

An Adventure for *TORG: ROLEPLAYING THE POSSIBILITY WARS™*

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TORG

THE POSSIBILITY CHALICE



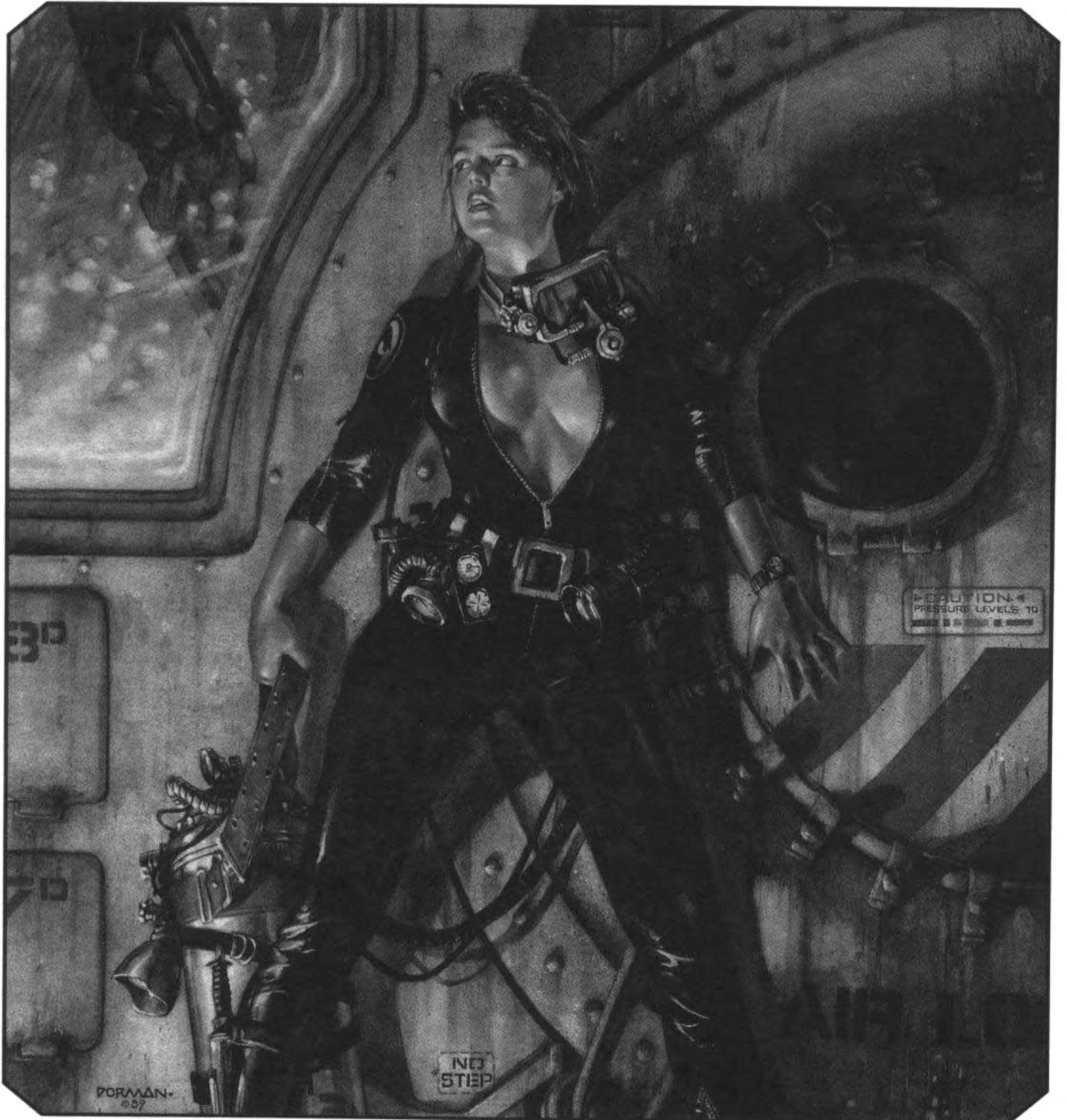
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Part Two of the Relics of Power Trilogy

THE POSSIBILITY CHALICE™

By Douglas Kaufman

Part Two of the *Relics of Power™* Trilogy





Roleplaying the Possibility Wars™

The Possibility Chalice

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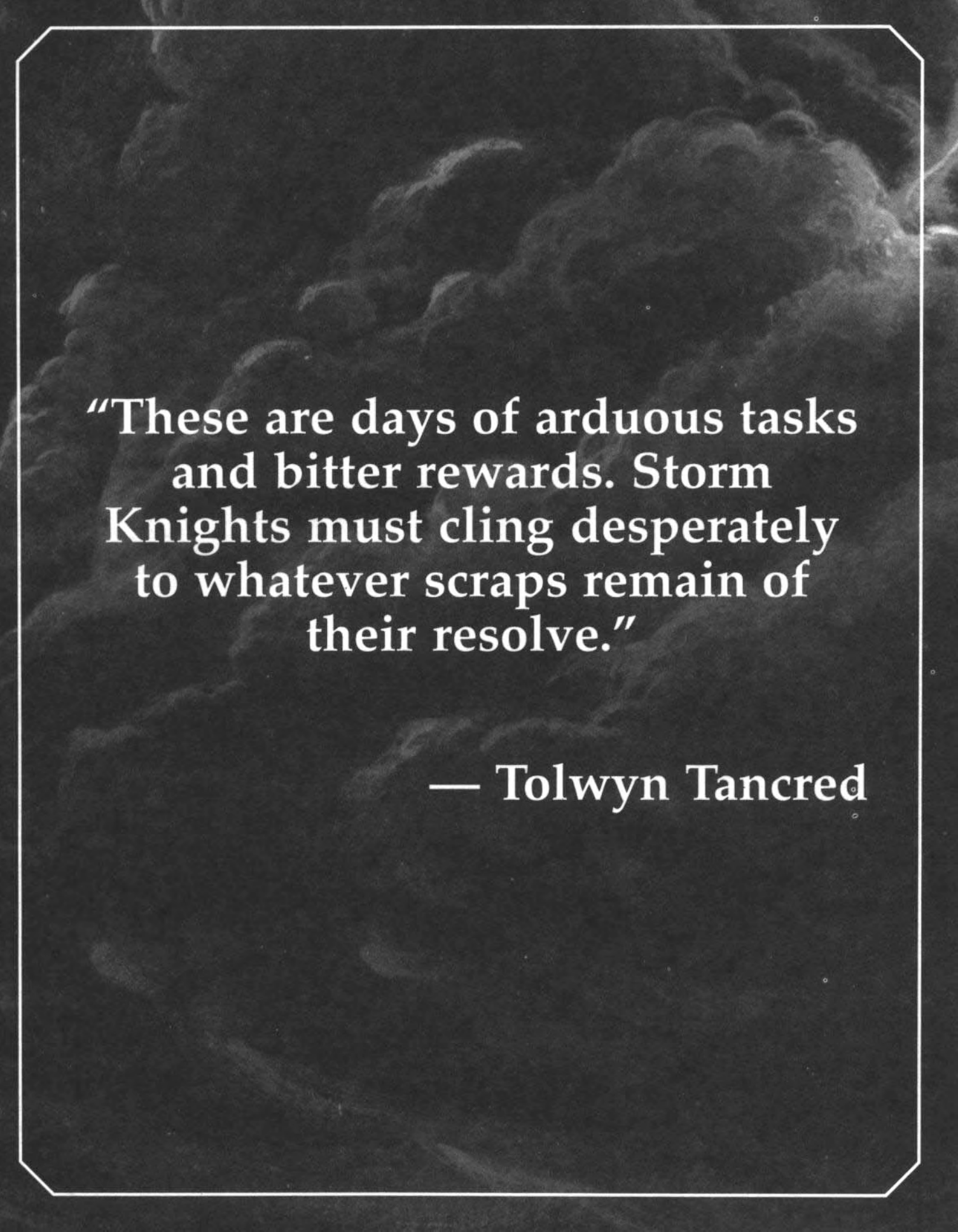
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**"These are days of arduous tasks
and bitter rewards. Storm
Knights must cling desperately
to whatever scraps remain of
their resolve."**

— Tolwyn Tancred

Prologue



India: 1199. Were there angels singing somewhere? The knight stumbled, half blind, through the unfamiliar greenery, out into the clearing, to stand before the massive stone gate.

There was only silence, for the angels had stopped singing and the animals had fled. The temple guards were nowhere to be seen. He had only a few minutes before they came back, though, he was sure.

With increasing vigor he stumbled to the dark entryway, his heart pounding a charge in his breast. The ragged mail armor he wore clanked against the old stone. Heedless, he plunged into the darkness.

Here his near blindness served well, and he moved without mishap through the narrow, winding corridors, down, ever down. The angels resumed their singing, guiding his steps, filling his mind with sound. This place was similar to, yet larger than, the first temple — the one that had shown him the way.

He remembered the first temple well: the simple chambers, the blue fire of the map on the far wall ... and the fiery outline of the Grail pulsing its holy beacon to him. There was heathen writing there as well, but he could not read it. He did not need to. The pictograph of the Grail was clear to see, and the contours of the country had been burned into his mind during his travels after the Crusade. He knew to within a hundred miles where the Grail must be.

And now, years later, he was sure he had found it. The singing was louder now, and a fearful buzzing joined the harmony. There were bodies around him, and the buzzing was the flies that fed on the stinking, rotting corpses of the seekers who had come before him. Could this truly be the resting place of the Grail? Aye, a test it was. He pressed on. A glowing blue aura beckoned to him from the bottom of the stairs. God be praised.

Thailand: 1766. Was that singing? He smiled, knowing he was imagining things in his excitement. And yet ... the clues, the hints, the fascination and taboos that surrounded this area. Surely there was something big, something valuable here. Morty caressed the revolver, and crept quietly on.

The clearing appeared suddenly, Morty moving from darkest green to blinding light. He heard a shout, and knew he had been seen. The dazzle cleared from his eyes as he brought his pistol up. He saw a shadowy figure moving toward him. Was it the glare, or was the head truly that of a monster, as big and waveringly as it looked? With a yell of fear, Morty fired five times. The figure fell. The jungle was completely still.

And there was a great stone entrance! Maybe Stevenson wasn't barmy after all! He'd given Morty a look at things and made him swear a sacred promise. A promise not worth beetle spit to Morty. And now here he was, the one who'd figured it out, figured it all out from what Stevenson had told him, and from listening to the natives (no one else had the brains to listen). And here it was, the sacred prize. Super valuable, enough to retire on. Aristocratic wife, hunting parties, liaisons with maids and serving girls ...

He strode through the door with a half-smile on his face, but cried out in surprise as his ankle caught at a taut vine set low to the door. Bloody creepers! He looked back, saw that it was a turbaned native he'd shot, and moved further into the temple. There was a steady hum coming from further inside.

The world began to move.

The rumbling was quiet at first, almost soothing. Then the jungle began to roar and squeal and cry out, and hundreds — literally hundreds — of animals came racing through the clearing, hooting and barking and cawing. Earthquake! Surely nothing to do with his presence. Morty stepped back, out

into the clearing, over the broken vine. The rumbling did not stop.

A great fissure appeared parallel to the entranceway, and dark water roiled up from below, frothing and gushing, claiming the screaming animals, the natives, poor Morty and, indeed, the entire peninsula. The water had risen up like an avenging cloud of insects, devouring all in its path. Eventually, the rumbling faded away, leaving only the calm surface of the newly-formed bay.

England: The Near Now. It was a terrible day when the bridges came down and all those people were slaughtered. The beasts that came were terrible ... terrible. All of Casper Babbidge's studies and researches were put on hold that day, and the museum was turned into a staging area for troops. At first, it seemed that his studies would be ended forever — that he would never unlock the secret of the fabulous jeweled cup which had become his life's work.

Then things changed. The invaders lost their meanness, their spite, and their leader underwent a change of heart and announced her friendship with Earth. Casper wasn't sure he understood all the politics of it, but if it meant fewer troops and more chance to study, he was in favor. That was the first big change. Then there was the change Casper underwent.

It was almost a week after the invasion that he discovered his magical talents. It was a simple invocation of a fire-sprite that he was reading about in one of the ancient tomes, mouthing the unfamiliar words as he usually did. It didn't summon up the sprite, exactly, but all the candles, sconces and torches in the house suddenly lit as he pronounced the final word.

That was only the beginning. Now his study of the cup took a new twist; there was an aura of powerful magic about the item. Sometimes, when he pronounced the right words, the gems encrusted in the ancient vessel, swirled



red and blue, seemed to glow and roil. When he learned to cast the signal spell properly, he left messages everywhere, in places where he might find information about the cup. Then he sat back and waited.

England: The Near Now.

"This is him," the dark-cowled figure said. The piglike creature across the table craned what little neck he had, looking at the strange flat icon the man called a fotoe.

"I knows 'im," the creature squeaked. "What's you wants dun wis 'im?"

From somewhere in the cowl, a chill came forth as of an opening crypt, a puff of laughter, perhaps, or a death-cold sigh.

"Get several of your friends, however you can." A dark-gloved hand dropped six gold coins on the table, down low, out of sight of the rest of the room full of ruffians and footpads. "Go to his house at midnight. Kill him."

"Sure thing, guv," the creature replied, deftly scooping the coins into his clawed fingers. He rose from the table, casting furtive glances around the room to see if anyone had noticed the money changing hands. "By the by, guv ... wots 'e done?"

The cold, unseen glare sent the creature scurrying from the room, his question floating unanswered in the air like heavy smoke. The cowled figure, dark and cold, did not move at all. It remained motionless, staring at the seat the creature had vacated.

After a time a man approached the table, hesitated, then sat in the chair. He was dark himself, and his features were handsome in an exotic, dangerous way. His hair was black, save for the orange and white tips, and shaved in an intricate pattern. He was of average height, but extraordinarily compact and muscular.

The two sat in silence, both nearly unmoving, until the cowled one stirred and spoke.

"You are Gallios. You have access to the talisman-making woman."

"I don't know what you talkin' 'bout, mon," the man replied in an island accent. "What be a tal-is-man?"

Again that puff of cold air from beneath the cowl. "Aye. But if one did know what such a thing was, and had access to one, and went to a certain wizard's abode tonight at ... oh, say ... one o'clock, one might find a multitude of *interesting* things."

"What tings?"

"Dead goblins strewn all about. A complacent wizard who believed his magic was invincible. It would be an easy thing to penetrate his defenses, if one had a talisman."

"Now dat you say it again, I does remember some ting about de talisman, mon. I remember dey wicked expensive. What good to see dis dead goblins and magician, eh?"

More gold appeared, and this stack of coins had the sheen of reality lacking in the earlier stack. It was also far larger. "About this expensive?" the cowled figure asked.

The black man's eyes widened for a fraction of a second, and he licked his lips before speaking again. "Almost," he rasped.

A second stack of gold, as high as the first, appeared on the table.

"This should be sufficient," the voice said from beneath the hood. "The talisman is necessary to negate the wizard's magic. The wizard has in his possession an ornately jeweled artifact of some kind, a cup or urn, perhaps. Very distinctive red and blue gems decorate it. We want the wizard and the artifact delivered here tomorrow morning."

"Cup or urn," muttered the black man, his orange, spiked hair quivering. "Sounds valuable. Maybe that get lost on the way or someting — could be dangerous, you know?" His breathing was fast, and his eyes constantly strayed to the twin piles of gold on the table.

"It is a dangerous game you play," the hooded figure said, leaning forward. "But it must be done. After delivery, there will be guard duty." He held out a gloved hand, forestalling a comment from the other. "And

after guard duty, as much gold as this again. Bring him to this building, but not inside. It must be done." He rose and strode from the room. Many eyes were raised, then quickly lowered as he passed.

"It will, mon," the other said softly, taking the gold piece by piece. "It will."

Japan: The Near Now.

"Report!" barked Yabu, all traces of politeness, all attempts at niceties, gone. The minion bowed before the divine wrath, tried to steady his voice before speaking.

"No word from Osato, Lord," the minion, whose name was Taro, said in a calm tone. "He has disappeared and is presumed dead."

"So he has failed to obtain the tiles." Yabu stroked his chin, musing. "We are no closer than we were when this began. What about the reclamation project?"

"Almost ready for human habitation, Lord," Taro said. "But without the tiles, the project expense will outweigh the profit."

"Agreed," said Yabu, slightly calmer now. "But we must first confirm if in fact we have stumbled upon the temple that all seek. The rumors were of a temple in India, yet the remains we found were off the coast of Thailand. It is actually likely that this is not the temple of the Destiny Map. We must know. Accelerate the process. Make the project ready for human habitation within the month! Cut safety measures to a minimum if you have to, but get it done!"

"Aye, Lord. It will be done."

"Taro."

"Yes, Lord?"

"Osato failed, and paid the proper price for his failure." Yabu stood and turned to leave the room. "Do not seek to emulate him, and perhaps one day you may surpass him."

Taro bowed. "Hai, Yabu-Sama!"

Introduction



he Possibility Chalice is an adventure for *Torg: Roleplaying the Possibility Wars*. You must have the roleplaying game to play this adventure. Adventures for *Torg* take place on Earth in the Near Now—an Earth that has been invaded by six powerful beings from other realities. These invaders, called *High Lords*, have the power to conquer the reality of our universe and impose their own in its place.

Our world was invaded because it was discovered by the High Lords that Earth is rich in *possibility energy*, a spiritual force that courses through every human. It is the goal of each of the High Lords to steal that spiritual energy from every person on Earth—a theft that will eventually destroy the human race.

It is this same energy that is responsible for the existence of *Storm Knights*, a select group of heroes who are the only true obstacle to the plans of the High Lords.

Although the High Lords worked together to bring about the invasion of Earth, the disappearance of their leader, the Gaunt Man, has allowed each of them to pursue his own goals unchecked. Each High Lord is now competing against the others to gain enough power to claim the Gaunt Man's self-proclaimed title of *Torg*.

To help gain this power, the High Lords scramble to collect the numerous *eternity shards* scattered throughout the world. These mysterious relics allow their owners to shape the nature of reality itself. Many of the pieces are tied directly to Earth's own ancient history (the sword Excalibur, for example). The High Lords have been very busy digging into our world's past in an attempt to find obscure clues that might lead them to these objects—objects that will enable them to rise above the others, and to rule the cosmaverse as *Torg*.

The Possibility Chalice tells the story of one such pursuit of an eternity shard. Although this adventure can stand

alone, it is also the second part of an adventure trilogy called the *Relics of Power*. The story began in the first *Torg* adventure, *The Destiny Map*, and following this adventure, it leads directly into the final adventure in the series, *The Forever City*. But each adventure can also be played independently of the others.

Adventure Format

Aside from certain props, the contents of this adventure are for the gamemaster only. Anyone reading this book who is going to be a player in the adventure is ruining the adventure for themselves and everyone else.

The gamemaster should read the book completely before attempting to run the adventure. By doing this, he can familiarize himself with the various characters and situations involved in the adventure and the motives and circumstances that drive them. This way, if the players have their characters do something unexpected during the course of the adventure, the gamemaster will be able to handle it in a manner that will not conflict with later details of the story.

Torg adventures follow a standard format that makes running adventures easy for the gamemaster. It is assumed that the players will often have their characters do things that neither the author of the adventure nor the gamemaster could possibly have anticipated. Because of this, the format is set up to allow the characters to leave the established path for a while but eventually, out of necessity, return to the basic storyline of the adventure.

Following this section on the adventure format, you will find a section called "Background," which gives information on events leading up to the start of the adventure.

After the background is an "Adventure Synopsis." The adventure synopsis gives an overview of *The Possibility Chalice*, outlining what

happens from the start of the adventure to its conclusion.

This *Torg* Adventure

Torg adventures are divided into large sections called "acts." *The Possibility Chalice* has four acts. Each act starts with its own synopsis, called "The Major Beat," which outlines what the player characters (also called Storm Knights) must accomplish before they can move on to the next act. Within an act the Knights can move about rather freely, perhaps even skipping over some scenes or encounters—but until they finish "The Major Beat," they cannot move forward in the adventure. In this way, the gamemaster can be confident that if things get out of control, they will only be out of control for a discrete section of the adventure.

Acts are broken into smaller segments called "scenes." Scenes are defined as either *standard* or *dramatic*, and this determines which conflict line of the drama deck is used for conflict resolution (see page 59 of the *Torg Rulebook*). Each scene begins with "The Situation" and is followed by "The Action." If applicable, a scene also may contain sections entitled "Events," "Flags," "Variables," and "Cut To ..."

"The Situation" section gives the gamemaster the basic information for the scene from the point of view of the Storm Knights. Parts of this section can be read out loud to the players or paraphrased by the gamemaster to set the scene.

"The Action" section describes what is going to happen in the scene and gives details to be revealed to the players as the scene unfolds. This is the part that covers *what happens* in a scene, in a linear sequence. Sometimes, however, it is convenient to have events occur in a more fluid manner. In these cases, the "Event" sections provide new bits that can occur at almost any time within a scene. "The Action" usually gives guidelines as to when within a scene events should



occur. Events are always optional, and it is up to the gamemaster to decide whether or not to use them.

"Flags" are like events, but they are triggered by something specific. The triggers can be in the same scene or can be carried over from a previous scene. For example, if the Storm Knights beat a man up in one scene and then are captured by the man's thugs in another scene, they will be treated harshly; if they had left him alone, they might be spared.

The beating is the trigger. The response of the man and his thugs would be listed as a flag in the scene in which the Knights are captured. Flags are often triggered by the playing of a subplot card from the drama deck, and these will be noted throughout the adventure.

"Variables" give tips on how to keep a scene running smoothly. As mentioned above, the players often come up with ideas not covered directly in the adventure. The role of the gamemaster is not to discourage the imaginations of his players, but to deal creatively with how they play their characters. "Variables" help the gamemaster keep the adventure on track without frustrating the players.

At the end of some scenes there may be several options for the Knights to take. "Cut To ..." lists the different actions the Storm Knights can take and the name of the scene that lets the characters follow through on that choice. It is possible that some scenes will be completely passed over by the Knights. If there is only one scene to go to, only one scene will be listed.

Between acts there are sometimes "Interludes." These are usually points in the adventure where the players have some information to sort out or the characters have a lot of traveling to do. When a long passage of time takes place in a movie (let's say while traveling from the United States to Nepal), a quick montage of pictures is used to suggest that a lot of time and distance has gone by. An "Interlude" is like that. You can assume that the time between acts goes by or, if you wish, you can play it out.

For example, in the Interlude between Act One and Act Two, the characters go from Thailand to a wizard's

dwelling in the wilderness of Aysle. If you wanted to, you could use the *Aysle Fantasy Sourcebook* to fill in the gaps and play out the journey through Aysle — but you don't have to since that journey doesn't directly affect the adventure.

On the last page of the adventure is a section entitled "Stacks." Stacks are scenes that are not covered in the adventure text, but may occur at any time, regardless. Stacks are most often keyed by the subplots in the drama deck (see page 66 of the *Torg Rulebook*). The "Stacks" section outlines some suggested guidelines on how to use these subplots within the context of the current adventure, should the cards come into play.

Throughout the adventure, maps will appear that apply to specific scenes, as well as descriptions of the key gamemaster characters. There may also be various props, to be seen by or handed out to the players. The text tells you when to show the props to the players. These props can be photocopied, cut out of the book, or the book itself can simply be passed around from player to player (make sure to cover up everything else if you choose this last option).

Besides listing their statistics the first time they appear in the adventure, we have gathered the gamemaster characters at the end in a section called "Gamemaster Character Records" for easy reference.

Finally, every act ends with a section describing its awards, and the adventure itself ends with awards for completing the entire story.

