
| Lifting | |

### Approved Actions

| Approved Actions |
|---|
| Maneuver |
| Trick |
| Test |
| Taunt |
| Intimidate |

**Limit Values**

### Bonus Chart

| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 | 50 | +5 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | | | | | | |

## TORG™ — Viking

Player Name: _____

**Cosm:** Aysle

**Background:** You had no hesitation about joining in the invasion of Earth's cosm, especially as you would be serving as lieutenant to your close comrade, Thorfinn Bjanni. He promised plunder for all, and you had never known him to mislead the Viking nation on so important a matter.

But when you reached Norway, things began to change. First came the report that Pella Ardinay had called off the war, which left many Vikings torn, reluctant to give up on what looked to be an easy conquest and yet loyal to Ardinay. Suddenly, Thorfinn had stood and branded Ardinay a traitor and coward, and called on the Vikings and all other Aysle folk to unite under his banner to take this cosm.

Most of the Vikings greeted this with great cheering, but you were disturbed. This was not the Thorfinn you had known — you had heard enough tales of sorcery to wonder if, somehow, your friend had been the victim of a dark enchantment, and if perhaps this had some connection to the change in Ardinay's attitudes. You knew you could not approach Thorfinn directly, there were too many who stood with him, so that night you stole away from camp and set out to find allies who could help you get your old friend back.

**Personality:** You are a true Viking, seeing a grand battle as the solution to most problems. But the fate of your friend preys upon your mind always, and makes you more willing to go along with others' plans if it will lead to the return of the real Thorfinn.

**Equipment:** Hides and furs (armor value TOU+1/11), helmet (armor value TOU+2/12), battle-ax (damage value STR+5/15).

**Quote:** "Our foes flee before us … or mayhap they wish us to follow, for some dark purpose."

**Skill Notes:** See the "Determining Magic by Birth" chart on page 23 for recording your innate magical skill and knowledge. Your tag skill is *melee weapons*.

---

## TORG™ — Viking

Player Name: _____

| Character Name | | |
|---|---|---|
| Age | Home Cosm | Aysle |

| | Wound Level | Shock Damage | Magic | 18 | Social | 18 |
|---|---|---|---|---|---|---|
| Height | Wound | | Spiritual | 16 | Tech | 15 |
| Weight | Hvy Wound | | | | | |
| | Mortal | K | O | | | |
| | Dead | | | | | |

**Possibilities: 10**

| Skill | Add | Attribute | Value |
|---|---|---|---|
| Reality | | SPI | |
| Dodge | | DEX | |
| Maneuver | | DEX | |
| Melee Weapons | 3 | DEX | 13 |
| Missile Weapons | | DEX | |
| Swimming | | DEX | |
| Unarmed Combat | | DEX | |
| Climbing | | STR | |
| Lifting | | STR | |
| Find | | PER | |
| Scholar | | PER | |
| Trick | | PER | |
| Water Vehicles | | PER | |
| Survival | | MIN | |
| Test | | MIN | |
| Willpower | | MIN | |
| Persuasion | | CHA | |
| Taunt | | CHA | |
| Intimidation | | SPI | |
| | | | |
| | | | |

| Attributes | |
|---|---|
| Dexterity | 10 |
| Strength | 10 |
| Toughness | 10 |
| Perception | 9 |
| Mind | 9 |
| Charisma | 9 |
| Spirit | 9 |

| Approved Actions | |
|---|---|
| Maneuver | |
| | |
| Trick | |
| Test | |
| Taunt | |
| Intimidate | |

| Movement Rates | | Limit Values | |
|---|---|---|---|
| Running | | | |
| Swimming | | | |
| Jumping | | | |
| Climbing | | | |
| Lifting | | | |

**Equipment**

| Equipment | Axiom Value | Value | Level |
|---|---|---|---|
| **Armor** | | | |
| Hides & Furs +1 | | 11 | 3 |
| Helmet +2 | | 12 | 8 |
| **Weapons** | | | |
| Battle-ax +5 | | 15 | 8 |

| | | Range | | |
|---|---|---|---|---|
| | S | M | L | |

**Bonus Chart**

| Die Roll | 1 | 2 | 3 | 5 | 7 | 9 | 11 | 13 | | 21 | 26 | 31 | 36 | 41 | 46 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | 4 | 6 | 8 | 10 | 12 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | +5 |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 |