Adventure Background

William Stevenson was an English soldier who served with the British Army during the 18th century. While stationed in India in 1766, Stevenson stumbled across an ancient temple with a mysterious stone-carved map mounted on the wall. Working as quickly as he could, Stevenson managed to pry five of the map's nine stone tiles off the wall before he was

discovered by a guard and was forced to beat a hasty retreat out of the temple.

A few years later, Stevenson was recalled from India and sent to Boston to deal with the Empire's upstart colonies in the New World. Stevenson fought bravely until 1780 when he was among the British troops who surrendered at the Battle of Cowpens. When the war ended, the colonials set him free; he then traveled west in an attempt to leave the conflict behind.

The Stevens family (the name was shortened in the American tradition) would most likely have been completely forgotten if the Earth had not been invaded by the Possibility Raiders. Several High Lords theorized that the temple that Stevenson entered in 1766 was actually a stepping stone, pointing the way to an ancient artifact called the Possibility Chalice. This fabled chalice is actually a powerful eternity shard, imbued with tremendous possibility energy.

As described in the adventure *The Destiny Map*, several High Lords (including Doctor Mobius, the Cybropope, and Kanawa-Sama) sent agents across the globe to find Stevenson's map tiles, in the hope that the tiles would indicate the location of the temple. Further, the High Lords hoped that the reconstructed map would indicate the resting place of the Possibility Chalice. Hot on their trail was a party of Storm Knights. These heroes ultimately managed to secure the tiles, find the temple, and rebuild the map. When all the tiles were put together, a small, cup-shaped icon appeared on the map, indicating the resting place of the chalice.

But unknown to the Storm Knights, other forces have been in play regarding the chalice. Around the time of the first crusade, a lone Christian warrior, following rumors regarding the legendary Holy Grail, came to India and viewed the completed map in Stevenson's temple. He could not read the cryptic writing, but the icon of the chalice made him believe it was the Grail itself, and he traveled to what was then a large isthmus of Siam in order to find it.



The Stand-Alone Adventure

If you do not plan to run this adventure as the second part of the *Relics of Power* trilogy, much of the information contained in the background will have little meaning to your players. They will not know of the first temple, nor the map tiles, nor of the ultimate destiny of the chalice.

However, the adventure is constructed to carry on with a self-contained plot. Once the adventure begins, events will logically carry the Storm Knights from scene to scene. Meanwhile, bits of this background information can be made available to them as tantalizing pieces of historical trivia. Additional comments about running this adventure as a single unit can be found in the various acts.

And find it he did — a fabulous chalice, encrusted with mesmerizing blue gemstones filled with swirls of red. After returning to England in apparent triumph, the knight's hopes were crushed when the church informed him that this was not the "simple cup of Christ." Heartbroken, the knight gave the cup away and it eventually disappeared into the obscurity of museum preservation.

Meanwhile, hundreds of years later, a young British soldier followed a series of obscure clues to the temple in Siam. He did not fare so well with the spiritual traps that protected the chalice's resting place. Acting foolishly, the soldier unwittingly triggered a disaster which engulfed the entire area with seawater — an area which was to become the Gulf of Thailand, as we know it today. There the temple remained, hidden beneath the depths, for several hundred years.

In England, the chalice eventually came into the possession of Casper

Babbidge, a curator with the London Museum. He spent most of his adult life tracking down leads and investigating clues regarding this odd artifact, without much success. Then the Possibility Raiders came, and his life was forever altered.

Casper Babbidge was transformed by the reality of Aysle; he lost his Core Earth heritage but discovered an affinity for magic. Using his new-found abilities, he broadened his investigation of the chalice into mystical and magical areas. Among other things, he located the original resting place of the chalice (the sunken temple) and placed a magical message there, thinking that anyone who entered that temple might have information for him concerning this interesting artifact.

Meanwhile, a Kanawa research team stumbled upon the ancient temple and began an automated operation to enclose the sunken structure beneath an air-filled dome, pursuant to a routine investigation for eternity shards. They have not yet made the connection between this temple and the chalice.

At the same time, totally unaware of its importance to the invading High Lords, Babbidge spoke of the chalice to many of the wizards of Aysle. One of these wizards, a sometimes agent for the evil Uthorion, passed on the information regarding the chalice's existence to a powerful lieutenant of the former High Lord.

The lieutenant, a powerful dark wizard named Amethyst, arranged for the abduction of both Babbidge and the chalice, on the off chance that the artifact might actually be an eternity shard. Before he presents his find to Uthorion, however, he intends to fully investigate the matter for himself.

Adventure Synopsis

The adventure begins immediately after the events chronicled in the first part of the *Relics of Power* adventure trilogy, *The Destiny Map*. The Storm Knights have the location of the temple

that serves as the chalice's resting place, and the Nile, Nippon and Cyberpacy villains have lost the trail, at least for now.

In act one, the Knights journey to the Gulf of Thailand to find the temple, only to discover a Nippon Tech oil rig poised over the very location they seek! To complete their quest, they must penetrate the automated defenses of the seabase hidden beneath the rig, and then enter the temple itself, wending their way through the traps and remains of previous explorers, to finally come upon the resting place of the chalice.

But the chalice is not there. Instead, the Knights find a "calling card" spell left by a wizard named Babbidge, who asks that "whoever hears this message, come to me in Aysle realm." To find what they seek, the Storm Knights must now journey into the realm of fantasy!

During act two, they discover that Babbidge has been kidnapped, and they are hired by Tolwyn of House Tancred, Captain of Lady Ardinay's Guard, to follow up one of several leads on the kidnapping. The Knights might also take a "red-herring" lead into the demon-plane, before returning to Core Earth.

Through negotiation (or interrogation) the Knights secure the current location of the mage named Babbidge — the stronghold of the dark wizard Amethyst in an isolated area called the North York Moors, near Robin Hood's Bay.

In act three, the Storm Knights infiltrate the dark wizard's stronghold in order to rescue Babbidge and the chalice. The Knights must defeat a variety of monsters and puzzles in order to reach the kidnapped wizard, who is being interrogated in the lower reaches of the underground complex.

When the Knights confront him, Amethyst's suspicions about the chalice being an eternity shard are confirmed. He reasons that the cup must be a shard if Storm Knights are sent to



Running This Adventure as a Stand-Alone Adventure

If this adventure is being played as a stand-alone adventure by your group (not as part of the *Relics of Power* trilogy), you'll need to keep the following in mind to begin properly.

First, the world of *Torg* is a war-time setting. Earth has been invaded by forces that are still very mysterious. It is assumed that all the player characters are either concerned about the fate of Earth (for example, someone from Earth) or want to put the High Lords out of business (for example, someone who has rebelled against their cosm's High Lord).

As such, any evidence of mysterious activity on the part of agents from invading realms (such as a Nippon Tech oil rig appearing in the middle of a Core Earth ocean) should pique the curiosity of all player characters. The fact that Nippon Tech is involved should give incentive to Storm Knights concerned mostly with making a buck.

Also, assume that the Knights have already decided to work together before the adventure starts. They might be working for an organization (such as the Delphi Council), or perhaps they were hired by a wealthy backer to fight the High Lords, or maybe they were even working on their own. All that matters is that when the adventure begins, the Knights are already in Thailand,

investigating the presence of a Nippon Tech "oil drilling" rig in a place where there is very little undersea oil. See the "Connections" section of the *Torg Rule Book* (page 10) for details on how to set up groups.

Because every group of player characters is going to begin in different situations (obviously a team of vampires and werewolves from *Ororsh* is going to start with a different perspective than a group of soldiers working for the United States' Delphi Council), you (the gamemaster) will have to give a bit of thought as to how the adventure should start. Is the group just passing through, or did one of the Storm Knights with a mystical nature receive a premonition that something of vast importance was going to take place in Thailand?

We suggest that you start the group *in media res* (Latin for "in the middle of the action"). Come up with the rationale as to how the Storm Knights got there — whether they were sent by a government agency or heard about the mysterious rig — and just tell your players quickly how it came about. This way you don't spend a lot of time sitting around talking, but jump right into the action instead.

You might even ask your players to help you work out the details. They often like having a chance to flesh out the narrative.

retrieve it. With this in mind, the dark wizard escapes with the chalice. The Storm Knights must avoid a nefarious trap, and then give chase.

Act four chronicles the chase through air and sea, and culminates in a pitched battle aboard the dark wizard's viking longship. During the battle, Uvwe seafolk try to help the Storm Knights defeat the villains before evil reinforcements can arrive from Scandinavia. If they are successful, the Storm Knights obtain Babbidge's gratitude, as well as the chalice itself, which is in fact an eternity shard of great power. If you're playing *The Possibility Chalice* as a stand-alone adventure, it ends here.

If your players are participating in the *Relics of Power* adventure trilogy, however, they know that they must bring the chalice to the final location on the destiny map, "and light the signal fire to call our distant saviors," as the map's instructions tell.

That quest is covered in the third adventure of the *Relics of Power* adventure trilogy, *The Forever City*.

Starting The Possibility Chalice

During the interlude between *The Destiny Map* and this adventure, the Knights have had time to rest, recuperate, and re-equip, and also to locate the area off the coast of the Gulf of Thailand that was pinpointed by the destiny map. To begin *The Possibility Chalice*, simply turn to act one, start with "The Situation," and then continue on from there.



Act One

The Forbidden Sea

The Major Beat

The Storm Knights arrive at the area pinpointed by the destiny map, only to find a Japanese (actually, Nippon Tech) oil-drilling platform occupying the very spot they wish to explore!

Through investigation, the Knights discover the truth about the "oil rig" (it's a cover operation for an undersea facility) and find ways to penetrate its automated defenses. Once within the undersea installation, they enter the chalice temple and bypass its traps, only to find that the resting place of the chalice is empty!

But there is a "calling card" of sorts, from an Ayslish wizard, asking any who hear his message to come to him in Aysle realm to discuss the item that once rested here. The act ends as the Storm Knights escape the temple and the Kanawa installation, and begin their journey to Aysle.

SCENE ONE: *Oilseeker*

The Situation

Standard. This scene begins the adventure, as the player characters stand on the shore of the Gulf of Thailand, looking out at the forbidding gray mass of the Nippon Tech oil rig. Describe the scene:

The Gulf of Thailand is gray and rainy this time of year, and the beach is gray as well. A sea gull's cry echoes across the waves as you gaze out over the gulf. About a kilometer offshore is

a large gray structure that floats on the water like a huge rubber raft with blue arc lights on top. A large oil drilling assembly is clearly visible, even from this distance. Emblazoned on the side of the rig is a large corporate logo depicting a silver letter "K" on a red circle. Below that is some Japanese writing. The rig seems still and quiet; you can detect no movement on its surface.

The Action

The Japanese writing on the oil rig is the name *Oilseeker*. Use the language chart on page 55 of the *Torg Rulebook* to determine whether or not the Storm Knights can read the name.

S tand-Alone Notes

If you're running this adventure as a stand-alone and not as part of the *Relics of Power* trilogy, you can still use the description as written. Remember, in the stand-alone version, the Storm Knights are here to investigate the oil rig because it is owned by Kanawa, and because it is in a spot not known for offshore drilling—and one that is quite near Orrorsh axiom boundaries, as well.

You'll need to give more hints as to the sinister nature of the rig's construction. Try introducing a Kanawa spy in the Thai village, making cryptic comments as to the rig's purpose, in order to spur the players on.



The map labeled "Thai Village" (on page 12) shows the Storm Knights where they can go in the small fishing village which is the only human habitation within 10 miles of *Oilseeker*. The various locations within the village can provide the Knights with information and equipment before they go to explore the rig itself.

When you roleplay the Thai villagers, keep in mind that they speak a different language (completely foreign, difficulty 12) and have a different perspective on life in general than do the Storm Knights. They are more or less unaware of events regarding the Possibility Wars, and mostly want to be left alone. Some will be curious about the Knights, and all will be very polite. They have attributes of 8 for all values, unless otherwise noted.

If the Knights already come equipped and don't feel like talking, read the "Cut To ..." section to find out where to go next.

Thai Village Locations

Fishing Docks

The men at the fishing docks are *neutral* for purposes of character interaction. They tell the Storm Knights

that *Oilseeker* appeared about a month ago, and that it was built by some Japanese people. In addition, if prompted properly, the fishermen mention their "other job." The Japanese pay them to watch the lights on the oil rig. If the blue lights ever turn red, the men are to go to Lamsang the horse-owner, and tell him of this occurrence. He'll handle the rest.

The fishermen are forbidden from coming within half a mile of the rig, but several can be found who will violate that restriction, for a price. If the Storm Knights are willing to settle for the equivalent of a leaky rowboat, they can rent one for five American dollars. If they want a sound fishing boat, it will cost \$50; if they want a large, sturdy vessel, \$200.

These boats are of slightly unfamiliar design: if none of the Knights has the *water vehicles* skill, they must hire a captain as well, for double the cost of the boat.

General Store

The store is run by Kamasong, a *neutral* but affable fellow. He has some modern equipment, including four scuba suits in various states of disrepair. He can order more and better things from Chon Buri (the nearest local town of any size), but it will take time. The price of his scuba equipment

starts at \$500 for each suit. The true base price is \$250 (value 12). If the Storm Knights want more or better equipment, additional suits are \$750 each, non-negotiable. It takes five days for them to arrive.

Other general equipment is available at two price levels above the base prices given in the *Torg Rulebook*.

Kamasong's *persuasion* and *will-power* skills are 11.

Horse Stables

The owner of the horse stables is Lamsang, a young go-getter with a good education from the nearby city of Chon Buri. He is *hostile* toward the Storm Knights, though he will act very friendly. Lamsang's place in the community is as a horse-trainer and owner (he owns the racetrack as well), and as the unofficial "communicator with the outside world."

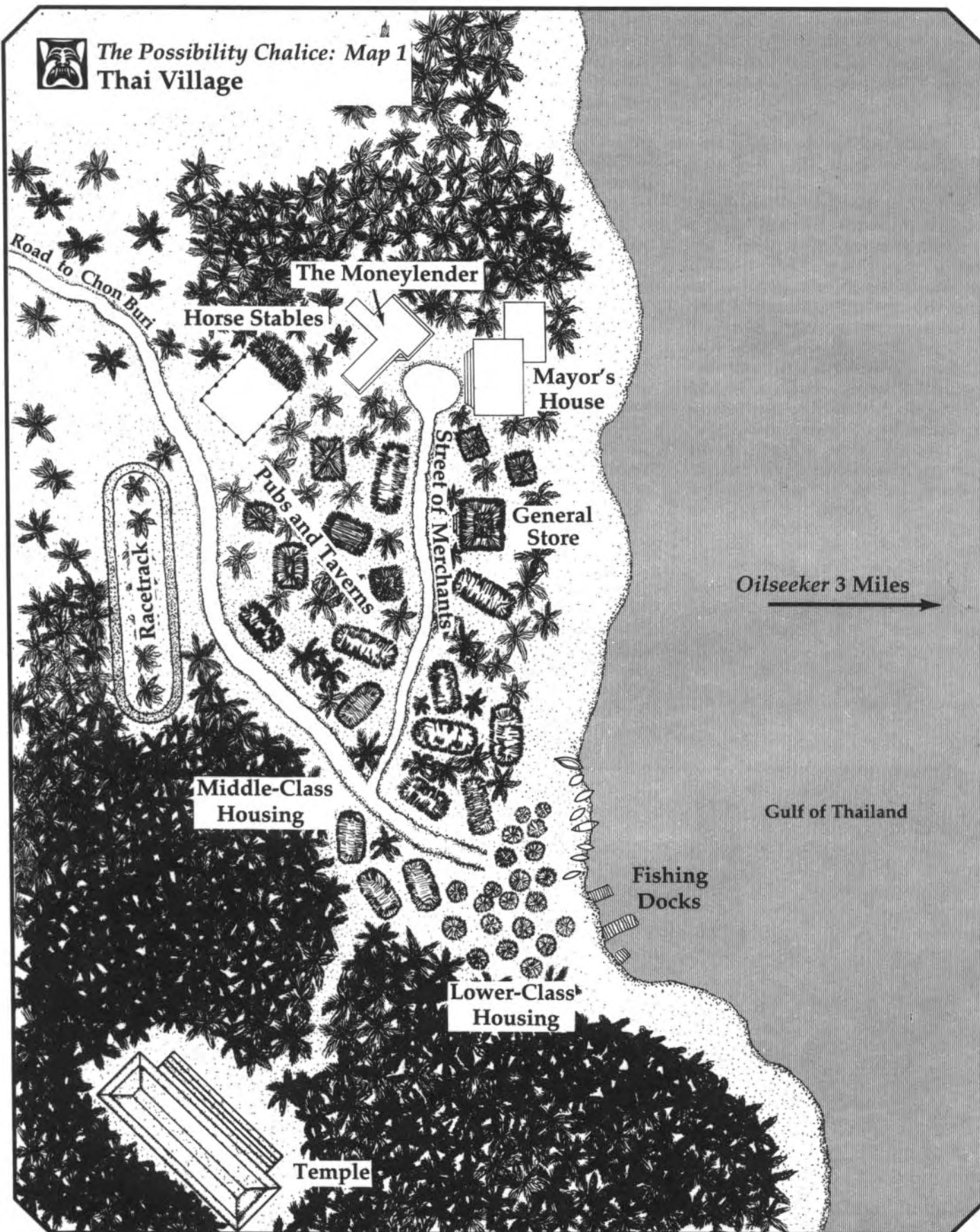
As such, he dispatches horse-riders with messages, for a fee (base price \$100, value 10), or uses his ham radio. He will not reveal the existence of the radio unless persuaded, however.

Lamsang has spoken with the Kanawa representatives, and he has another job that he will not speak of unless persuaded: if the fishermen tell him that the lights on *Oilseeker* have turned red, he is to use his radio, call a certain frequency, and leave the mes-





The Possibility Chalice: Map 1 Thai Village



sage: "The rig is up." He has no idea what this means — but he does know that he will receive the equivalent of \$1,000 for this service.

Lamsang's *willpower* skill is 11.

Lower-Class Housing

Most of the villagers here are women, as the men are stereotypically found at the "Pubs and Taverns" and "Fishing Docks" locations. The women know very little, and are *friendly* toward the Storm Knights.

If asked, they know only that many Japanese men came about a month ago and built the framework of *Oilseeker* with the help of many robots. Then all the men left, after speaking to various important male villagers, particularly Lamsang, the horse trainer. Since then all has been quiet, but sometimes at night one can see strange things break the surface of the water, near the oil rig's base.

The Mayor

The mayor is Killilang, an older man who is something of an educated "swell." He speaks fair English, and is aware of some of the goings-on of the Possibility Wars. He is an *enemy* of the Storm Knights, as he has been warned by the Nippons that there might be other groups snooping around, asking questions. He is usually unaware of what goes on in the village, but if the Storm Knights approach him directly and ask enough questions to satisfy him that they are dangerous, he will be polite, profess ignorance, and then go to Lamsang to send a message at his earliest opportunity.

Middle-Class Housing

The dwellers here are the owners of the fishing boats, the pub owners, and those with ties of some kind to the outside world. They are not rich, but their dwellings are in far better condition than in the lower class housing area. They are *neutral* toward the Storm Knights.

They are secretive, but bribable. They tell the same tale as the lower classes, but add that the Japanese bought much equipment from outside sources, and had it shipped

through the village. The equipment included undersea gear, microcircuitry and other hardware — but no food, clothing or other personal supplies of any kind.

Moneylender

The moneylender is another young business type, Patapong. He is *neutral* toward the Knights, but comes across as being oily and quite crafty. He will hint that a proper bribe could be quite beneficial to the Storm Knights. If they give him \$1,000 or more, he reveals the following:

Oilseeker is not here for oil. Instead, the Nippons are looking for rare artifacts on the ocean floor; legend holds that a temple bursting with treasure sank during an earthquake here hundreds of years ago. The Nippons are quite interested in that legend, and in the temple of the Dance of Kra at the other side of town. They mean business — Patapong remembers seeing weapons, and feels that veiled threats were made when the Nippons first came.

Patapong reveals the above information only if paid his price. For other questions, his *willpower* skill is 11.

Pubs and Taverns

The denizens of the pubs can give the Storm Knights the "men's perspective" on what took place here. They are *neutral* or *hostile* depending on the look of the player character party, and how the approach is handled.

If properly persuaded (give more information for good roleplaying and *good* or higher charm and persuasion results, less for *minimal* or *average* success), the men describe a scene similar to that of the women in the village: about a month ago, many Japanese business-types came. They paid the mayor a large sum of money, which he was supposed to distribute to all citizens, in exchange for rights to build the oil rig. Security is high, but if oil is discovered, the village stands to make a tremendous amount of cash. So far the mayor has not distributed the payment, and several of the men vouchsafe the opinion that the mayor is not to be trusted.

Racetrack

The racetrack holds no useful clues for the Storm Knights, though the employees will tell the characters that "Lamsang is the owner; talk to him if you have questions."

The racetrack may seem a bit opulent and excessive for such a poor village, but Lamsang has the resources to indulge his favorite hobby.

Temple

This is a minor temple of the Dance of Kra, an obscure sect that appears (on a *scholar (religion)* total of 10+) to be a mix of Buddhism, Hinduism, and local mythos. The temple monks are *friendly* toward the Storm Knights, and reveal the following clues if the characters enter their temple. Give the first clue regardless of the Knights' actions (assuming they go to the temple at all). Give more clues if the players roleplay well, or score additional success levels on their *persuasion* rolls. The clues will help the Knights in scene three.

Clue One: "See now the Dance of Kra." If the Storm Knights agree to sit and watch, they feel a powerful sensation wash over them as the monks enact a miracle. Dancing girls perform the Dance of Kra, a series of intricate steps that appear to have no meaning whatsoever. When the dance is over, the odd feeling goes away.

Clue Two: "It is said that the Beast can be sated by the Light of Arashandara. You must ask Arashandara if this is true."

Clue Three: "If you are not pure, then the flames shall destroy all."

Clue Four: "You must always abase yourself before the many-armed god."

Flags

Connection: If a *connection* card is played here, tell the player with the card that his character sees a caucasian face with a grizzled beard and a toothless mouth. It's his old old pal, Pappy! They are overjoyed to see each other, and Pappy fills the Knights in on any of the information available in the town (without any persuasion being necessary). He is *friendly* toward the Storm



S ample Conversations with the Priests of Kra

Version One (poorly handled)

Gamemaster (as Priest): Welcome to the Temple of the Dance of Kra. How may we assist you?

Storm Knight: We understand that the Nippons were quite interested in your temple, and in the legendary temple that sank. What can you tell us about that? (Fails *Persuasion* roll).

Priest: We know many things, but they are mysteries to all. That is our purpose here — to discover the answers.

Storm Knight: Ummm. Okay. Thanks for your help.

Priest: Will you not stay to see the Dance of Kra? It could be most ... enlightening.

Version Two (well handled)

Gamemaster (as Priest): Welcome to the Temple of the Dance of Kra. How may we assist you?

Storm Knight: We understand the Japanese asked you many questions about your temple, and the Dance of Kra, and the legends of the sunken temple. May we ask as well? (Achieves *good* success on a *Persuasion* roll).

Priest: These things are mysteries to us all.

Storm Knight: Of course. In the legends, was the sunken temple guarded by any mystical force or potent danger?

Priest: It is known that a great beast protected the ancient temple from attack, and it is also said that the beast is sated by the Light of Arashandara. You must ask Arashandara if this is true. Ah, they are about to perform the Dance of Kra! Sit, sit. What other questions do you have?

Knights. Keep in mind that Pappy's perspective on things will be slightly different from that of the villagers.

Pappy also has a boat (the *Gilligan's Aysle*), which he will be glad to lend to the Knights. He has none of the other equipment available at the general store, and he has none of the knowledge possessed by the moneylender, the stable owner, the mayor or the temple priests, but his presence with the Storm Knights makes those gamemaster characters who were *hostile* become *neutral* instead.

Pappy can show up to save the Knights, either with a boat or in scuba gear, if a *connection* is played later in the act.

Variables

If the Storm Knights leave: It is possible — mostly if you're running the adventure as a stand-alone, but even if you're playing the trilogy — that your players will decide to have their characters leave the area. Perhaps they want time to recuperate, or there is a particular piece of high-tech equipment they'd like to get their hands on before investigating the platform.

If they plan on coming back, and their quest is a reasonable one, let them get what they need in an interlude ("okay, you've got it, and now you're back") and then pick up the adventure immediately.

But if their quest involves weeks of travel in dangerous areas, and negotiation or combat outside the scope of this adventure, you'll need to change the Knights' minds for them. Have a three-man team of Nippon divers arrive at the platform (via helicopter) just as the Knights are preparing to leave. Suggest to them (via a friendly villager) that time is running short. If the Storm Knights plan to investigate the area, they'd better do it now while there's only an advance team to take care of. If they wait another few days, the place will be crawling with Nippon agents.

Cut To ...

If the Knights decide to investigate the platform first, go to "Scene Two: Above the Storm." If they want to get right into the action without prior investigation, ignoring the oil rig and heading straight for the underwater "drilling" site, go to "Scene Three: Temple of the Storm." If they don't want to investigate the area at all, see the "Variables" section.

SCENE TWO: Above the Storm

The Situation

Standard. If the Knights hire a boat and make their way out to the rig, the fishermen warn them against approaching too closely. Most likely they will make their approach under cover of darkness; if not, you'll have to modify the description below:

A warm wind blows across your face as you bob gently on the waters of the gulf. *Oilseeker* looms in the darkness like a theatrical stage: the powerful blue lights illuminate the upper platform, and all below is in darkness. On one side you can see what looks like a boat dock.

The Action

From the surface, the oil rig looks like the surface of an aircraft carrier floating atop the sea. Three light poles with powerful blue arc lamps rise up from the main platform, and a large command center is nestled in one corner. A large construct of pipes and girders rests across from the command center — this appears to be the drill assembly. A cargo winch to one side is used to transfer cargo from the boat dock or helipad, down into the cargo bay (see "*Oilseeker* Locations, Upper Platform").



The Storm Knights' first decision is whether to swim to the platform or to approach by boat. The warnings about approaching too closely are worth heeding in this case, as submerged worker robots will attempt to halt the Knights' progress should they cross the half-mile line. See the "Flags" section on how to handle this encounter.

Assuming your player characters anchor out beyond the half-mile boundary and swim in, they remain undetected by the robots (but see the "Events" section on page 20 for what happens to the boat they leave behind). They can then scale the rig and attempt to climb the security fence, or they can enter via the boat dock, either to the upper or lower platform.

Once they get on board *Oilseeker*, refer to the maps and the text key about each section for hints on running this scene. The sidebar about *Oilseeker* gives more background on this forbidding structure.

Scene three begins when the Storm Knights leave the oil-rig structure and descend toward the exploration dome deep below the waves.

Oilseeker Locations (Upper Platform)

The upper platform is about seven meters thick, and touches the surface of the water (no support structures are evident). Below water, one can see that the structure extends about two meters below the surface, and a tangle of thick cables emerges from the bottom and descends to the ocean floor.

Access Hatches

These are simple waterproof hatchways which lead to the ladders on the lower level. Each has a handwheel in its center, used to open the hatch from either side. The hinges are on the top (like a submarine hatch).

Boat Dock

This long dock has room to tie up a good-sized vessel, including a submarine. There are several posts, for use with a number of smaller vessels. The platform itself is on floats, and bobs up

Oilseeker: Some Background

Kanawa Ltd., a wholly owned subsidiary of the Kanawa Corporation, is part of the direct arm of the Nippon Tech High Lord. As such, it receives funding for a variety of projects relating to the High Lord's desires and whims.

One such whim is the systematic pursuit of eternity shards across the globe. Wherever rumors or legends crop up concerning any sort of item, person or happening that could relate to an eternity shard, Kanawa Ltd. takes a special interest, sparing no expense in the venture.

In this case, they are responding to the ancient legends of the undersea temple. A research vessel, having found physical evidence of the temple's existence on the sea floor about a kilometer off shore, called in Kanawa Ltd.

The upper platform of *Oilseeker* is a command center and supply route point, but it is mostly a blind for the undersea caisson operation that is preparing the temple for study. All activity directly pertaining to the temple takes place 20 meters below the surface of the water,

out of casual sight — but supplies and personnel must appear to be doing *something* — and the oil rig is the cover story.

A caisson is essentially a huge dome placed on the ocean floor. The water is then pumped out of the shell, leaving a pressurized dome as a working environment. The dome has been placed over the part of the temple that protrudes from the silt of the ocean floor, where it has lain for 200 years (see the schematic in scene three). All work on the caisson was done by automated robots — there are no humans currently on or beneath *Oilseeker*.

The men will return when the caisson is fully prepared for human habitation, and the seawater is fully drained from the dome, which should be within two weeks.

The Kanawa presence here is a coincidence, inasmuch as it has no direct connection to the Storm Knights or the destiny map — indeed, the Nippons have no clear idea of what they'll find in the temple, or even if they will find anything at all!

and down as characters walk on it. Steps at the near end pass a hatchway leading to the lower level, and rise to the security gate on the upper level.

Cargo Access Door

This large double door is a sliding hatch with electric controls on the cargo winch assembly. There is also a hand-crank apparatus by the door (it takes several minutes to open the door by hand). The door leads down to the cargo bay on the lower level.

When the door opens, a warning hoot sounds from the winch room, but no alarms are triggered and the sound is not audible from shore.

Cargo Winch

This is actually a small control cabin with an instrument panel for the winch and one for the cargo door.

The winch itself resembles a small crane and is used to haul cargo from the dock or helipad into the cargo bay (or vice versa). When extended to its full length, it can traverse 360 degrees and reach any spot on the upper platform. Used improperly, it could damage the command center and/or knock down the radio tower or light poles. Its lifting capacity is 22.



Command Center

The command center is a high-tech wonder, full of control panels, video monitors, and gauges. It is the nerve center of the entire platform.

There is a keypad on the door; if the door is not unlocked via the keypad, it can be forced, but doing so activates the platform alarm: a radio distress message is broadcast, and the lights on the platform turn red. The difficulty of picking this lock is 14. Various access hatches in the roof allow entrance if the Knights are determined enough.

Command controls that may be of use to the Storm Knights include the following (*science* total of 15 to puzzle out the controls, 12 if the scientist speaks Japanese):

1. Opening and closing the security gate.
2. Activating and deactivating the power to the security fence.
3. Activating the platform alarm and turning the lights red; generator control to override emergency power to the lights and radio.
4. Emergency cutoff/activation of access hatches and cargo doors.

5. Winch override/cut-off (to control or deactivate the winch).

6. Fuel dispenser override/cut-off and fire fighting alarm.

7. Cargo handling winch controls for the lower level (see that section).

8. Long-range radio.

9. The platform computer.

The computer can give a schematic of the rig on a *scholar (computer)* total of 8. If the Storm Knights succeed here, show them both the upper and lower platform maps. Small "help" menus about the rig (what each mechanism is for, operating specs, etc.) are available on a *scholar (computer)* total of 12 or better.

In addition, the computer contains a self-destruct code sequence, obtainable on a *scholar (computer)* total of 22. Once this sequence is activated, the platform alarm comes on, and the rig explodes in five minutes. The sequence can be cancelled on a *scholar (computer)* total of 25.

Drill Assembly

Upon close scrutiny, a *science* total of 8 or more reveals that the drill is in fact a fake: it has many fancy doo-dads

on it, but no moving parts: it is only for show. Examining the drill assembly should indicate to the Knights that this platform (if anyone had any doubts) is definitely not in the oil drilling business.

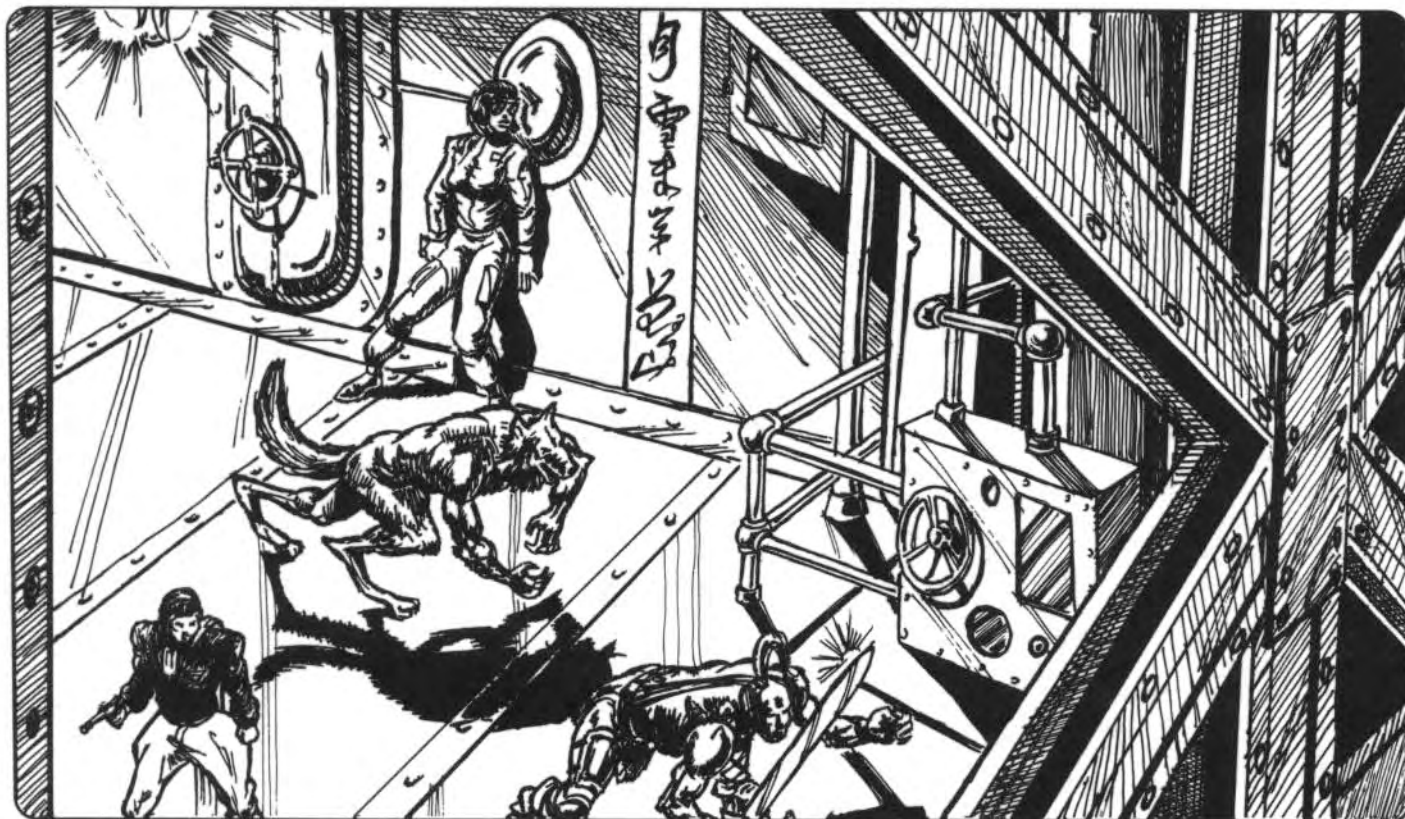
Fuel Dispenser

This is essentially a gas pump containing high-octane fuel for helicopters. The tank holds enough to fuel up one large vehicle; the Nippons planned to bring additional supplies by tanker. For this reason, and for emergencies, the hose is long enough to reach boats at the dock as well.

If the fuel explodes, large portions of the upper platform will be damaged, and fire control stations start spraying foam flame retardant over the area. The lower level will be unaffected, due to heavy bulkheads.

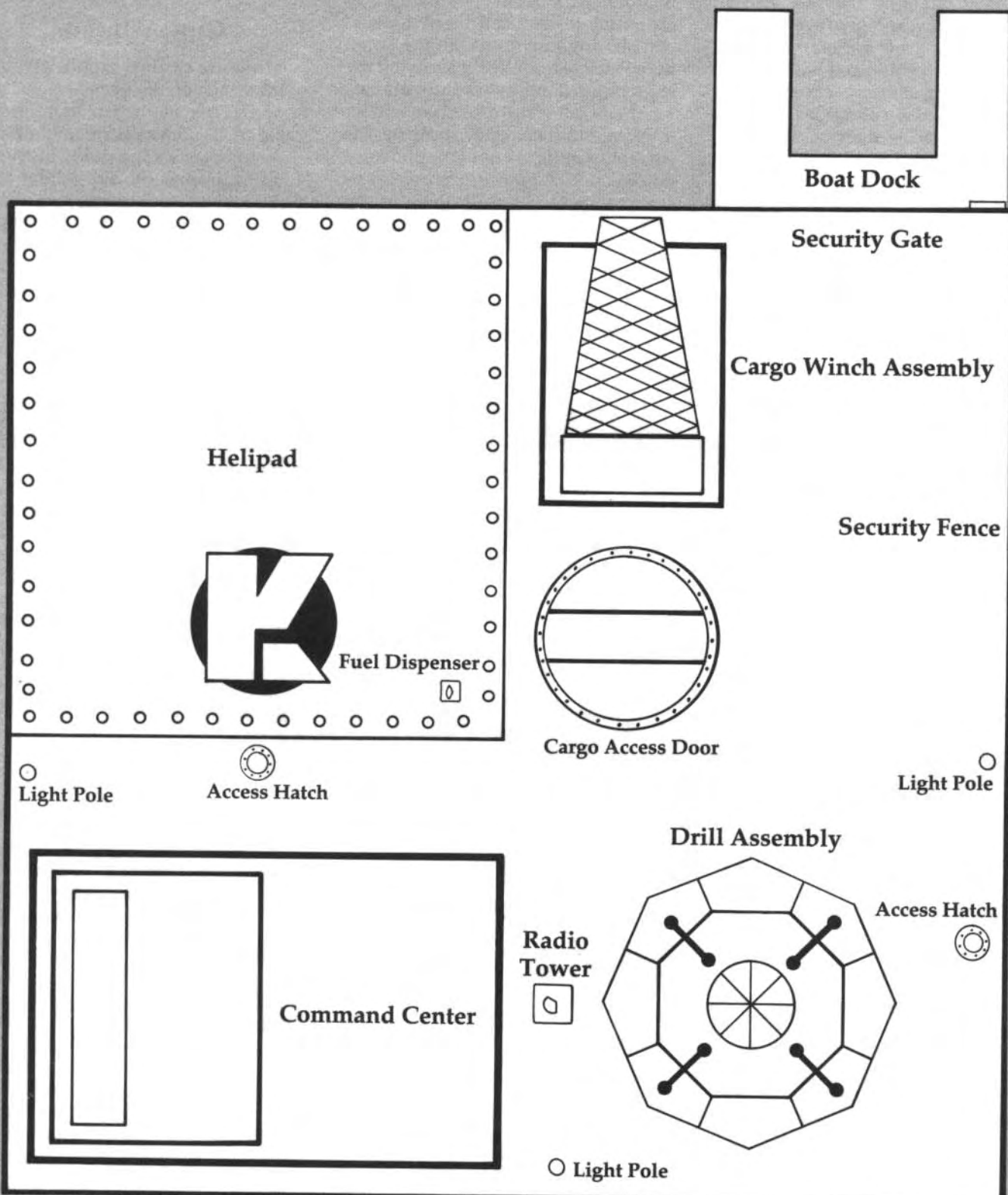
Helipad

This is a standard, full-sized helicopter landing pad, with target lines and direction lights around the perimeter.





The Possibility Chalice: Map 2
Oilseeker, Upper Platform



Light Poles

Three large lampposts support high-power blue arc lights that illuminate the entire platform as though it were soft daylight (they are also on during the day, and give everything a bluish tinge). These lights are attached to the control center, and will turn red (thus alerting shore observers) if any of several alarm conditions are triggered. The lights themselves can be put out of commission easily, without triggering any alarms.

Radio Tower

This is a simple broadcast tower for the long-range radio. It is a relatively simple matter to knock it down, and doing so will not set off the platform alarms. A combination of disabling the radio tower and the arc lights effectively prevents any of the rig's alarms from alerting the Nippon home base (although the various automated defenses still respond to the alarms).

Security Fence and Gate

There is an active charge running through the fence; an ungrounded person touching it is subject to electrical damage value of 20, plus a rolled bonus. A *scholar* (*electrical engineering* or *security systems*) total of 16 is necessary to cut through or short out the fence. The fence is seven meters high.

Along the inner perimeter, a guidewire has been placed to prevent accidental electrocutions.

The gate is controlled from the command center; a *lockpicking* total of 18 can open the gate from outside. It slides to the right, flush with the fence. When the gate is open, current does not run through the fence.

Oilseeker Locations (Lower Platform)

Belowdecks, the environment resembles that of a submarine, but with higher ceilings (about four meters). Below the lower platform (if anyone drills or blasts through) is high-tech machinery and ballast/flotation devices.

Observation Central

This room is full of video, sonar and sound-detection equipment. Beeps, pings, and the constant song of fish fills the air. Most of the instruments are uninteresting, but there are several shifting panoramas of the ocean floor on screens, clearly showing the exploration dome below the platform.

Also of interest are the six macrobot tracking stations, each showing the current location of one of the undersea automatons. A *scholar* (*electronics*) or *science* total of 11 reveals the function of these machines. If the Knights fathom the use of the trackers, they find that one of the macrobots is moving in the direction of their boat (see "Events"). The macrobots can only be monitored from this station, not controlled.

Officers' Quarters

A richly appointed, but unoccupied, living chamber. There are no items of interest here.

Guard Checkpoints

Each of these checkpoint stations contains an automated guard robot. When a living entity passes by or through one of these checkpoints, the robot will emerge and demand the pass code. If the proper response is not given (and the code is not available on the platform — it is "San-Chi") it will activate the platform alarm and attack the intruders.

Kanawa Defense Robots (2): DEX 12, STR 14, TOU 20, PER 13, MIN 7, CHA 3, SPI 3.

Skills: energy weapons 14, unarmed combat 14, trick (12), taunt (17), test (17), intimidate (17).

Equipment: lasers, damage value 17, range 3-50/400/600.

Description: The robots are armed with small lasers built into each hand. They are able to fire both lasers each turn *without* taking the multi-action penalty (due to computer processing).

Each robot stands three meters tall and is thick and stocky. The metal hull is silver. Gears and hydraulic shafts are mounted on the surface of the robots, and they whirl and grind as the

robots engage in combat.

When the robots take damage, describe how parts break off — a lost arm, one leg not moving well, and so on.

Cargo Winches

These are smaller, mobile versions of the winch on the upper level. They have a three meter reach, and a lifting value of 18. The rails resemble miniature train tracks and guide the cargo winches around the sub tender area and into the cargo storage bay, allowing them access to all places where heavy equipment is stored. Each winch assembly (there are three) has a dangling control panel for manual operation.

Sub Tender Area

This area is for the repair and storage of the macrobots. The area contains a large supply of high-tech tools (not exceeding *Tech* 23) used in the repair of the macrobots. There are enough materials and tools for a character to construct a macrobot on a *science* total of 25 or more. The sub docks extend into this area, so a macrobot can pass through the outer wall airlock and enter the tender area, where it can be serviced by automated mechanisms or human mechanics. The winches are used to carry cargo and repair parts to and from the macrobots and the cargo storage area.

Sub Docks and Undersea Storage

There are four docking bays, each large enough for one macrobot (or similar large submersible). They extend into the sub tender area, with enough room for two men to walk around the outside as they perform repairs. Each docking bay is connected to the main rig via an airlock.

Outside the airlocks is what amounts to a large mesh bag full of parts. This is the undersea storage facility, used to temporarily store needed materials.

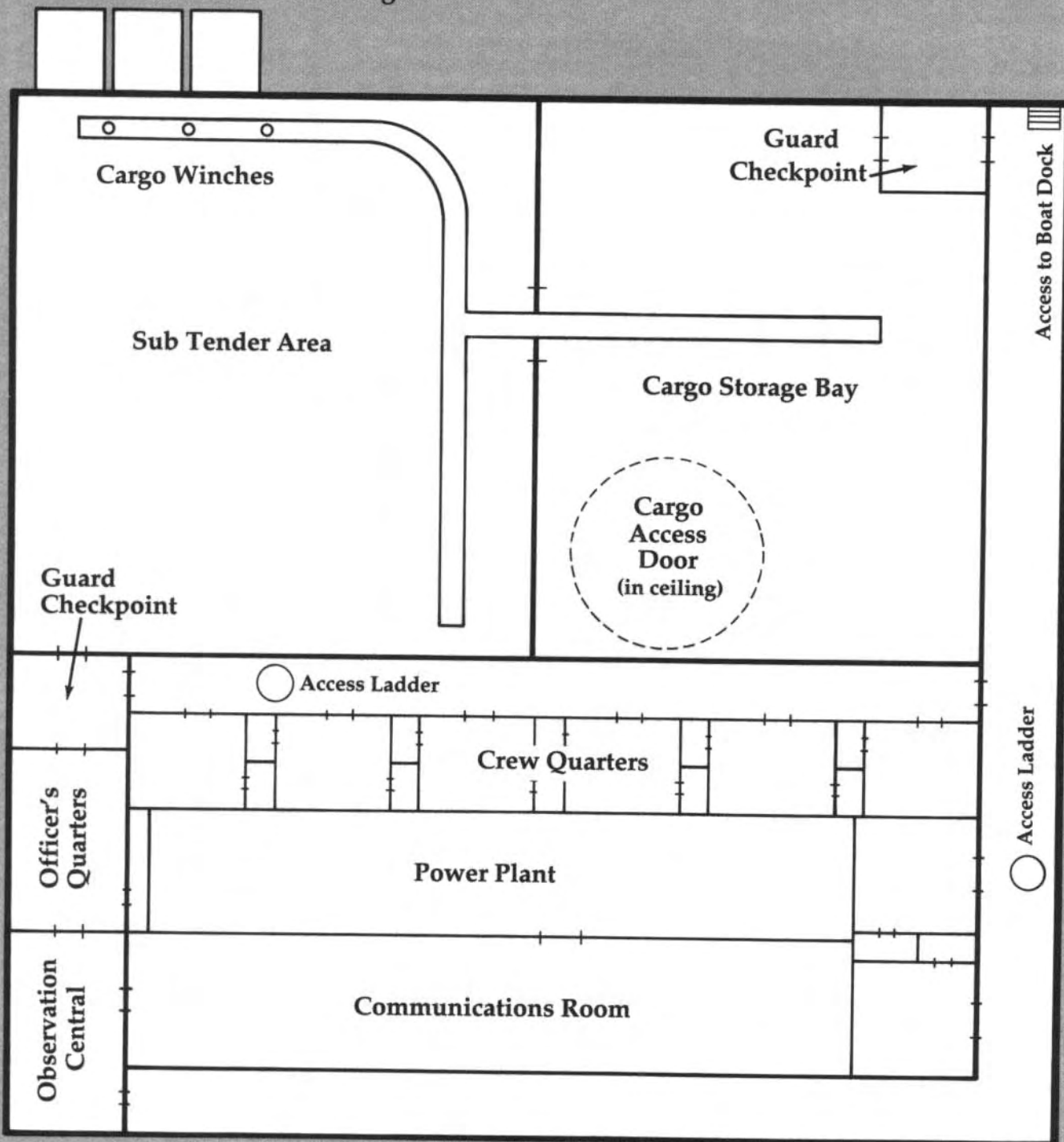
See the "Events" section for more about the macrobots' comings and goings.





The Possibility Chalice: Map 3 *Oilseeker, Lower Level*

Sub Docks and Undersea Storage



Cargo Storage Bay

This large chamber houses a variety of equipment, parts, and construction materials. The Knights can easily find a set of underwater storage tubes (medium plastic cylinders with ballast built in to counteract natural buoyancy). On a *find* total of 17 or more, the Storm Knights find a crate of Kyogo 144 submachine guns and a crate of high-tech spearguns.

Spearguns: Tech 24, damage value 13 (two shots before reload), range 3/6/12.

Kyogo 144s: Tech 24, damage value 21, range 3-40/150/400.

Cargo Access Door

This is the lower side of the cargo access door on the upper level. A control panel on the wall operates the door from the cargo bay. Due to a slight oversight, neither this set nor the set in the upper winch has override capability, causing burnouts if one set is put on "open" when the other is turned to "close."

Access Ladders

Narrow, lightweight metal ladders (nautical term for stairway) lead up to the access hatches in the ceiling. They open up, after spinning the hand-wheel in the center.

Communications Room

This room is filled with telemetry equipment and communications gear connecting the platform to the macrobots. A *scholar* (computer science) total of 18 can override a macrobot's programming from here and restart the command cycle; the macrobot will then return to the sub-dock, refuel, and reinitiate its programming. There is no way to take manual control of the macrobots without a password that is not on the platform, but re-initiating the command cycle does keep the robots busy for an hour or so.

The communications room also contains a computer system that has stored all current data on the undersea temple. A *computer science* total of 12 can retrieve the schematic of the ex-

ploration dome map, but only if a player informs you that his character is looking for data on the exploration.

Power Plant Area

This chamber is filled with electrical generators and a small nuclear power plant. Careful use of demolitions can cause a great deal of damage here, but will not cause the platform to explode. If the power plant is damaged, all on-board systems shut down except the lights and radio, which have their own generators. Power plant shutdown also activates the platform alarms.

Crew Quarters

Standard shipboard bunks, very small and neatly cleaned, are here. There is no evidence of current habitation.

If the Knights take a quick look in each room, they spot an item in one room if someone gets a *find* total of 13 or more. If they do a thorough search of every room, it takes several hours, but they automatically find the item.

It is a standard tear-away day-to-day calendar, in a "beauty of the day" theme: 365 photographs of attractive oriental men and women in tight-fitting outfits. A large pile of torn-away pages rests next to the calendar.

If someone gets an *evidence analysis* total of 16 or more, they realize that the current day showing on the calendar is the same as today's date. It is often the case that the owner of such a calendar, knowing he will not be around for a long time, tears off pages in advance, up to the day he knows he will return. The evidence suggests that this crewperson expected to return today or tomorrow.

If the *evidence analysis* total is 8 or less, tell the players that it is possible there is still one inhabitant on board the platform (there isn't). That should make them sweat.

Access to Boat Dock

This is merely a door in the side of the platform, where inhabitants of the lower level can get access to the boat dock. It is a watertight wheel-controlled door, like the access hatches.

Macrobots

A macrobot is a large, fully automated submersible robot. It has two large manipulating arms with claws at the end good for attack, lifting, and delicate work. It is armed with a standard anti-personnel laser and a *Tech* 23 15mm cannon (see Chapter Twelve of the *Torg Rulebook*).

Macrobot: DEX 8, STR 17, TOU 22, PER 14, MIN 8, CHA 3, SPI 3.

Skills: heavy weapons 15, unarmed combat 15, trick (15), test (17), taunt (17), intimidate (17).

Equipment: Personnel laser, damage value 17; 15 mm cannon, damage value 25, range 400/2.5k/4k; on-board propulsion unit, speed 60 mph/40 kph (value 11).

Events

A Macrobot Surfaces: You will only have to roleplay this encounter if any Storm Knights stayed behind with the boat. If there is nobody on board the boat, a macrobot surfaces, examines the vessel, and destroys it. When the Knights return, nothing remains but a hint of wreckage.

If a gamemaster character is the only one on board the boat, the macrobot still sinks the boat; the gamemaster character swims to shore and will meet the Knights in town (if they return).

If there are Storm Knights on board, the macrobot surfaces and a metallic voice rings out: "What is your authorization code?" Since it is impossible for them to know the code, the macrobot continues: "Unauthorized trespass to result in destruction of vessel. Leave the area or be destroyed."

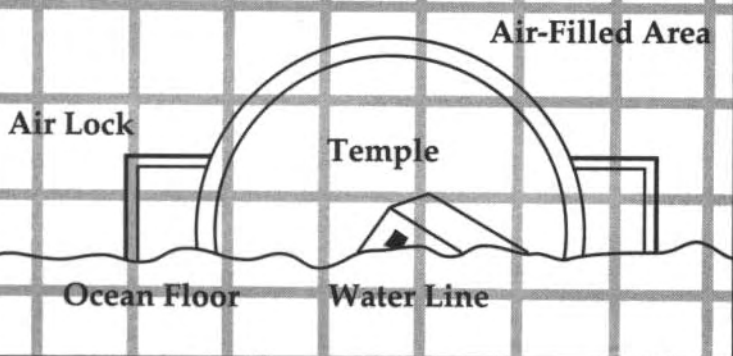
The Storm Knights can lead the macrobot a merry chase, duke it out, or leave. If they do not leave, the macrobot will attempt to destroy them. If it is damaged but does not take at



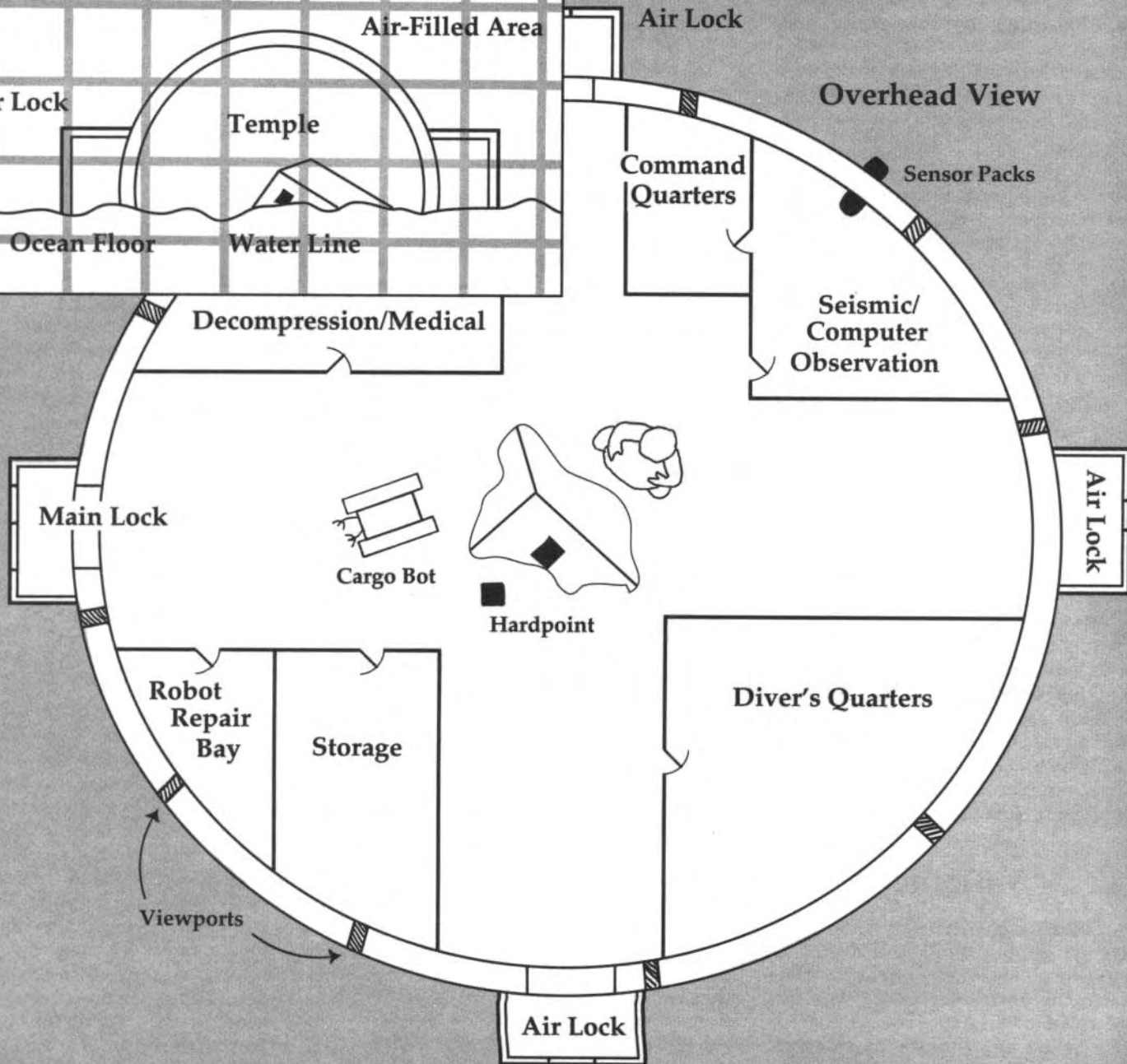


The Possibility Chalice: Map 4 Exploration Dome

Side View



Overhead View



least one *wound* from an attack, the platform alarm goes off.

A Macrobot Docks: At some point during the Storm Knights' exploration of the oil rig, a macrobot returns to the docking bay for fuel and repairs. The Knights can examine it (-3 to the difficulty of a *science* attempt to repair or build a macrobot thereafter), try to sabotage it, or follow it to the exploration dome. As long as they do not try to enter the dome, it will not challenge them. If they do, it attacks. See scene three for details about the exploration dome.

If the Knights are not in the sub tender area when the macrobot docks, a brief warning claxon sounds throughout the platform. The monitors in the observation room show what's happening. If the macrobot is not interfered with, an automated winch brings it some supplies (ammunition, fuel, etc.) and it exits back through the airlock.

Flags

If the Storm Knights take their boat too close: If they ignore the perimeter warning, two macrobots converge on the vessel, just as in the "Events" section. However, since the Knights have already crossed the boundary, the robots do not give warning — they just open fire.

Hero Setback: If a "hero setback" conflict line comes up during a battle with a macrobot, a piece of the Storm Knights' equipment falls overboard. If there are characters in the water during this battle using cheap scuba equipment from the general store, something breaks down — such as the breathing apparatus.

Variables

Destroying Oilseeker: If the players get rambunctious and decide to have their characters destroy the platform, there are several ways they can go about it. Make sure you emphasize the danger and uncertainty inherent in such a project, and point out that the observers back in the village are sure

to report such a happening. If they still insist, go ahead. If there are any macrobots on board when the well-planned destruction takes place, the macrobots are destroyed too.

Cut To ...

The Storm Knights' next logical stop is the exploration dome at the bottom of the gulf. When they leave the platform and dive for the dome, cut to scene three.

SCENE THREE: Temple of the Storm

The Situation

Standard. This scene begins when the Storm Knights approach the exploration dome with the intent of entering and continuing their investigation. Characters may approach the dome and then leave, causing a return to scene two. Use the description below the first time, then simply say, "You're back at the dome," the next time they approach.

As you make your way through the murky waters, a massive undersea dome looms up at you like a miniature mountain rising from the ocean floor 20 meters below. It is gray and featureless on top, studded with nodes and structures on the sides. Several macrobots swim nearby, but you can't tell what they are up to.

The Action

This scene consists of two parts: entering and exploring the dome, and then entering and exploring the temple. The two environments are open to the Storm Knights' whim — they can enter the temple, exit into the dome to rest, then reenter the temple, etc. Only when they leave the dome does the scene, and the act, end.

Most of this scene takes place under

water, in diving gear. Remember to take this into account in your descriptions: slow movement, *swimming* rolls, gear packed in waterproof containers, odd spell effects, difficult communications, etc.

Getting In

The first step is to get inside the dome. This can be difficult, because the macrobots are programmed to deny entry to all personnel. Unless they can be reprogrammed, they will have to be defeated — or avoided.

You can show the players the exploration dome map (page 21). Cover up the side-view schematic unless they've obtained it from the observation chamber computer. The only logical means of egress are the airlocks (the sides of the dome extend about 10 meters below the surface). The dome is about 25 meters across with a 10 meter high ceiling. A thick tangle of cables snakes out of the top of the dome, up to the platform above.

From the outside, the airlocks look like diving bells with large submarine doors in the sides, and softly glowing lights outlining the doors. The "diving bells" are snugged up against the side of the dome. To enter an airlock, all a character needs to do is flip the large red switch next to the door. The switch is deactivated if the inner door is open (this feature can be overridden with the proper tools and a *scholar* (electrical engineering) or *science* total of 25).

Once open, a character must enter the airlock, flip a similar switch on the other side to close the door and evacuate the chamber, and then flip another switch to open the inner door. This door will also not work if the other door is open, and can be overridden in a similar manner. There are manual wheels to accomplish each of these tasks, as well as the electric switches.

The only problem is that the macrobots will challenge anyone that comes within five meters of the dome. They issue a radio warning and an audible siren, and open fire a few seconds later. The cannon does not work under water, so they rely on the laser, and on tearing the intruder apart with their manipulation claws. If a macrobot engages in combat, the platform



alarm is activated as well.

One advantage the Storm Knights have is that macrobots are programmed to react in a specific manner. Once a character enters the airlock and shuts the door, the macrobot forgets his existence and attacks other intruders.

Inside the Dome

Note: The interior of the dome is under Nippon Tech axioms. See "Hardpoint" for more details.

Once inside the dome, the Knights may feel quite safe; they'll think differently the first time a laser bolt comes slashing through a viewport. Whenever a Storm Knight passes by one of these viewports, a macrobot fires from outside. The Storm Knights will have to use caution and stealth to avoid these attacks. The laser beams do not damage the glass of the portals.

Except for this "inconvenience," the Knights can explore the dome's interior at their leisure. The dome is air-filled and fairly dry. There is a faint hum of air-pumps and electrical machinery coming from the areas bordering the airlocks.

Main Lock

The main lock is large enough to hold the cargo robot, or any other large piece of equipment. Once an item goes into the main lock, it is no longer under Nippon Tech axioms. The main lock takes about a minute to drain.

Viewports

These are what the robots shoot through. They are heavy glasteel, allowing a view of what's going on outside. If the hardpoint is somehow deactivated, the Core Earth tech level is not enough to sustain the glasteel: the ports begin to crack and leak.

Cargo Bot

This is a treaded version of the macrobot, designed for use on land. It does not have the laser or the cannon, but it is STR 20. It activates if anyone walks in front of the forward sensor panel, and it attempts to grapple the offending character and put him in its

cargo bin, causing one *wound* of damage. It will also activate the platform alarm as it does this.

Decompression/Medical

This is a fully equipped Tech 24 medical chamber, including a hyperbaric decompression chamber for divers with "the bends." There are certain drug containers (*scholar* (pharmaceutical) or *medicine* total of 8 to realize) that are worth approximately \$5,000 on the black market.

There are also sophisticated first-aid couches that automatically cure characters of all shock and KO conditions, if they're willing to risk lying down on them.

Hardpoint

This is Nippon Tech hardpoint, with a radius roughly equivalent to the size of the dome. It provides a dominant Nippon Tech area all throughout the dome and the upper layer of the temple. It looks like a large cube of black, shiny metal (about a meter and a half on a side).

Robot Repair Bay

This is the station where the cargo robot is normally stored and repaired when not in use. There are hardcopy schematics and plans which allow any character with the *science* skill to build a cargo robot (if he gets the materials needed) at -3 difficulty. They also allow repair of the cargo robot if the Storm Knights damage it, including deactivating or altering its security systems.

Storage

This chamber contains supplies for the workers, divers and, ultimately, the explorers of the temple. Articles of interest include food, spearguns (see page xx for statistics), sheet metal, and sophisticated diving equipment. The Kanawa diving suits include a switch-over feature that disables all Tech 24 hardware while still allowing the suit to function at lower tech axioms. While on their Tech 24 setting, the suits give up to three days worth of air, and have built-in propulsion units.

Command Quarters

This is a sparsely furnished room with a cot, a metal desk, and stool. It is otherwise empty.

Seismic/Computer Observation

The seismic observation station resembles those seen in earthquake labs — wiggling pens constantly scrawl patterns across sheets of spooled paper. A *scholar* (geology) total of 8 allows a character to read the information there: about two weeks ago a small disturbance began below the dome (in the soil — most likely inside the buried temple) and it has been slowly increasing in intensity ever since. It does not yet look dangerous.

The computer can be accessed easily. The only interesting piece of information is a schematic of the dome and temple via computer simulation (see the inset map).

Divers' Quarters

This room contains an oxygen-recharge unit for diving tanks, one sophisticated diving suit, and lots of cots and metal lockers (all empty). If a character specifically examines the suit, a *scholar* (diving) total of 8 or an *evidence analysis* total of 15 lets him know that the suit has a defective regulator, likely to shut down in the middle of operation. (Keep this in mind if they take the suit without examining it, or if they fail to notice the defect; it makes a good *hero setback* result).

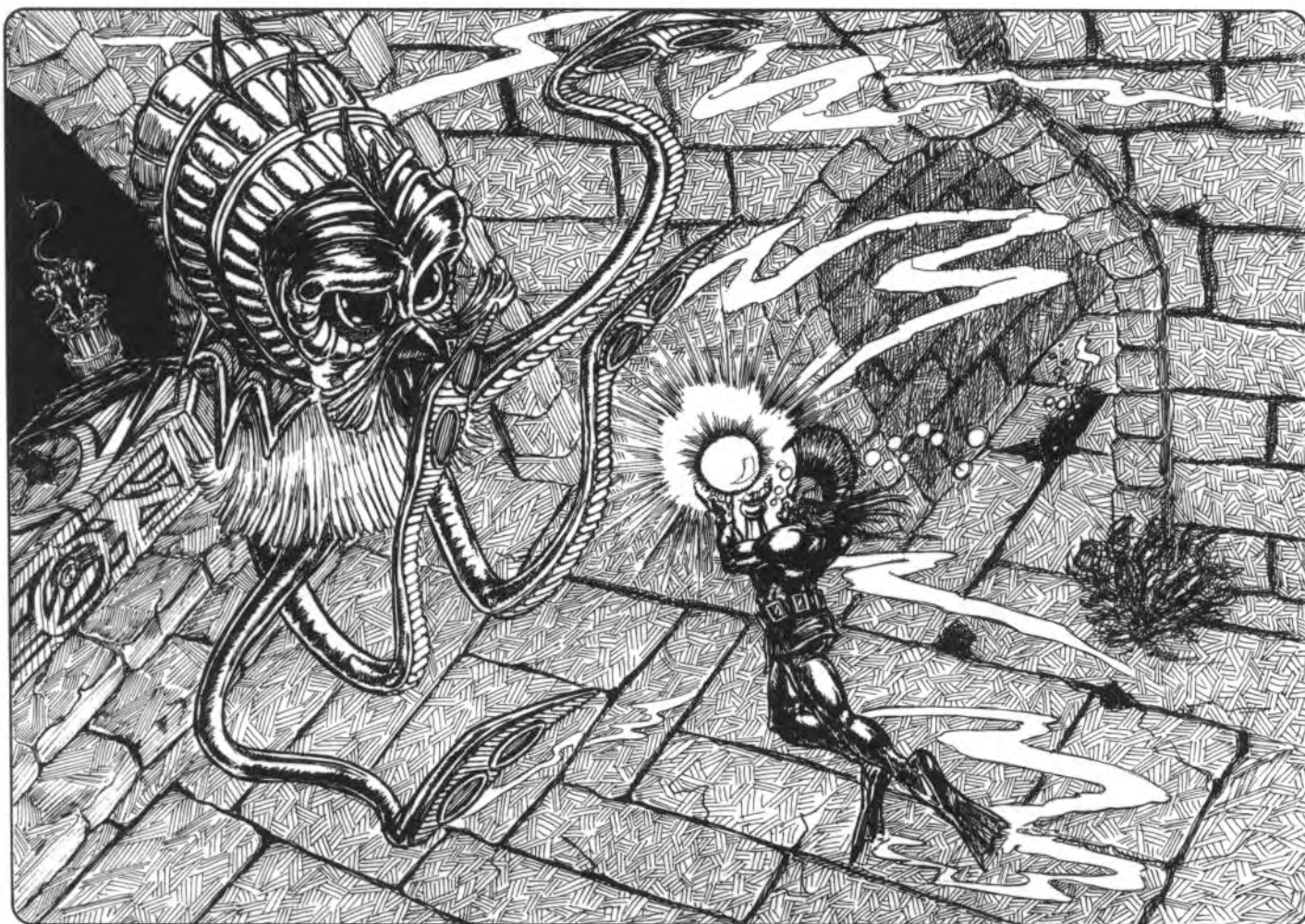
Sensor Packs

The sensor packs are internal and external seismographic sensor packages (discerned on a *scholar* (geology) total of 10). They are not alarms of any kind.

Entering the Temple

Once the Knights decide to enter the temple, they'll have to put their diving gear on again (and be subject to laser attacks from the macrobots as they approach the opening). The opening that protrudes from the ocean floor





used to be a window when the temple was on dry ground; now it's the only way in, short of massive dredging or tunneling. At the moment, only the part of the temple that is above the ground is dry; below ground level the temple is still filled with water. The window is about a meter tall and is almost flush with the ground.

Once the Storm Knights enter the temple, use the temple map to describe their surroundings and what occurs.

Dungeon Chamber

This five meter square room is where the priests of the temple kept their prisoners. There is a skeleton against one wall, its fleshless wrists having slipped from the manacles that bound it there. Other bones and odd bits of offal float on the surface of the water that laps halfway up the walls. To reach the door in this chamber, the Storm Knights will have to submerge.

If the Storm Knights examine the room carefully, a *find* total of 14 reveals the presence of the secret door on the far wall, leading to the balcony.

The regular door at the other end of the room was once a massive, thick oaken door. It has now rotted away, leaving only pulpy wood to bar the passage to the utterly dark room beyond.

Balcony

This is a small railed landing, now fully underwater. From here, if the Knights look down, the top of the secret door directly below can clearly be seen. It is a simple matter to swim down to the lower landing, thus avoiding the reality storm raging on the stairway.

Chamber of the Beast

Long ago, when the dungeon chamber was entered not from the window but from the opposite side, the beast

was placed to guard prisoners. It is a magical beast, and it is suffering terribly under the dominant Nippon Tech axioms now in force within the temple. Being possibility rated, it has survived until now in a state of semi-hibernation.

A lone character who can generate a *stealth* total of 14 or higher can make his way across the chamber to either of the two doors at the opposite end. If a second character attempts to cross, the beast automatically awakens. The door on the right (as the characters face them) is dark and silent. A faint golden glow comes from under the door on the left. Many skeletal remains float about the room, which is five meters wide and 20 meters long.

The beast has no name. It is a creature of Kra, a magical guardian. It is dark and tentacular; being under water all this time has changed it slightly, so that it now resembles a four-armed octopus with no eyes. It senses quite



well, however, and will attempt to eat any trespassers by tearing them apart with its bony beak. The only thing that can sate it is the light from the globe of Arashandara in the "Room of the Glow" (as mentioned by the priests of the temple of Kra in scene one).

Beast of Kra: DEX 15, STR 18, TOU 20, PER 10, MIN 5, CHA 6, SPI 7.

Skills: maneuver 17, unarmed combat 17, find 14, trick (17), will-power (17), taunt (17), reality 8.

Possibilities: one per Storm Knight.

Description: The beast makes two attacks per round with no penalties due to the multi-action. If it becomes disconnected, its magic ebbs away and it begins to drown; it makes no attacks as it attempts to reconnect using its reality skill.

Room of the Glow

This is a large room, about three meters wide and five deep, completely empty of furnishings save for the globe of Arashandara in the far corner. It gives off a faint golden light visible from under the door. It rests on a small iron pedestal that has almost rusted away. Runes are carved on the wall (*languages* total of 12 to read) that say: "The glow of Arashandara pervades all."

This relates to one of the clues given in the temple of the Dance of Kra: you must "ask Arashandara" by speaking that name aloud. When this is done, the globe glows more brightly and the color changes. This light immobilizes the beast, allowing everyone to cross the chamber unharmed. The ball loses its glow after five minutes and cannot glow again unless it is placed in the room of the glow for 24 hours.

Landing

This wide area has doors that lead to the chamber of the beast and chamber of the dance; the way down the stairs is open.

From the landing, one can see down the entire length of the stairs. The power of the reality storm there does not quite extend this far, but characters that spend a long time on the

landing feel very strange and unsettled as they occasionally shift from dominant Nippon Tech to mixed Nippon and Core Earth. The storm below them is gray and roiling, and dead fish sometimes float up from its murky depths.

Chamber of the Cup

There is a clearly marked semicircle carved into the floor by the door from the landing. Beyond this line, the floor is dotted with small footprint-shaped pictographs carved into its surface. To characters from Core Earth, the floor resembles an Arthur Murray dance studio pattern, but one with many possible pathways.

This, and the clue from the Temple of Kra, should remind players of the Dance of Kra. Any character who attempts to cross the room in a straight line finds his progress more and more difficult, until he can no longer move toward the opening in the far wall. He must turn back. No matter how strong, no matter how willful, no character can get more than halfway if he does not perform the Dance of Kra.

Any character who witnessed the dance can attempt to generate a *Mind* total of 10 or higher. If successful, that character can enter a trancelike state and perform the Dance of Kra across the floor, stepping on the key marks that allow passage. Those characters that succeed may enter the room of the many-armed god. Returning is easy. If you have to remind the players about the dance, increase the *Mind* total necessary to 13.

If the Knights did not go to the temple of Kra and never saw the dance performed, you'll have to adopt a different tack. If this is the case, characters may cross the room, but feel drained and weak as they do so. Any character who goes all the way across has his *Strength* attribute reduced by 3 and cannot heal past *wounded* status until he undergoes a *ritual of purification*. The Chamber of Purification on the lower level is convenient for parties that do not include a cleric. The character who suffers such a result feels foul and unclear (hints for the clerics).

The Many-Armed God

In this room there is nothing, save the gargantuan statue of the many-armed god. It is a Buddha-like figure, with six arms, but its head has no features, just a slightly mirrored globe. If this is broken open, there is only stone within.

Hanging from one of the arms of the statue is a black mask, a filmy dark cloth meant to be worn over the face. Here again, a clue from the Temple of Kra is useful: any character who does not approach the statue while on his knees, or who attempts to snag the mask with a pole or grapple, loses 2 points from his *Spirit* attribute, and cannot be healed past *wounded* status until he undergoes a *ritual of purification* (available in the Chamber of Purification, for those parties without a cleric). The character feels foul and unclear if this occurs.

Any character on his knees may approach the statue and remove the mask safely. Although they have been submerged for hundreds of years, neither the statue nor the mask show any signs of wear. If any character wears the mask, he goes blind instantly. Removing the mask restores sight. Only in the "Room of the Test" is the mask-wearer not blind.

The Sunken Stairway

This is where a small but violent reality storm rages, between the Nippon Tech hardpoint up above, and the hardpoint of Core Earth axioms down below in the Room of the Chalice.

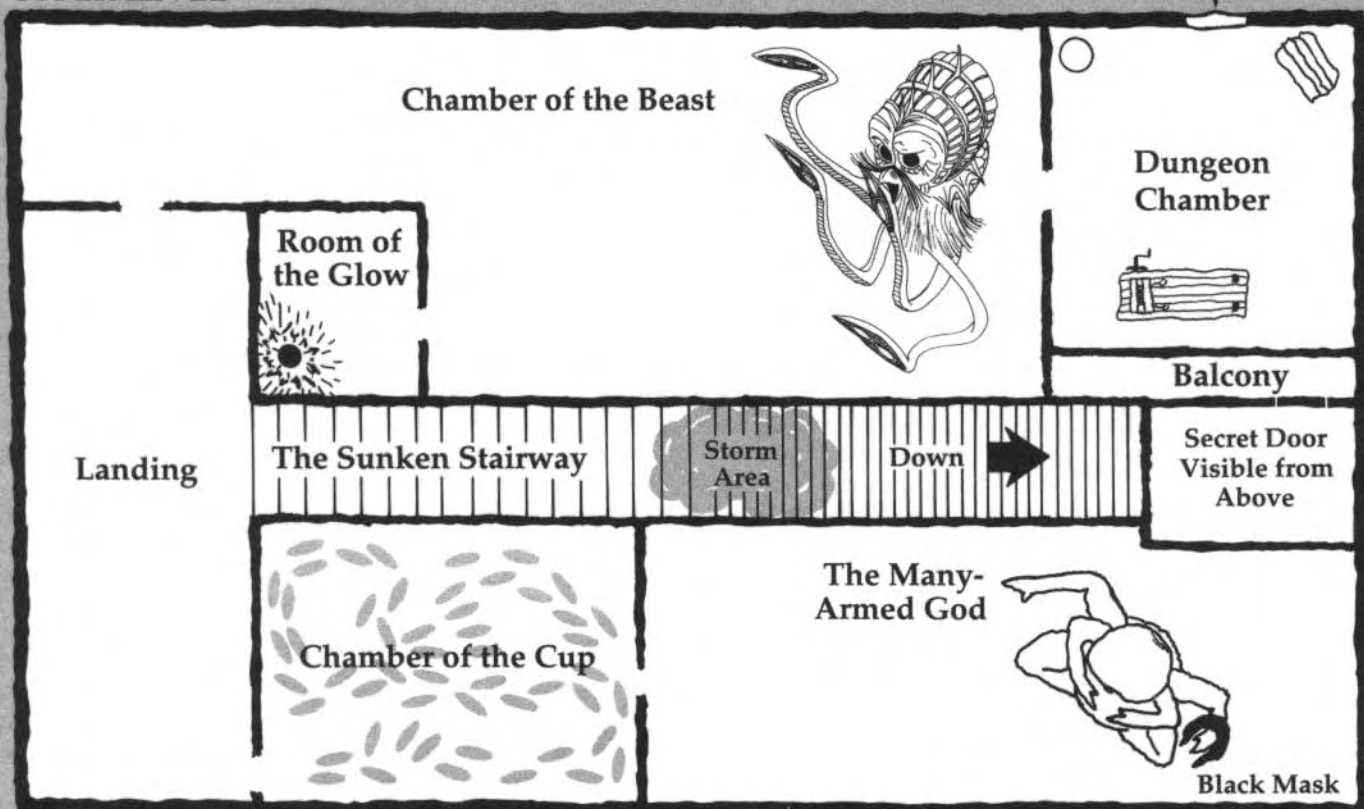
There is another way down, but characters who attempt to swim through the storm must generate a *reality* total of 15 or greater, or they undergo a shift of reality. When an affected character emerges from the storm below, he loses one skill add. The add lost is the choice of the player. If the character exceeds the difficulty of the *reality* skill check, he gains one add for a skill of his choice; he must already possess the skill, and have fewer than three adds in it already. This effect lasts only for 24 hours.



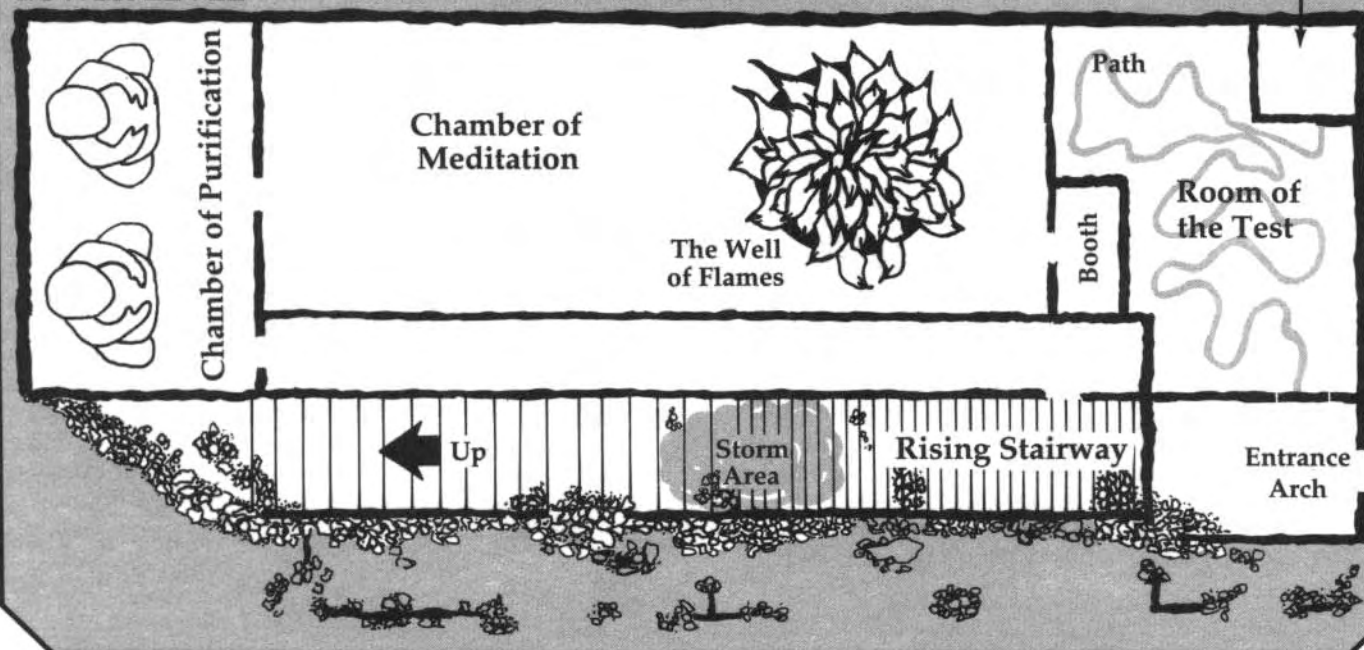


The Possibility Chalice: Map 5 Underwater Temple

UPPER LEVEL



LOWER LEVEL



Entrance Arch

This great arch used to be the main entrance of the temple. It is now choked with sand and silt which spills into the entrance chamber. The arch has crumbled in places.

To the left of the arch there is one visible door in the wall; next to that door is a secret door, cunningly hidden by optical tricks involving a painting of a dancing fire. The door is visible from above, if characters are on the balcony landing or swim up. Otherwise the door cannot be seen unless the wall is specifically searched; even then it takes a *find* total of 20 or more.

This area, and the entire lower level, is under Core Earth axioms (dominant) from the hardpoint of the chalice room. The conflict between the two axiom sets (Core Earth below and Nippon Tech above) creates the reality storm on the stairway.

The right side of this room has collapsed. Stone, rubble, and seaweed choke the whole eastern portion of the temple — this was the area that bore the brunt of the impact when the temple first sank.

Chamber of Purification

As the Storm Knights enter this chamber, they see two beatific Buddhas on the far side. The Buddhas seem to smile at them, and nod. As a Knight fully enters this room, a *ritual*

of purification is enacted upon him (the Knight hears chants and words in his head, and knows what is happening). If it is successful, it has all the normal effects (including restoration of lost attributes suffered in the rooms above).

The *focus* and *faith* are provided by the Buddhas; each has a value of 16. If a character with no *faith* is the subject of purification and the Buddha's *faith* total is 15 or more points higher than the character's *Spirit*, the character is automatically converted to Kra Buddhism and must pay two Possibilities for the *faith* skill.

If the ritual succeeds, a spiritual struggle erupts (see the *Torg Rulebook*, page 124), since the purification faith and the faith of the recipient are bound to be different (the purification faith is a homebrew of Buddhism and Kra — unless someone converted at the Temple of the Dance, they're all of the wrong faith).

The spiritual damage done to the Buddhas is irrelevant; roll a bonus for a damage value of 16, and compare it to the *faith* of the target character. The result is taken as spiritual stun damage. If the target has no *faith* there is no damage.

The ritual is enacted again as characters enter the room from the Chamber of Meditation.

Chamber of Meditation

At the far end of this long chamber is a huge stone well in which, even under water, flames burn with no apparent fuel source.

If a character enters this room without having been purified (by coming through the wall or ceiling, or through a failed attempt by the Buddhas) then the flames begin to burn brighter and hotter, and to spill out of the confines of the well.

This is the fourth clue from the Temple of the Dance: if the unpurified character does not leave, the flames fill the room in four rounds, doing damage (value of 20 plus bonus) to all characters in the room. The room is 40 meters long.

Purified characters may stare into the flames and meditate on their earthly existence, gaining great peace of mind and inner happiness. A char-

acter who does this has his senses enhanced; the first effect of this is that he notices a small book in the far corner.

When the book is carefully studied (during a between-act interlude, for instance) and a *scholar* or *languages* total of 10 is generated, a new Core Earth miracle is discovered: *Purity of Vision*. See below for details.

The second effect of enhanced senses is to allow the character to see the hidden door in the arch room without a *find* total. This effect lasts until the Storm Knights leave the temple.

A character converted to Kra Buddhism may generate a *faith* total as he stares into the flames. If his total is 22 or more, he gains an additional skill add in *faith*, up to a limit of three adds.

Purity of Vision

Spiritual Rating: 9

Community Rating: 11

Difficulty: 15

Range: voice

Duration: one hour

Effect: Allows temporary use of *faith* skill in place of *find*.

This prayer allows the focus character to use his or her *faith* skill where a *find* total is requested by the game-master.

During the miracle's duration, the focus character is literally "seeing through the eyes of his faith," and the community can boost the effect of the *Purity of Vision* as with any miracle.

Note: this miracle does not allow the focus character to use his faith in place of *Perception* for any requested total besides *find*.

Room of the Test

When the door to this room is opened, only inky blackness can be seen. No type of light, including *True Light*, can penetrate this utter darkness. Any character that steps into the room loses all bearings and all sight. After struggling for awhile, the character always finds himself back at the entrance.

If the mask (from the room of the many-armed god) is put on, then the blind character can see when he enters

The Tenets of Kra Buddhism

If a character is converted to this religion, he feels a calm, peaceful assurance steal over him. The world is no longer difficult to understand, for he has found Kra.

Kra Buddhism is basically Buddhism, involving karma, rebirth, and eventual attainment of nirvana. Kra is not a non-violent sect, but does believe that the opponent must be respected and revered even as he is being defeated.



the darkness of the Room of the Test. A glowing golden line appears on the floor and he can follow the line without losing his bearings. If he strays from the line, he goes blind and loses his bearings as above.

Characters touching one another or tied together may follow in the footsteps of the character wearing the mask without losing their orientation.

A *find* total of 26 allows a character to make his way through the room as if he were wearing the mask. The *Purity of Vision* miracle may be of use here, if the characters do not have or do not think to use the mask.

Room of the Chalice

When the door to this room is opened, a soft light springs up and all can see normally; any characters still outside the Room of the Test may now enter. The mask disappears from the head of the character wearing it, to reappear on the arm of the many-armed god.

The chalice room is small, and empty. Engraved depictions of the chalice cover every inch of the walls, floor and ceiling of the chamber. A raised dais stands in one corner, with a clear imprint of where the chalice must have once rested ... but there is nothing on it now save a strange blue marking on the stone. As the Knights approach the dais, an image appears before them.

The image resembles a hologram, but is magical in nature. It depicts a white-haired, white-bearded man wearing flowing blue robes. He smiles and seems to talk to the Knights, but it is obvious that this is a recorded message: he cannot see or respond to them. The message repeats until the Knights leave the room. On the way out, the room of the test reverts to normalcy; they can walk directly to the exit.

The message is as follows. Read this out loud to the players as often as they'd like to hear it.

"You who hear this message stand in a place of great significance. I have knowledge of the artifact in question, and presume that you do too, or you would not be here.

"If this is true, come to me in the realm of Aysle. My dwelling is 25 miles northwest of London, near a town called Aylesbury — isn't that funny? Anyway, come to me soon and we shall trade information. Perhaps we may both mutually benefit. Ask for Casper Babbidge, sorcerer."

Getting Out

Once the Knights are ready to leave, they can make their way back through the temple and out. If they haven't dawdled (see "Flags" if they have), then it is a simple matter to exit the dome. They might have a few rounds of contention with the macrobots, but if they're leaving, the macrobots will be less likely to attack or give chase.

Depending on how well they're doing or how nasty you're feeling, the escape can be complicated by the lack of a boat — now would be a good time for the Storm Knights' oxygen to start running out. *Survival* rolls might be called for, or *swimming*.

Flags

If the Storm Knights took a long time, or the alarm was given: If the Knights spent time in the village waiting for extra equipment, or if they thoroughly searched every square inch of the platform, or if they camped for a night to allow healing rolls and reading of grimoires, etc., then the first Nippon Tech team shows up. They were scheduled to arrive right about this time anyway, and recent events have spurred them on.

This flag is also enacted if the Knights set off the platform alarm or revealed too much to the mayor of the village.

In either case, the Nippons show up while the Storm Knights are inside the temple. After they've found the resting place of the chalice and heard Babbidge's message, assume that Kanawa guards and troops have taken up positions around and in the dome.

This is not meant to be a major encounter run in every detail (for example, don't go into rounds if you

can help it). It's more to make the players pay for taking the boring, methodical approach. There are dozens of Kanawa troopers; the Storm Knights may have no choice but to surrender.

If so, they are stripped of their equipment and taken prisoner aboard the rig, where they can escape (sans equipment) through any one of a dozen familiar ploys (including a *connection* or *escape* card). The thrust here is the loss of resources such as equipment or Possibilities, not the danger of permanent capture or death.

Nemesis Subplot in the Flag

If someone has a *nemesis* card down during the "get captured" flag, have the Kanawa leader swear vengeance on the Storm Knights for their escape. Having lost face, he must now defeat them to regain it. He'll show up again in act two.

Variables

Air Tanks: Normally it's not much fun to keep track of the air; if someone starts getting short, the whole group will troop up to the dome, recharge their tanks, and go back down. This is merely a waste of playing time.

However, if the Knights are using older equipment and have been down for a long time, consider having someone's air run out at a key moment, such as during a battle with the beast, or in the middle of the Dance of Kra.

If the Storm Knights give up: There is a chance that, having been stymied in their quest (especially if you are running this as a stand-alone adventure), the Storm Knights will give up and go on to something else. You can prevent this in one of two ways.

If you're running the adventure as part of the *Relics of Power* trilogy, have





the Kanawa, Nile and/or Cyberpapist investigators pick up the Storm Knights' trail and attempt to capture or kill them. This may give the Storm Knights the extra incentive they need to continue their quest, especially if you point out how powerful possession of the chalice could make their group.

If you're running a stand alone, it's a little more difficult. One option is simply to go with it — but the next time the Knights are in Aysle, the kidnapping from act two has just taken place, and they can get involved in the story again. If you have nothing else prepared and need to continue with this adventure, you can have Tolwyn of House Tancred contact the Knights and ask for their help, or you can drop

hints via knowledgeable gamemaster characters as to the value and power of the chalice.

Awards

Each Storm Knight gets four Possibilities for completing this act. See the Award Guidelines section of the *Torg Adventure Book* for more information on giving awards.

Cut To ...

The next stop is the "Interlude," and then on to act two.

Interlude

The Knights' only real lead at this point is the wizard's message. Thus, it's on to Aysle if they want to find out anything more. You can run the travel as briefly or in as much detail as you'd like; if you have the *Aysle Fantasy Sourcebook* feel free to run a few Ayslish encounters on the way to the wizard's dwelling. If you don't, or if you want to speed things up, just cut to the opening of act two. The Knights arrive at the wizard's home, only to find it crawling with official Aysle investigators.



Act Two

The Missing Mage

The Major Beat

The Storm Knights follow up on the clue found in the Temple of the Chalice. When they arrive in Aysle, Casper Babbidge is gone, and his dwelling is crawling with Pella Ardinay's Home Guard, led by Tolwyn of House Tancred. To move on to the next act, the Storm Knights must ascertain Babbidge's whereabouts via investigation and, perhaps, a bit of interrogation.

The Action

The Storm Knights might misinterpret things at first, and go into battle mode. You can let that run for awhile, but try to clear up the misunderstanding before any real violence erupts.

The Knights are approached by Tolwyn of House Tancred, a famous Storm Knight who is now Lady Pella Ardinay's Captain of the Home Guard (the Home Guard is the Ayslish equivalent of the FBI or Scotland Yard). She is cool toward the Knights (see "Flags" about possible subplots here) and explains briefly what the situation is:

SCENE ONE: Kidnapped

The Situation

Standard. The Storm Knights arrive in Aysle and find the location of Casper Babbidge's dwelling. Their first sight is not an auspicious one. Describe the following scene when the Knights arrive:

The local people seemed a bit nervous when you asked them where Casper Babbidge lived, but none was unwilling to tell you. Now, through the light forest, you can see a small white cottage that matches the description they gave you. There is a Core Earth mailbox at the head of the dirt road leading to the cottage. It says "Babbidge. Sorcerer."

Babbidge must be a popular fellow — his place is crawling with guests milling about the lawn and coming and going as they please through the open front door. As you get closer, it looks like the Home Guard of Aysle, swarming over the place like ants.

Several days ago the eggman, who delivers milk, eggs and other farm products to people in this neighborhood, dropped by to make a delivery to the wizard Babbidge. He found the door wide open, and a trail of smoke wafting from inside. At first he was too afraid of the wizard's warding spells to enter, but after calling several times and getting no answer, he ventured just far enough inside to see that the place was in shambles. He ran away then, and called for the sheriff.

The sheriff would have handled the problem by himself, but Babbidge was known to the court as a wizard of great promise. He was once a Core Earth museum curator, recently transformed into a magician, and he had much knowledge from both realms. There had been rumors recently that he had stumbled onto an eternity shard. Not much credence was lent to these tales, and Babbidge himself denied them. Now, though, it looks like there might have been some truth to the matter: if he was kidnapped, no one can think of any other reason why, or who might have done it.



Tolwyn of House Tancred

Tolwyn is a famous Storm Knight, part of a group rumored to have met and defeated the Gaunt Man himself, leader of all the High Lords. When asked about this, Tolwyn will neither confirm nor deny the story, though she does project a slight aura of sadness when hearing such tales.

Now she is Pella Ardinay's Captain of the Home Guard, and she knows that Storm Knights are a valuable aid in any investigation that might have to do with eternity shards. She is a tough, no-nonsense military woman with a slightly odd sense of humor.

She is willing to bargain for information as well. If the Storm Knights tell her about Babbidge's message, about the map and the chalice, and/or about the interest of the other realms in the entire affair, she reveals some or all of the following:

1. Babbidge had been asking around lately, among other wizards, about the significance of an ancient, jewel-encrusted cup he might have access to. No one had any clue as to its identity, but apparently someone believed it was an eternity shard.

2. Babbidge had magical wards up at all times, protecting his cottage from intruders and hostile acts. The only two things she can think of that would explain his abduction — if it was that — are that his wards had no protection against demons, or that his wards were too highly magical to work in Core Earth — so a reality bubble or talisman might have allowed entry to a Core Earth foe.

3. If he wasn't abducted, he surely made it look as though he had been (or someone who entered his house after he left made it look that way). The only other possibility is that he met foul play at the hand of a friend.

4. There are some papers and log entries at his old museum indicating that he'd been doing research — without much success — on a large urn or chalice supposedly dating from at least 1100 AD. There are no indications of its powers in the log entries.

For more information about Tolwyn of House Tancred, see *The Possibility Wars* novel trilogy.

Tolwyn enlists the Storm Knights' help if she can. See the sidebar about Tolwyn for her personality notes and what she knows and will tell.

There are two possibilities here: the Knights can agree to aid in the investigation, or they can politely decline and hie off on their own. Unless they've got a firm idea of where to go next, they're better off cooperating since the Home Guard has all the clues. No one goes in or out of the cottage without Tolwyn's permission.

Tolwyn is eager for the Storm Knights to help with the investigation. If necessary, she offers money, up to an equivalent value of \$500 per per-

son, to secure their services. If the Knights agree, she suggests two courses of investigation that they would be best suited for (she and the Home Guard will handle the inner-Aysle avenues of attack).

Pursuing the idea that it was a demon which penetrated Babbidge's magical wards, the Storm Knights could travel to the demon plane via an *extradimensional gate* spell that a court wizard will cast for them. Tolwyn figures a Storm Knight group would have the best chance against demons, and given the close-knit "society" demons have, it is likely the Knights

can find a demon who will tell what he knows about the kidnapping.

Following up on the talisman or Core Earth reality bubble theory, Tolwyn suggests that the Storm Knights could also go to Chislethwaite, in London. It is a known hangout of a lot of seedy Core Earth types, and there are rumors that it's a supply source for Core Earth talismans. If so, it might be a good place to recruit Core Earth types for a shady mission such as kidnapping. Perhaps someone there is willing to spill what he knows.

Flags

Suspicion Subplot: If this subplot card is played in this scene, Tolwyn has some reason to suspect the Knight playing the card of complicity in the kidnapping. Perhaps Babbidge did a bit of scrying and foresaw the character's name, writing it down on a piece of paper in his cottage — a paper that Tolwyn now has.

Her suspicion manifests itself as a party of dwarves that begin shadowing the Storm Knights as soon as they leave the area. The characters may become aware that they're being followed, and may even interact with the dwarves if they can find them. See the "Flags" sections of the upcoming scenes for suggestions. Don't have the Storm Knights become aware right away. The dwarves' stats can be found in the "Gamemaster Character Records" at the end of this adventure.

True Identity Subplot: Tolwyn is troubled by the Storm Knights because she recognizes one of them. He or she (the one that played the subplot, of course) is part of a series of prophecies dealing with a dark enemy of Pella Ardinay. It is said that this character will bring about that Dark Wizard's downfall, but only if he or she can meet the Dark Wizard face to face.

To this end, Tolwyn dispatches the same group of dwarves mentioned above. This time their mission is to guard that Knight from harm. They still try to remain hidden and unobtrusive, without full success.

Personal Stake Subplot: The Knight who plays this subplot card knew Casper Babbidge, and knew him to be



a gentle and caring man. If he's in trouble, then the Knight wants to help him out of it.

Variables

If the Storm Knights go it alone: The Storm Knights may not like either of the two alternatives presented by Tolwyn. Or maybe they're interested, but want time to go investigate a few pet ideas. If it looks like something brief and purposeful, go with it. If they're giving up or getting way off track, you might introduce an ambush by Chislethwaite hoodlums or minions of the Dark Wizard (to "discourage investigation").

Also, don't forget to emphasize the danger of such a person getting hold of an eternity shard: it has hundreds of stored Possibilities that can be tapped by an unscrupulous mage. If they are to find him before he can complete his magical studies, they must move quickly!

Cut To ...

If the Knights decide to investigate the demon clue, go to "Scene Two: Pocket Demons." If they suspect that's a red herring and follow up on the Chislethwaite rumors, go to "Scene Three: Chislethwaite."

SCENE TWO: Pocket Demons

The Situation

Standard. If the Knights agree to investigate doings on the demon plane, they are escorted to a nearby wizard's dwelling. There, the wizard prepares for the *extradimensional gate* spell. When they agree that they are ready to cross over to the demon plane, describe the scene:

Tolwyn looks at you gravely. "Be careful," she says. "The demon plane can be frightening and strange. Remember though, that as odd as it may

seem, the demons are as afraid of humans as humans are of them. Don't show weakness." She waves her hand at the wizard, and he coughs loudly.

A shimmering hole of inky depths now appears in the ground in front of you.

"Step in carefully," Tolwyn advises. "The gravity is odd on the other side."

The Action

The demon plane is a psychedelic world of shifting shapes and colors. It is hard to navigate and hard to find anything concrete. Forms whiz by, and odd laughter fills the air. The wind blows colored smoke in twisting whorls that dissipate in puffs of foul odor.

Have everyone generate a *reality* total. If anyone equals or exceeds a 12, he begins to sense a pattern. It is easier to get where you want to go if you think of that place. Things and paths tend to materialize near you as you think of them. If everyone in the group announces that they're thinking of "information sources," "demon informants" or something similar, run the "Event" below.

If they all miss the total or they don't know how to interpret the information correctly, disorientation strikes and they stumble into a demon-moot — a sort of "town meeting" for demons.

The demons do not attack, but they are not pleased either. In harsh voices they demand payment in human valuables, in restitution for their troubles.



The Knights can tough it out and roll again for *reality* totals (if they make it they can leave) or bargain with the demons. If anyone opens fire or attacks, the demons vanish in puffs of foul-smelling smoke, as does one item of value wielded by the offending Knight(s).

Events

Demon Rescue: When the Storm Knights get their bearings, or after they confront the demon-moot, describe some of the sounds they hear — odd bird calls, laughter, a cry for help, a woman sobbing, a machine engine of some kind, a cry for help, a hammer banging on metal, the beat of large wings, a cry for help.

If they sit and do nothing, the cries for help get more urgent, and louder. If the Storm Knights still ignore the cries, they cease abruptly and an *extra-dimensional gate* door opens up beneath the Knights' feet. They fall through back into Aysle, where Tolwyn sends them on to Chislethwaite, none the wiser for their experience (see "Cut To ...").

If they heed the cries, they run through what appears to be a wall of green molasses, where they see four burly red demons menacing a small, bespectacled individual who looks half-man, half-demon. The burly demons will fight the Storm Knights if confronted; the little fellow stays out of it until the bad guys are gone.

Demon Toughs (4): DEX 12, STR 14 (16), TOU 13 (17), PER 12, MIN 10, CHA 6, SPI 8

Skills: unarmed combat 15, trick 15, intimidate (12), willpower (15), taunt 9, reality 9.

Possibilities: 1.

Equipment: dragon bone armor (TOU +4); demon knives (damage value STR +2).

Description: The last demon tough flees if the other three are knocked out or killed; they will use their one Possibility to inflict as much damage as possible (i.e., after a good action roll) on their opponents. If two Storm Knights are wounded in the conflict, the *extradimensional gate* appears and they are whisked away, as above.

If they rescue the little demon, he tells them his name (Laxius) and thanks them. He's willing to answer questions and help out as much as possible, in exchange for having his life saved.

Laxius is a library demon, one of those that has all sorts of useless knowledge. On Core Earth, he would be a trivia buff — or a stoolie. He is smaller than most demons, looks partially human (the cloven hooves give him away, though), and talks in a whiny, nasal voice.

He tells the Storm Knights with some authority that no demon has engaged in an abduction of a wizard in Aysle realm — it's bad for business. If the Knights ask, he explains that the toughs were roughing him up for fun, because he is of mixed human and demon blood.

If the Storm Knights are unsure of his information, have Laxius arrange an audience with a demon prince, who says the same thing (don't dwell too long on the scene, it's a red herring). If the Storm Knights rescued him quickly and did not hesitate when they first heard cries for help, Laxius gives them a charm they can use to summon him to their aid, one time only (so use it well). Then they are whisked away by Tolwyn's mage as Laxius bids them farewell.

Flags

Connection: If a *connection* card is played here, any magic-using Knight meets a demon he once accidentally summoned back in his apprentice days. The demon is willing to help out and give all the information Laxius has; the Knights do not have to roll to avoid the demon-moot, or fight the toughs.

If there are no magic-using Knights in the group, the *connection* has no effect.

Hero Setback: If a "hero setback" conflict line result comes up during the battle with the demons, one of them pronounces a curse of ill luck upon his opponent. That Knight loses all roll agains for 10s and 20s for the next 24 hours, or until he undergoes a *ritual of purification* back on Core Earth. These cost a tithe to Dunad of \$200, if

the Knights can find a cleric who isn't busy right now.

Cut To ...

When the Storm Knights return from the demon plane, they are none the wiser — and their only other option is a visit to "Chislethwaite."

SCENE THREE: Chislethwaite

The Situation

Standard. The Storm Knights are given passage back to London, where the seediest part of town — Chislethwaite — is well known for its underground, black market, and thugs-for-hire. Chislethwaite is also unusual because it is supposedly under quarantine. Barbed wire fences surround the entire area, which is one of the lower-class sections of London, a Core Earth hardpoint (see the *Aysle Fantasy Sourcebook* for more information on London).

Tolwyn explains to the Storm Knights that the quarantine story is just a cover-up, cooked up by the Core Earth bureaucrats, for isolating an unruly anarchy. She encourages the Storm Knights to use their skills to pick up the underground word: who pulled the mage kidnapping in Aysle realm? Where is he being kept now?

Tolwyn explains that although entering the area is forbidden, she has arranged through Scotland Yard for the Knights to be allowed within its dilapidated confines. Assuming the Knights agree, describe the scene:

As you approach the Bobbies on duty outside the entrance to Chislethwaite, they pry back the gate for you and look the other way as you scuttle into town.

Chislethwaite has got to be the dirtiest, smelliest, darkest, most ominous looking area of any city you've ever seen. The streets are illuminated only by the flickering of scattered bonfires,





and rats scuttle among the piled garbage. There has been no government in Chislethwaite for three months, and the social order has completely disintegrated.

Human voices echo ominously through the mostly deserted streets. It sounds variously like raucous laughter or shrieks of terror and agony — it's difficult to tell the difference.

The Action

The Knights need to get in good with the hoods, so to speak, in order to find out if anyone knows anything about Babbidge's abduction. They may need some gentle guidance from you; if so, suggest to anyone with any kind of streetwise skill that the next logical step is to put out word that there's a high-paying snatch job coming up. If there's anyone in town who specializes in such things, they're sure to come forward and offer their services;

that's a lead.

First though, the Storm Knights are introduced to the basic hazards of walking the streets of Chislethwaite at night. As soon as they've settled on a plan of action and are heading to a pub, hotel or other meeting place, run the "Events" for this scene.

After the Knights have dealt with the denizens of Chislethwaite, they might have a better idea of a specific place to go — and they will most likely have earned the respect of those that keep an eye on incoming strangers.

Events

A gang of hoods: No day in Chislethwaite would be complete without a band of thugs to bash a few skulls. This group's trademark is small fish skeletons hanging from various bits of clothing and body parts (as though they were earrings and other jewelry).

The Dead Fish Gang (12): DEX 9, STR 10, TOU 10, PER 7, MIN 8, CHA 7, SPI 7.

Skills: fire combat 11, melee combat 11, unarmed combat 11, running 10, first aid 9, test 9, taunt 10, intimidate 11.

Equipment: Saturday night specials (.38), damage value 14, range 3-10/25/50. If a 1 is rolled while firing, the gun falls apart, doing a 15 damage value to the firer. Knives, damage value STR+2 (12). Chains, damage value STR+3 (13).

Description: The sheer size of the group makes them intimidating, but they're not interested in getting killed. As soon as any thug is mortally wounded, the rest flee.

If the Storm Knights have any unconscious prisoners when the thugs flee, they can revive the scum and interrogate them about the kidnapping, or try to pass themselves off as interested parties. The thugs are *neu-*



tral about the Gallios Gang (the ones actually responsible for the kidnapping), and all they know is rumors. For concrete facts, go to The Priceless Perch in the heart of Chislethwaite, and ask for Basher (see scene four).

Mysterious Murder: *Note: run this event only if you are playing the entire Relics of Power Trilogy.*

The Storm Knights come across a dead body lying in the gutter near The Priceless Perch. The victim is in the process of having his purse, jacket, and boots removed by a surly bum.

If the Storm Knights stop to investigate the scene, the bum immediately flees. As the Knights approach the body, a large rat crawls out from under the dead man's tunic. The rat has typical dirt-encrusted fur, but it has an unusual black circle around its right eye. It stops to regard the Knights for a moment, fixing its pale gaze upon them, and then it scurries off into the darkness.

The Knights discover (on a *Perception* total of 8 or better) that the man has two clean puncture marks in his neck. A further scholar (*realm lore*) of 13 or better identifies this wound as a vampyre bite. (A character from Ororsh gets a +5 added to his total).

If the bum is stopped and questioned (all skills and attributes 8), he denies having killed the man himself. He does admit that he recognizes the dead man as a member of the Gallios Gang (see scene four).

Additional Note: This event has nothing to do with the storyline of this adventure, and it simply remains a mystery to the Storm Knights throughout *The Possibility Chalice*. The event is provided in order to set the mood for events occurring in the next part of the *Relics of Power* adventure trilogy, *The Forever City*.

Flags

Connection: A connection card played here lets one of the Knights know a stoolie that frequents the area. With a little legwork they can avoid the Dead Fish Gang and find the stoolie. He spills everything for \$100,

telling the Knights where to find The Priceless Perch and Basher Gallios.

Nemesis subplot: If this card is played here, and the Knights meet the Dead Fish Gang, the gang leader is hiding in the shadows, watching his guys get trashed. He seizes on the Knight playing the card as a likely target for revenge, and leads whatever remains of the gang on the Storm Knights' trail for the rest of the adventure. Watch the "Flags" sections for his reappearance.

Dead Fish Gang Leader: DEX 10, STR 10, TOU 10, PER 9, MIN 11, CHA 9, SPI 8.

Skills: acrobatics 12, dodge 12, fire combat 12, lock picking 12, maneuver 11, melee combat 12, stealth 12, unarmed combat 11, first aid 11, trick 10, test 13, willpower 14, taunt 11, reality 9.

Equipment: Uzi, damage value 16. Knife, damage value STR+3 (13).

Possibilities: 6.

If the Storm Knights went to the Demon Plane: *Note: If you're running this adventure as a stand alone, ignore this flag.*

Some special arrangements had to be made for the Storm Knights foray into an alternate dimension (such as securing the services of the wizard to do the job). This activity has tipped off agents from Nippon Tech, the Nile, and the Cyberpapacy that there are Storm Knights running around in Aysle, involved with what's rumored to be an eternity shard. The chase is on once again!

The only manifestation of this in this scene are some uncomfortable feelings of being watched, as the agents close in for surveillance. This might confuse the Knights a bit, especially if Tolwyn's dwarves are watching too.

Variables

No thugs to question: If the Storm Knights have no one to question after the Dead Fish attack, they may be at something of a loss as to what to do next. Let them "put the word out" that

they're looking for help with a little matter of abduction. Then run some atmosphere encounters (beggars, rats, addicts and other seedy urban encounters) as they wait for a reply. After a day, a greasy thug approaches them with a lead to The Priceless Perch and Basher Gallios — but only after they cough up \$1000 for "connections."

Cut To ...

Unless they've generated a lead of their own and don't need to talk to Basher, cut to "Scene Four: Goblin Talk." If they have the location of the Dark Wizard's stronghold, move on to "Awards."

Basher Gallios

Basher is of mixed Caribbean descent, and as such has a small, compact build with cafe-au-lait skin. He has a faint island accent, mixed with a British twang. His hair is shaven in complex patterns (somewhat reminiscent of topiary hedges) and the tips are spiked and dyed orange and white.

Basher is self-confident, a little arrogant, and eager for adventure and profit. It is not common knowledge, but the Gallios Gang's main form of income is in farming out Core Earth talismans to hoods who want to do a little raiding in Aysle realm.

The hoods, calling themselves "Sons of Free Earth," actually want nothing more than to loot the Ayslish, while remaining under the protection of Core Earth axioms. Basher makes a good deal of his money splitting the take on these little ventures. No one is quite sure how he makes or obtains the talismans, which look exactly like underground (subway) tokens.



SCENE FOUR: Goblin Talk

The Situation

Standard. The Storm Knights, masquerading as hoods (or those in need of hoods' services), have been given a lead to the pub called The Priceless Perch. There they hope to meet Basher Gallios, the man everyone mentions in relation to the crime of kidnapping in Chislethwaite. When the Storm Knights arrive, describe the scene:

The Perch is a seedy-looking dive which smells of stale beer and rancid cigar smoke. Three men are inside, one of whom is a burly bartender wearing a shoulder holster. The other two are typical down-and-out thugs; one gives you a leering grin as you enter. No one makes a move toward you.

The Action

Play this one for atmosphere. The seedy bar, the seedy clientele wandering in and out, the dirt and the noise from outside, the faint crackle of radio static from inside. There are even occasional Aysle denizens who come in and out, speaking quietly to the bartender.

The bartender is the Storm Knights' best bet. He is *hostile* until bribed with \$250, *neutral* thereafter. If the Knights first say they would like to see Basher, he agrees to set up a meeting for the \$250.

If the Knights try other denizens in the bar, they are all *neutral*, but none knows exactly how to get in touch with Basher. They all promise to put out the word, in exchange for \$300 — then they go to the bartender, give him \$250, and tell him the Storm Knights want to see Basher.

Part of the Knights' success depends on how they portray themselves. If

they act tough and fearless, the prices might come down a bit. If the Knights are congenial and subservient, they will get information more readily, but the price will be higher for meeting Basher.

Once they get the word out, the bartender tells them to wait. Run the goblin event. Once that's done, Basher strides in with a bodyguard of three burly toughs.

He sits down at the Storm Knights' table while the toughs wait in the shadows, looking a bit nervous if the Knights have managed to gain a reputation. Basher looks unconcerned.

How Basher responds depends partly on how the Knights have portrayed themselves. If they're looking to hire someone, he's their man and he'll quote prices, danger pay, times available and so on. With successful *persuasion* rolls (he is *hostile*), he will spill information about the prior kidnapping as an example of his fine work.

If the Storm Knights want info about



the mage, he says other interested parties paid for secrecy. \$10,000 dollars (value 20) is his starting bid. The "base price" (what the Dark Wizard actually paid him) is \$2500 (value 17). Since the Storm Knights don't know this (unless they found out from the goblins), they are *neutral* for bargaining purposes. If they do know, they're *enemy*.

If the Knights get tough and try to cow Basher, the toughs step forward with drawn Uzis (use the stats of the Dead Fish Leader). If the Storm Knights don't back down, 20 more Gallios Gang members (Dead Fish stats) come in from all the doors of the pub. They've all got Uzis (damage value 17, range 3-15/40/100). The bartender scrams.

If the Knights can defeat this crew, Basher turns into a quivering mass of jelly and tells all. Otherwise, they've blown that lead completely (see "Variables").

Once they've managed to obtain the information (by bribe, trick, or force), Basher tells them what his group had to do with Babbidge's disappearance. They were hired, he explains, to take some of their talismans (which allowed them to penetrate most of his magical defenses) and snatch him. He was brought back to Chislethwaite, along with a large cup they took from his cottage.

Basher tried to pry one of the gems off the cup, but couldn't. At any rate, a strange dark-cloaked figure paid for the snatch. If that guy was who Basher thought he was, he lives in the North York Moors near Robin Hood's Bay. The Storm Knights can easily find it on a map.

Events

The Goblins: The goblins are a band of Ayslish "toughs." There are five of them, short and squat, with wrinkled little faces and high, squeaky voices. They come here occasionally, risking transformation (they figure the odds are low) for a few rounds of Guinness Stout, which they can't get outside of London. If the Knights merely observe the goblins, they see them suck down enormous quantities of the stuff in a very short time.

Once the goblins get tipsy, a few words float across the pub, like "magic," "cup," and "snatch." These could all have other meanings, but the Storm Knights might get suspicious.

The goblins are easy to interrogate. Hang one upside-down by his heels for a bit, and he'll tell what he knows (the other goblins aren't stupid enough to try to take on obvious Storm Knights).

What the goblin says is: "We wuz set up by dat no-good Dark Wizard, we wuz. 'E'ired us to tickle a mage in Aysle, but didn't warn us about no magic defenses. Coupl a' me buds got offed; I tinks it was a set-up to soften the magicker up for someone else to do the snatch, since I 'eard the Gallios Gang got a couple-and-a-half thou's for taking the same mage the same night. Stepped on the bods of me buds, dey did."

The Eyes of the Vampyre: *Note: This event relates to the "Mysterious Murder" event from scene three. It does not come into play if you're running the adventure as a stand alone.*

As Basher Gallios sits down at the Storm Knights' table to talk, screeching resounds from beneath him and fills the room. Gallios jumps from his chair, brushing aside a rather nasty-looking rat. The rat leaps from the chair to the table, and as it does so, it attacks one of the Storm Knights.

The attack is not intended to harm the target, but rather the rat simply tears away a small strip of clothing from the nearest Knight, clutching it in its rabid maw. Before scurrying away, the disgusting rodent turns to the Storm Knights and looks them over in a frighteningly intelligent manner. Gallios remarks, "Dis place is getting worse all de time, mon."

The Storm Knights may attempt to kill the rat, but it displays uncanny quickness and dexterity. The only statistics you need to know are the rat's *dodge* skill of 19, *Dexterity* of 14, and its *Toughness* of 3.

Anyone who gets a *Perception* total of 8 or better actually recognizes the rat as being the *exact same animal* that they saw crawl out from under the dead body outside The Perch (if that rat escaped alive). It has the same black

circle of fur around its right eye. Unknown to the Knights, the rat is actually a servant of the same vampyre which left the corpse outside The Perch. The torn piece of cloth will aid the vampyre in magically tracking the Storm Knights through this adventure and into the next part of the *Relics of Power* trilogy.

This event has no particular significance to this adventure, but serves to help set the tone for those who will be playing the third adventure in the *Relics of Power* trilogy — *The Forever City*.

Flags

Suspicion Subplot: *Note: this flag relates to the "Mysterious Murder" event from scene three. It does not come into play if you're running the adventure as a stand alone.*

If this card is played by anyone during this scene, Basher suspects the target Knight of having something to do with the murder of one of his toughs outside The Perch.

In this case, the card initially has extremely positive effects on the scene for the Knights. Fearing the Storm Knights' possible involvement with a vampyre, Basher tells them whatever they want to know, without question and without demanding payment of any kind.

The negative effects of playing the card come only if the Storm Knights dawdle in Chislethwaite too long. In this case, a mob of angry ruffians takes to the streets in search of the Storm Knight in question. They carry wooden stakes, crosses, and other anti-vampyre weapons. Use the Dead Fish Gang statistics.

Connection: A *connection* card played here lets the Knight know one of the seedy denizens, just as in the previous scene. In this case, the stoolie hooks the Storm Knights up with Basher, and warns them not to try pushing him around. He tells them they can either try to trick Basher or expect to pay over \$2500 for what they want to know.

Mistaken Identity Subplot: When the Storm Knights sit down at the table



in the pub, the bartender looks at them in awe, and provides free drinks all around. The Knights hear whispered mutterings about "The Kingpin," and "Godfather."

When Basher enters, he marches right over to the Knights' table and bows. "You're Don Capone," he says, only slightly uncertain. Unless the Storm Knights disagree (in which case abandon the subplot), Basher tells them everything they want to know in exchange for their promises of future work for him. Make the players role-play the "mob boss" persona well, or Basher gets suspicious.

The only catch is that Basher volunteers himself and two of his thugs to accompany the Storm Knights on their mission to Robin Hood's Bay. Unless they are very persuasive, he tags along and ultimately has to be dealt with. If he finds out he was duped, he takes off to warn the Dark Wizard.

Variables

Still no leads: There are a few ways, including good old fashioned lack of effort, by which the Knights could end up with no leads to the Dark Wizards' stronghold. If they actually manage to blow every possible lead and end up leaving Chislethwaite empty handed, they return to find that Tolwyn has

obtained the location of the stronghold to which Babbidge has been taken.

Only one problem: she has reason to believe that the information she received was also intercepted by agents from other realms. All the folks who were on the Storm Knights' trail in the first adventure of the *Relics of Power* trilogy are probably on their way to the North York Moors right now!

Awards

Each Storm Knight gets two Possibilities for completing this act, three if they took the trip to the Demon Plane. See the Award Guidelines section of the *Torg Adventure Book* for more information on giving awards.

Cut To ...

The next stop is the "Interlude," and then on to act three.

Interlude

Now the Storm Knights have a solid lead as to where Babbidge is being kept, and some idea as to why. If you've handled things right, they also know

they have to move fast.

Before they go, the Knights might want to outfit themselves for an assault. They may even wish to hire troops from Aysle or Core Earth London (maybe even from Chislethwaite). Tolwyn advises (if asked) that they keep the group small: too many folk in the group, and the Dark Wizard might get wind of their coming.

The Storm Knights might also try to get more information about this Dark Wizard character (say, to get his True Name or something). Unfortunately, all records seem lost. The only piece of information available (again, only if the Knights ask for it) is that the Dark Wizard was sometimes called Amethyst, but this is obviously a cover name.

If someone takes a look at a map or contacts a Core Earth person who once lived in that area, he finds out that a British Lance Missile Base existed in that area before the invasion. It is an aboveground military compound, and would make a perfect "stronghold."

Then it's on to northeast Britain, and an assault on the Dark Wizard!



Act Three

Dark Rescue

The Major Beat

The Storm Knights must enter the stronghold of the Dark Wizard, Amethyst. Somewhere within its foreboding confines are the mage Babbidge and the Possibility Chalice itself, its true powers as yet unrecognized by Amethyst. The act ends when the Storm Knights confront Amethyst's final trap as the Dark Wizard escapes with the Chalice.

The forest is darker here, and the clouds above look as though they haven't let the sun through since the invasion began. The trees are twisted and gnarled, as if by slow torture.

Up ahead you see a fence strung through the bushes. A narrow dirt road leads up to a large wooden gate in the fence. Three large, grotesque creatures stand guard at the gate. There is activity within, and a feeling of dreadful tension.

SCENE ONE: Perimeter

The Situation

Standard. The Knights arrive in the North York Moors. It isn't much of a secret where the Dark Wizard can be found: all the locals live in terror of the nearby evil presence. This area is under the protection of the dark forces based at Leeds, and Pella Ardinay hasn't been able to penetrate very deeply into the heart of the evil (see the *Aysle Fantasy Sourcebook* for more information).

The Knights have to travel carefully to reach this area undetected, so discourage use of conspicuous things such as helicopters and trucks. Horses or foot travel are their best bet — or they could come by boat. The area is rife with reality storms, and a few dark-force encounters (trolls, elementals, goblins, harpies) are automatic if they insist on being loud as they travel (see the *Torg World Book* for additional suggestions).

When the Storm Knights reach the location of Amethyst's stronghold, describe the scene:

The Action

In this scene, the Storm Knights' objective is to scout the stronghold and determine the best way in. Show the players the aboveground map of the Dark Wizard's Stronghold (page 41), and let them move about the area to decide on a course of action. Descriptions of the interiors of the buildings are in "Scene Three: Chameleons."

If the Storm Knights want to get very close, or if they try to attack a guard, have all participants generate *stealth* totals. If anyone's total is less than 11, some of the guards inside the fence hear noises, see glints of light off metal, etc. There is no immediate reaction, but the guards are now more alert (see "Flags: Strange Party").

From the patterns of movement, a Knight who generates an *evidence analysis* total of 12 or more can figure out which must be the main building. After some time spent observing (require another *stealth* total of 9 for the observers) the general patterns of guard movement can be discerned. The guard shift changes once every five hours.

A Knight who makes a *find* total of 11 notices some odd activity at the "Lance Building." Guards enter occasionally, but seem quite reluctant to do so. They leave five minutes later,



looking battered and bruised and dirty. This is the building where Lance, the metal golem (a transformed Lance missile) dwells, waiting for orders. He must be oiled fairly often, which is an arduous task left to the guards.

The Fence and Gate

The perimeter fence was formerly that of the British missile base, now partly transformed into strung barbed wire and wood, as of a stockade, but it can be seen through in several places. It is 4.5 meters tall with a damage value of 8 for the barbed wire, although a *climbing* or *acrobatics* total of 15 can avoid this.

Both the fence and the gate have a *Toughness* of 13, for those who insist on breaking through.

Building Exteriors

The Lance Building is made of gleaming white stone, obviously of a *Tech* level too high for Aysle. The rest of the buildings seem to have been transformed; they are stone-and-wood combinations that resemble old-style farmhouses. All roofs are flat and thatched.

Flags

Strange Party: If the Storm Knights are strikingly odd, and they needed to talk to locals in order to pinpoint the location of the stronghold, then one of those locals ran to warn the Dark Wizard as soon as the Storm Knights left. Of course, the wizard has no time to speak to such peasants (the wizard has no time to speak to *anyone*). One of the captains of the guard saw the peasant instead, heard his story of the curious bunch asking questions, and took appropriate measures.

These measures boil down to increasing the guard and telling everyone to be on alert. *Stealth* difficulty totals are increased to 12, and guards travel in threes instead of in twos.

If the stronghold is "alerted" by player character activity *after* having been alerted by the peasant, then guards are increased to four per squad, and *stealth* difficulty is increased to 13.

Connection: If a *connection* card is

played, the band of dwarves (from the subplots listed in act two) appears to offer the Storm Knights aid in their plans. Their personalities are dictated by which subplot(s) are in effect. If no subplots are in effect, they are a wandering band of loyal Ardinay followers, and simply wish to help against Amethyst.

Variables

What the other realms are up to: At this time, it is possible that the agents of other realms are on the trail of the Storm Knights. Depending on your specific adventure circumstances, there could be Kanawa ninjas hiding in the forest, observing the Knights; there could be a Nile patrol on its way to the stronghold to recover the chalice; there could even be a Cyberpriest in the compound, ostensibly as a diplomatic visitor to the Dark Wizard, who is waiting for the Storm Knights to show up.

Stop a moment and catch up with what you think those groups are doing before you go on to the next scene.

Cut To...

If the Knights feel that they can take on the entire stronghold in a stand-up fight (especially probable if they've duped Basher or have the dwarves or the demon-summoning artifact), go to "Scene Two: Frontal Assault." If they try the stealthy or tricky approach, go to "Scene Three: Chameleons."

SCENE TWO: Frontal Assault

The Situation

Standard. This scene is enacted only if the Knights try or end up in "the direct approach" — i.e. there is no stealth, only mayhem and destruction as they try to battle their way to save Babbage. If the Storm Knights do not have the dwarf party, Basher's gang, or the demon-summoning device with

them, explain that in their own expert military opinions they don't stand a chance against the combined forces likely to be present inside.

The Action

This scene can actually come about in two ways. The Storm Knights may choose to attack the compound, or another plan might go sour, leaving the Knights with no alternative but to fight. In either case, the scene is a large dramatic conflict, essentially event-driven as more and more of Amethyst's minions come to his defense.

When running a large battle like this, it's important to intersperse the mayhem with moments of relative calm, both to give everyone time to refresh for the next attack, and to provide drama. For example, a momentary lull followed by the lumbering approach of the golem is a sure-fire nerve-wrecker.

As the battle rages above, Amethyst is within his dungeon keep, yet he still becomes aware of events and prepares for escape. The Storm Knights have 20 rounds from the start of open conflict to the time Amethyst takes the chalice and leaves.

Events

When the Storm Knights first attack, they are likely to be handling the human guards and the trolls who patrol the compound and the upper areas. Once the alarm is given, units housed below ground will mobilize, and then attack. After a significant portion of the enemy forces have been committed to the battle, Lance (the metal golem) lumbers forth from his special building to attack the Storm Knights. The descriptions of the defenders, given below, give the order of attacks.

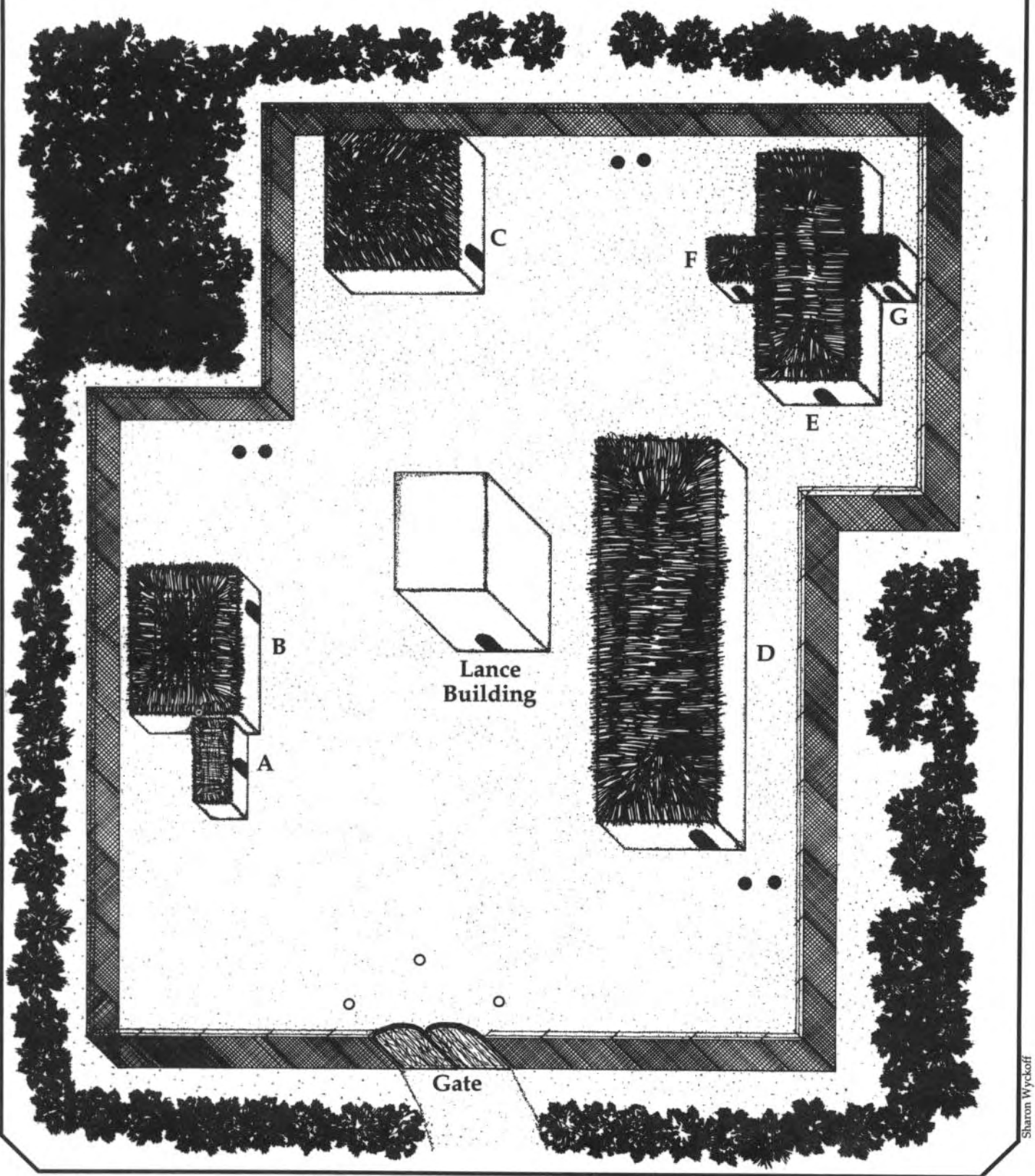
Each description assumes that the unit or creature was undisturbed until the moment of battle; obviously, if the characters have performed sabotage or trickery before they attack, they can even the odds. For instance, if they set the horse stables on fire as they attack, then the Cavalry Squad will be in disarray or even unable to fight. The at-





The Possibility Chalice: Map 6
The Dark Wizard's Stronghold

- Troll Guards
- Human Guards



Sharon Wyckoff



tributes given include weapons and armor in the parenthetical values.

Human Guards (8-16): DEX 8, STR 10 (16), TOU 10 (13), PER 9, MIN 8, CHA 7, SPI 8.

Skills: dodge 9, maneuver 9, missile weapons 10, melee weapons 10, running 9, find 11, willpower 9.

Equipment: swords, damage value STR+6; bows, damage value 15, range 10/40/100; ring mail, armor value TOU+3.

Description: These are the upper level guards, who patrol the surface and whose job it is to spot intruders (probably moot at this point) and to provide a delaying action and sound the alarm (one group at a time will attempt do this) to allow the lower-level guardians to mobilize.

The variable number of these men present depends on their level of alertness. The rest are below ground, and come up after the alarm is given, but before the Deep Guard.

Troll Soldiers (3): DEX 8, STR 14 (21), TOU 14 (19), PER 7, MIN 7, CHA 6, SPI 8.

Skills: melee weapons 10, unarmed combat 11, lifting 17, test of will (11), willpower 10, intimidation 10 (14).

Equipment: heavy clubs, damage value STR+7; full ring mail, armor value TOU+5.

Description: This squad of behemoths is the gate contingent; they will summon a human guard if they are too confused by the fast-talkers at the gate. In combat, they charge full tilt and engage the intruders; they use sweep attacks if their opponents seem to be too dexterous to hit. They attack as soon as the human guards engage.

Cavalry Squad (6): DEX 11, STR 11, TOU 10 (16), PER 8, MIN 8, CHA 9, SPI 9.

Skills: beast riding 14, dodge 14, maneuver 12, melee weapons 13, running 14, trick 9, test of will 9, taunt (11), intimidation 12, reality 10.

Possibilities: 1.

Equipment: lances, damage value STR+7 (value 18); swords, damage value STR+5; full chain mail, armor value TOU+6, (mounted bonus cancels fatigue penalty).

Description: This unit, according to the Dark Wizard's thinking, should be able to deal with any intruders too powerful for the trolls and the guards. The first attack is a charge if possible, for -5 action, +5 damage, +3 to be hit. If that attack succeeds, the warrior drops his lance and pulls his sword. If it fails, he attempts a charge again.

The horse soldiers use their beast riding skill to take full advantage of being mounted by swooping in on a defender and making a quick attack, then swooping out of range. If the attackers are using guns, the horse soldiers will instead stay close and melee.

The bonus they gain for being mounted depends on the beast riding skill: they generate a *beast riding* total against a difficulty set by the opponent's *maneuver* value each time they attack. The levels of success are a bonus to the mounted soldier's action total, and a penalty to the defender's action total when striking back.

They will spend their one Possibility only to absorb damage, or to avoid being killed.

The Cavalry Squad takes four rounds to mobilize once they become aware of fighting in the compound (if someone is battling near them, shots are fired, or the alarm goes off).

Human "Top Guards" (5): DEX 12, STR 11 (18), TOU 9 (17), PER 9, MIN 8, CHA 10, SPI 7.

Skills: dodge 14, fire combat 14, maneuver 13, melee weapons 15, unarmed combat 13, trick 11, test of will 10, taunt 12.

Equipment: two-handed swords, damage value STR+7; full *Tech* 15 plate, armor value TOU+8; muskets, damage value 15, range 25/40/150.

Description: These heavy knights are the last line of upper defense. They will only enter the fray after all other defenders have fallen or fled; there is a dramatic lull before they appear.

When they arrive, it is with a clatter of plate mail as they emerge from their building (their full suits mean they suffer the *fatigue penalty*.) They will seek cover, discharge their muskets, and attack under the cover of the shock and smoke from the gunfire.

Human "Deep Guards" (6): DEX 13, STR 11 (18), TOU 11 (16/18), PER 10, MIN 9, CHA 10, SPI 9.

Skills: dodge 16, fire combat 14, maneuver 14, melee weapons 14, find 11, first aid 11, language 11, trick 12, willpower 10, test of will 11, taunt 11, faith 10, reality 10.

Possibilities: 2.

Equipment: two-handed swords, damage value STR+7; full ring mail and silk lining, armor value TOU+5/+7, (additional +2 vs. everything except *Tech* 19+ missile weapons); uzi, damage value 17, range 15/40/100.

Description: The Deep Guard are the final elite unit belonging to Amethyst; they emerge from the dungeon entrance backed by one wizard (see below) and the metal golem, four rounds after the alarm is given. If the alarm is never given, the Deep Guard remain underground.

They are under various blessings and enhancement spells (already factored into attributes), and they carry Core Earth weaponry. They will use these weapons only if all other defenders are out of the line of fire; they fire full auto until they run out of ammo or disconnect; then they drop the uzi and return to melee combat.

The Wizard Polyphemo (student of Amethyst): DEX 9, STR 7, TOU 8, PER 13, MIN 13, CHA 7, SPI 8.

Skills: prestidigitation 11, stealth 11, alteration magic 15, divination magic 14, scholar (Core Earth) 14, trick 15, apportionment magic 15, conjuration magic 16, reality 9.

Possibilities: 7.

Description: Polyphemo is Amethyst's apprentice. He emerges along with the Deep Guard only if the alarm is given. He knows *earth shield*, *lightning*, and *mage dark*. The vital statistics for these spells are given below; see the *Torg Rulebook* for more about each spell.

Earth Shield: Difficulty 7, Backlash 12. Effect: wizard is +5 to be hit; if hit within that five-point range, he is +10 Toughness.

Lightning: Difficulty 11, Backlash 19. It has an effect value of 20 plus the bonus rolled. It must be cast for a full round; the mage then may fire a bolt in each of the next four rounds.



Mage Dark: Difficulty 12, Backlash 18. Creates an area of utter darkness 15 meters in radius from a point chosen by the mage, lasting six rounds.

Tactics: The wizard first plunges as many of the Knights as he can into darkness. He then erects the *earth shield* and casts *lightning* over the next five rounds (one to cast plus four bolts). Then the darkness wears off.

He will only spend a Possibility to avoid damage from attack or backlash, or to cancel an attempt at *Glory*.

Lance, the Golem: DEX 7, STR 16 (24), TOU 24, PER 7, MIN 4, CHA 5, SPI 7.

Skills: melee weapons 11, unarmed combat 11, test (15), taunt (11), intimidation (12).

Equipment: giant lance, damage value STR+8, (takes STR 14 to wield).

Description: Lance is a metal golem, a living/unliving construct much like a magical robot. He is actually a transformed Lance Intermediate Range Ballistic Missile, which was stored at this base prior to the invasion. Now he is a minion of Amethyst. He attacks after the Deep Guard emerge from the dungeon chamber. Use another dramatic pause as Lance emerges and the Deep Guard advance, uzis firing.

Lance makes sweep attacks if the Storm Knights are too dexterous for him to hit any other way. He is slow and stupid.

He is also incredibly tough. Being a transformed entity, however, leaves him with one very interesting weakness. If the Storm Knights can enter the chamber from which Lance emerged, they will find a simple launch console.

Even though it is not fully active, hitting the "launch" button on the console will enact a geas upon Lance: he must immediately leave the base (even in the middle of fighting) and seek Leningrad. His instincts will guide him. If this happens, the Deep Guard breaks and flees. Polyphebo tries to get back underground.

Once the Deep Guard is committed, Amethyst has no more defenders. After the 20 rounds are up, the Dark Wizard and the viking warriors flee with the chalice, leaving Babbidge for dead.

Flags

Nemesis, suspicion, true identity subplots: In all these cases, there are enemies (Kanawa corporate mercs, gang members of some kind, or the party of dwarves) who have heretofore remained hidden.

Now, as the Knights battle for their lives against overwhelming odds, the hidden forces will attack the appropriate enemy to provide a dramatic climax.

Hero Setback: If this line comes up twice during the combat, Amethyst grows impatient, and decides that the presence of the Storm Knights confirms his suspicions about the chalice. No longer needing to question Babbidge, he has the wizard killed. Babbidge does not die immediately; see "Flags" in scene four for full information.

A Storm Knight is killed: If a Storm Knight is killed, Tolwyn arrives with "the cavalry" in tow — literally! Members of Pella's Home Guard charge in at an appropriate moment, freeing up the Knights to pursue the fleeing Dark Wizard and entourage. Don't bring Tolwyn in unless at least one Knight has been irrevocably killed.

Cut To...

If the Storm Knights win quickly enough, they can enter the dungeon and make their way rapidly to the lower chambers, where Amethyst is just preparing to escape. Go to Scene Four: "Within Amethyst." If the Storm Knights take too long and Amethyst has already escaped, go right to scene one of act four.

SCENE THREE: Chameleons

The Situation

Standard. This scene is used if the Knights take a more reasonable approach to entering the stronghold, and attempt to do it without tipping any-

one off. They may try to trick their way in, or to sneak in through the fence.

The Action

The thrust of the scene is to sneak past the upper level guards and enter the main dungeon chamber, where Babbidge is being held (if the Storm Knights leave the area, see "Variables"). The Knights may try to remain undetected, or they may bluff their way through (or both, depending on how successful they were at remaining undetected.)

If at any time the scene degenerates into full-scale combat, go to "Frontal Assault." This only occurs if a majority of the upper level troops are involved. If the combat is isolated and unnoticed, stay in this scene.

Continue using the map from "Perimeter," allowing the Knights to travel to and investigate whatever building(s) they wish. Only the human guard are in the open at this time, patrolling semi-randomly and in small groups.

If the Storm Knights try to bluff their way through any of the guards, use the normal *persuasion* and *charm* rules. The guards are *hostile* to anyone they don't recognize, *enemy* to anyone who is actually outside the gate. They are brusque and uncertain of anyone and anything; the Knights must tread carefully or a nervous guard will alert, at the very least, the captain of the Top Guard.

If the Storm Knights are sneaking, ask for *stealth* rolls at appropriate intervals; the difficulty of all rolls is 11 (the guards' *find*). If someone makes a noise, a guard (or group if they have been alerted) comes to investigate. If someone becomes outright visible to a guard (they generate a *stealth* total of 3 or less), the guards move to sound the alarm unless they are quickly persuaded otherwise.

Top Guard Barracks (A, B)

These barrack are similar to those of the cavalry squad, but they are larger and nicer-looking. The Top Guard lounge here with their two-handed swords and muskets, unarmored. The





equipment is in the room, but it takes them four rounds to suit up.

The commander's quarters are full of Core Earth trinkets and fine silks and furs. There is also a journal detailing times that Lance must be oiled (about once every hour), including the hand-scrawled line, "It is annoying to be reduced to a metal man's menial. Sometimes I long to push that button."

Dungeon Building (C)

This is the structure which houses the entrance to Amethyst's dungeon, which extends for two levels below ground (see Scene Four: "Within Amethyst"). Inside the walls there is nothing but a dirt floor and a large stone stairway extending down into the darkness. In one corner is the alarm, a large bell hanging from the ceiling, with a long rope clapper.

Mess Hall (D)

This large building has dining tables and a serving counter with a simple stove behind it (wood burning). There is a trap door in the floor, bolted from

the outside as though to keep something in.

The trap door leads to the larder, where all manner of food is stored, including a "refrigerated" (via ice block) section with several low-quality cuts of meat labeled "For Dogs."

Cavalry Complex (E, F, G)

This set of buildings includes the main stable (E), the housing for the squad (G), and the commander's quarters (F). The squad room holds all the troopers and their bunks; the equipment and horses are in the stables. If the troopers are surprised in their quarters, they have neither their weapons nor their armor handy.

The commander's quarters are richly appointed, though small. The commander can also be caught without arms or armor. When the alarm sounds, he gives orders to his men concerning mobilization and attack. If he is not able to give commands, the troops' attack is delayed for three rounds.

The stables hold six horses and chainmail arm, and leg gear, as well as

the lances. The men's armory locker is located at one end of the building. It holds a dozen broadswords and chain shirts. There are doors at either end large enough to fit two horses abreast (just lift the bar and pull to open). A large pile of hay fits into the southeast corner of the building.

Lance Building

This building is actually a very tall missile storage facility which failed to transform completely when the invasion occurred. Lance, the golem, resides within unless the alarm is given.

Inside with Lance it is quite cramped, and he does not recognize enemies and does not attack until the Deep Guard emerge from the dungeon. The only other item of interest is a control panel which has not undergone transformation. Any Core Earth character who gets a *scholar* (military) or (*science*) total of 10 or more recognizes the launch button on the panel. The difficulty for characters not from Core Earth is 18.



If the button is pushed, Lance lets out a roar and stands, marching out of the building if he is still inside. He marches right out of the compound and, in fact, to Leningrad, which is his "programmed" destination. Once the button is pushed, Lance is under a magical geas, and cannot be stopped unless he is destroyed. This occurrence naturally alerts the human guard that something is up, and they come to investigate.

Flags

Nemesis, suspicion, true identity subplots: In all these cases, there are enemies (Kanawa corporate mercs, gang members of some kind, or the party of dwarves) who have heretofore remained hidden. Now, just as it is most inconvenient for the secretive Knights, the appropriate group shows up.

If it is a *nemesis* card, the Nippons appear at the gate, demanding entry and shouting that there are Storm Knights in the compound. This alerts the base, but does not immediately initiate a search. If the Knights keep their cool and lay low during the arguments, the Nippons are forcibly ejected. The base stays alert.

If it is the *suspicion* card, the dwarf group appears. They follow the Storm Knights in and try to ambush the Knights in the dungeon chamber. If there are loud enough noises from this fight, the dwarves flee, thinking the Storm Knights are in cahoots with Amethyst. They are *hostile* for purposes of *charm* and *persuasion*.

If it is the *true identity* card, the dwarves show up to save the Storm Knights' collective hide if the Knights are about to make a terrible mistake or about to fail a *stealth* check. For example, a human guard sees the group and runs for the alarm. The Storm Knights, trying to remain quiet, fail to knock the guard out during their action round. Suddenly a thick hand snakes out from around a corner and catches the guard by the throat. He falls to the ground as a stout dwarf warrior appears, bows to the group, and fades into the darkness.

Variables

Basher: If the Storm Knights still have Basher along, he is not very stealthy and will make a lot of noise and try talking to the various guards unless he is firmly convinced that this is a bad idea.

They leave: If the Storm Knights decide to leave, perhaps to get reinforcements, two things happen. One, a carrier pigeon arrives with a message from Tolwyn. The message says, "Do not despair, I am coming to aid you." Two, a man emerges from the dungeon, stops a guard and says loudly, "The prisoner is to be moved in half an hour. Prepare for our departure."

If that doesn't spur the Storm Knights to action, then when they return from whatever side trip they're taking, Babbidge and the Dark Wizard (with chalice) are gone, on their way to Norway (go to act four).

Cut To...

The next step is to enter the dungeon chambers and search for Babbidge. Go to "Scene Four: Within Amethyst." If the sneaking scenario degenerates into open combat, go to "Scene Two: Frontal Assault."

SCENE FOUR: Within Amethyst

The Situation

Standard. This scene begins when the Knights descend the steps in the dungeon house, to enter Amethyst's underground lair. Describe the scene:

The room below the steps is very dark and smells like a wet dog. A faint glow, as if from fire, illuminates the smoothed stone walls of the room and its side corridors. There is a chill wind and, from somewhere, a moaning echo.

The Action

If this scene is run as an aftermath to "Scene Two: Frontal Assault," then the dungeon falls eerily quiet when the Knights enter. It is dark and empty. The only denizens left are the mastiffs that roam the halls (see below).

If this scene follows "Scene Three: Chameleons," then the defenders are still in place, each in his own chamber or area. Use the map of the lower levels (don't show it to the players) as the Knights make their way through the dungeon.

Dog Quarters

There are eight mastiffs (bulldog/hunting dog crossbreeds) that live here. At the moment, they are out roaming the corridors (see the other room descriptions). They have been trained to recognize the denizens of the compound, and will growl and bark at anyone they don't recognize. After a round of that (treat it as *intimidation*), they attack.

If the meat from the aboveground larder is thrown to them, they attack that instead of the Knights.

The room is filthy; a nest of straw and fur and bloody meat. It smells terrible, but on an *evidence analysis* total of 12 or more, the Storm Knights notice that there are no flies (or insects of any kind) buzzing about. Very odd.

Mastiffs: DEX 12, STR 12 (14), TOU 10, PER 13, MIN 6, CHA 4, SPI 6.

Skills: maneuver 15, running 13 (limit value 11), unarmed combat 14, find 14, test (11), intimidation 11.

Equipment: Fangs, damage value STR+2.

Description: Mastiffs do not let pain bother them the way some other animals (including man) do. They cannot be knocked unconscious from accumulated shock, only from wounds or KO conditions.

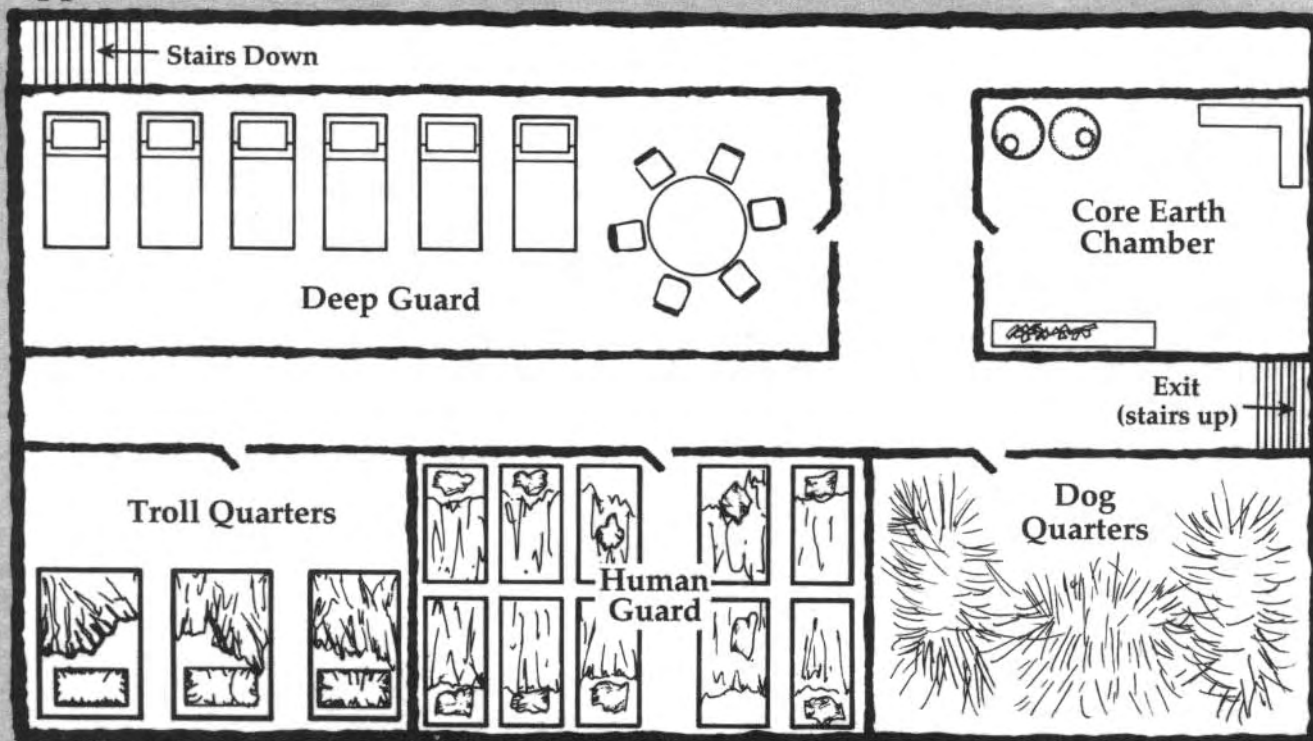
When they attack, they attack in a frenzy, using "all-out attack" every round. This means they have an action value of 17, a damage value of 15, and their effective skill/*Toughness* on defense is 11/7.



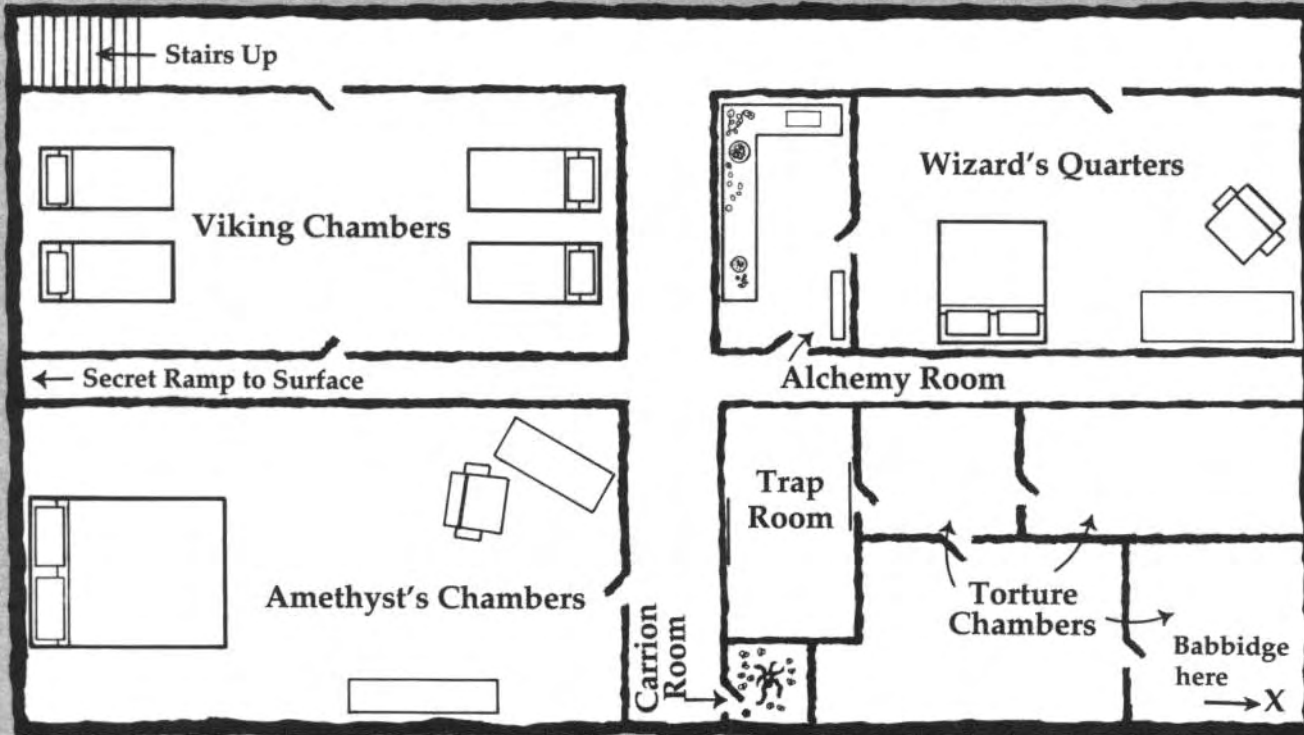


The Possibility Chalice: Map 7 The Dark Wizard's Stronghold

Upper Level



Lower Level



Core Earth Chamber

The oil for Lance, uzi ammunition, repair parts, and other Core Earth items are kept in this room. To prevent transformation, Amethyst pays a Stormer realm-runner to come in once a week and inspect and clean the machinery. This seems to slow the transformation process down to nothing (under the same rubric as player character-owned items not transforming during adventures).

A *fire combat* total of 16, or a *scholar (firearms)* total of 8 allows a Knight from Core Earth to put together a functioning uzi out of spare parts.

There is a mastiff near here, who comes to investigate the noise and smells of the Storm Knights.

Human Guard

There are two mastiffs roaming around outside this chamber.

This is the quarters for the human guards who patrol the upper level. They are crowded in here in bunks set one foot apart. The room smells of sweat, and dirty socks and tunics litter the floor. There is nothing of any value here, but if the base is not fully alerted then there are up to eight guards playing cards on the bunks (they are unmolested, but carry swords).

Troll Quarters

There are two mastiffs roaming around outside this chamber.

This is where the three gate-trolls live, and if anything is messier than the guards' quarters, this is it. It smells of something exotic and disgusting that no one can quite identify. There are three large bunks and attendant personal belongings, but nothing of any value except payment scrip worth (if a Storm Knight can con an Uthorion paymaster somewhere, somehow) 900 *trades* (about \$450).

Deep Guard

This chamber houses the Deep Guard when they are not defending the compound or out raiding the nearby villages. If this scene is run after "Scene Two: Frontal Assault,"

the chamber is empty except for spartan furniture and bunks. If this scene is run following "Scene Three: Chameleons," there are six Deep Guard (see scene two for stats) in silk armor with two-handed swords. Their suits of ring mail hang on the wall.

Viking Chambers

There are two mastiffs roaming around outside this chamber.

The personal bodyguard of Amethyst resides here, but they are hardly ever in their quarters. Instead, they stay near Amethyst, as a physical guard to that august presence.

The room is dour and spartan, as befits vikings. If this scene follows "Scene Three: Chameleons," there are nearly full rucksacks atop each neatly made bunk. The rucksacks contain tunics, other clothes, a viking helmet (easily recognizable to anyone from Core Earth or Aysle) and some poetry on parchment.

It is obvious (no roll needed) that they are an elite group, and are planning on leaving soon. An *evidence analysis* total of 14, however, indicates that none of the others were/are planning on leaving, so only the vikings and Amethyst will be going, and going soon.

If this scene follows "Scene Two: Frontal Assault," then the room is empty of all save the furniture.

Alchemy Room

This room is filled with vials, tubes, and bubbling retorts full of noxious chemicals. The Storm Knights don't have time for a lot of experimentation, but an *alteration magic* or *scholar (alchemy)* total of 15 or more tells the Knights that the latest project seems to be truth serums or mind alteration drugs (useful in interrogations, obviously).

The Knights can also spot a completed batch of such a drug, good for four doses, on one of the counters. A *find* total of 15 can also spot this vial, though the Knights will have no idea what it does.

When used, the drug generates a total based on a "charm" skill of 25. The subject makes an active *willpower* roll;

the results of the charm are read normally. More than one dose can be given to the subject, even if the previous doses fail.

Wizard's Quarters

This is where Amethyst's wizard bodyguard, Polyphebo, resides. This wizard is more of an apprentice than anything else, but he is quite powerful in his own right. The room is spartan, and there are no magical accessories.

If running this scene from "Chameleons," there is a wadded up piece of paper stuffed under the mattress. A Storm Knight can find it on a *find* total of 14 or more. It has hand-scribbled notes that say, "Weakness in master's chamber. Has something to do with name. Color? Letters? Calendar is trapped."

This is Polyphebo's note to himself concerning a magical item that can destroy the Dark Wizard. It means "The item of weakness is hidden somewhere in Amethyst's chamber. Its location has something to do with the Dark Wizard's name. Is it based on the color? The letters in 'amethyst?' The calendar hanging on the wall has traps in it." You can fill in some of the blanks for the players if a character can get an *evidence analysis* total of 12 or more (give more information for higher success levels).

There is a mastiff near here, who comes to investigate the smells and noise of the Storm Knights after about a minute.

Amethyst's Chambers

This is the Dark Wizard's dwelling. It is dark inside, suffused with a low-grade version *mage dark* that seems to come from everywhere at once. The bed is furnished in rich purple, the carpet is purple, the furniture is purple. On the wall is an elaborate stone calendar, engraved into the wall, depicting the current year to come. One date in each month is circled in what looks like purple paint (the specific dates don't matter).

A *find* total of 12 or more reveals that each circled date on the stone calendar is actually a button. If any of the buttons, except February, are





pressed, a low humming sound fills the room and the whole dungeon area. If the characters are trying to be stealthy, they have just set off an alarm. Defenders rush to the chamber as in "Frontal Assault," and Amethyst prepares to escape, etc.

If this scene is run from Scene Three: "Chameleons," and the February button is pushed (Amethyst is the birthstone for February) then a wall panel slides back, revealing a small niche containing a golden medallion. No one recognizes this medallion, nor can its properties be readily detected.

If the niche is found after Amethyst has left, then it is empty.

Carrion Room

This room has a simple vermin attraction spell on it. All the insects, flies, spiders, snakes (you name it, it's in there) in the area are in this one room, along with offal and carrion that even the dogs wouldn't eat. As the Knights approach the room, they hear an omi-

nous buzzing hum. Looking in, they can see the floor writhing under a blanket of dark insect bodies. Anyone foolish enough to enter the room finds nothing of interest and takes a damage roll with a base of 20.

Trap Room

This is the room of legend, the room that Amethyst has prepared for the ones fated to destroy him (all Dark Wizards have such legends that spring up around them). In this case, the legend states that the one who can destroy Amethyst can only be defeated by his own actions. Amethyst has devised a trap to take advantage of this.

If this room is entered after "Frontal Assault," then Amethyst is gone, but the trap still activates on its own. Otherwise, the trap springs as the last Storm Knight enters the room. A *find* total of 20, or an *alertness* card, lets a character notice something odd above the entranceway; the trap cannot be

disabled from outside, and if a character begins to work on the trap mechanism from inside, it springs at once.

When the trap goes off, Amethyst's voice rings out inside the room. The Dark Wizard's voice is deep one moment, high-pitched the next, as though both a man and a woman. Indeed, none knows the true sex of the Dark Wizard.

"The fates are mine, and what is prophesied is about to take place! Behold the Death of the Four Colors!" the voice cries. Then a large stone slab door descends, blocking the entrance, and the door at the other end locks tight (the door has a weight value of 20, the lock is a difficulty 24). Four nozzles, cunningly hidden in the stone, begin spraying forth four different colors of gas (red, green, blue, and yellow). When the four colors meet in the middle, they combine to form a fifth color, black.

When this begins, go into rounds, using only the *dramatic skill use* box. The Storm Knights may disable each



nozzle, one skill letter per nozzle. It is a *Strength* or *prestidigitation* check, (depending on the tack they take) of difficulty 13. They may also attempt to lift the slab, or pick the lock on the far door. These are also dramatic skill resolutions. Nobody feels any ill effects, even from the black smoke, until the fourth nozzle is disabled, the door is opened, the stone is lifted, etc. Don't tell the players how long the characters have in order to accomplish their task.

The trap is that the gasses are illusory; only by "their own actions" — that is, by actively working to disable the nozzles or to escape the room — does the 'gas' gain potency and reality energy. When the fourth task is accomplished, the black gas already in the room becomes toxic. Each character is affected by a damage value of 26, plus a rolled bonus. Armor is no protection. This effect lasts for one round; then the doors open at either end, and the gas disperses.

The key to avoiding this fate was given by Amethyst himself, when he said "What is prophesied is about to take place." The Storm Knights must remember the prophesy of the Destiny Map: "Accept the Defeat of the Four Colors." In other words, the key is to 'accept the defeat' and do nothing. If the fourth part of the dramatic skill resolution has not been accomplished after nine rounds, the gas disappears and the doors open. See the sidebar for additional ways to avoid the trap.

Torture Chambers

This is a complex of torture stations in a large open space; racks and iron maidens and forges with hot pokers in them are scattered throughout the chamber. The walls indicated on the map are barred, but otherwise open.

If the Knights came here after "Frontal Assault," the chamber is nearly empty and eerily quiet. Through the jungle of bars and torture equipment, the Storm Knights see Babbidge hanging by his wrists from manacles set into the far wall.

Forgetful Players

This is a tough clue, spanning back to a previous adventure. Your players might not remember the prophecy, even with the clue given by Amethyst. You also might be running this adventure as a stand-alone.

Some ways to help your players:

An *idea* card can give a character a hint that the gas does not seem to be affecting them at all. Perhaps it's safer not to rock the boat. An *evidence analysis* total of 20 or more gives this same clue;

if the character rolling has converted to Kra Buddhism, the difficulty of this check is only 10.

If a character says he is trying to disbelieve an illusion, he may do so on a *Perception* total of 11 or more. If the characters are about to disable the final nozzle, call for *Perception* totals from everyone. In this case, the difficulty is 22 to detect the illusion.

If all else fails, let the characters take their punishment. They're Storm Knights — some of them will survive.

If this scene follows "Chameleons," they see Amethyst, the vikings, the wizard apprentice, and the chalice, all disappearing up a hidden ramp leading to a spot well outside the base perimeter. Just as the Storm Knights enter, the ramp door slams shut and Amethyst's mocking laughter echoes through. Again, Babbidge is chained to the wall. See the sidebar for more about Babbidge's personality and possessions.

Babbidge is unconscious; a successful *first aid* roll allows the wizard to speak. He tells the Storm Knights all that has transpired: his suspicions about the chalice, his indiscretion in telling the wrong people, the kidnapping, and the questions that Amethyst asked.

It is obvious that the Dark Wizard suspects that the chalice is an eternity shard, and wishes to turn it over to his High Lord, Uthorion. He simply wanted as much information as possible from Babbidge before doing so. Now, the Dark Wizard is probably on his way to Norway in his viking longship, to find Uthorion and give him the chalice.

With that, Babbidge gasps and passes out, falling into a deep sleep.

Event

The Eyes of the Vampyre Return:

Note: This event relates to the event "The Eyes of the Vampyre" from Act Two, scene four. It does not come into play if you're running the adventure as a stand alone.

As the Storm Knights walk the shadowy corridors of Amethyst's dungeons, they get a strange sense of being watched. If they turn to look behind them, anyone getting a *find* total of 10 or better catches a glimpse of a pair of beady rodent eyes gleaming out at them from the shadows.

If more than one Storm Knight approaches the creature, it scurries away out of sight before the characters can reach it. If a single Storm Knight approaches, the rat leaps out at him from the darkness. This time, it is clear that this is the very same rat from Chislethwaite, and no total is required to recognize it.

This time however, the rat does not merely tear a shred of clothing from the victim. It attacks the lone Storm Knight, seeking any exposed flesh it can find with its sharp claws, or in lieu of that, something softer than armor. (If the Knight is completely armored, the rat does not attack.)

The rat attacks with an *unarmed combat* value of 14 and its bite has a damage value of 12 (its *dodge* is 18, DEX 14, TOU 3). Once the rat has successfully drawn blood from its victim, it immediately scurries away into the darkness.

The blood drawn by the rat serves as an even more accurate means of magically tracking the Storm Knights. Any character making an *evidence analysis* total of 10 and a *scholar* (arcane lore) total of 12 recognizes the situation for what it is. Someone with the power to control rodents (or shape-shift into one) is gathering items to magically keep tabs on the Knights.

Again, this event has no particular relevance to this adventure, but it does set things up for the next adventure in the *Relics of Power* trilogy — *The Forever City*.

Flags

Connection: If a *connection* is played here, the Storm Knights run into Amethyst's realm-runner as she inspects the machinery and equipment in the Oil Room. She is Kanta Koven, a Core Earth bush-pilot type who does some work for Amethyst on the side.

Because she knows the Knight with the *connection*, she agrees not to reveal the Storm Knights' presence, but she will not act for them. She is *neutral*. She will, however, describe the general layout of the dungeon, and warn the Storm Knights about the Carrion Room, and the trap in Amethyst's chamber. She leaves quickly after talking with the Knights.

The Gallios Gang: If the Storm Knights still have the Gallios Gang members with them, then the gang will not descend into the dungeon. They agree to stay at the head of the stairs and guard, but no more. If they are browbeaten about this in any way, they all get huffy and try to leave.

Babbidge put to death: If the Knights were unlucky in "Scene Two: Frontal Assault," and took entirely too long, Babbidge is dying when they reach him. He gasps out that he believes the chalice is an eternity shard, and that Amethyst is going to take it to Uthorion in Norway; then he dies. No



miracles, medicine or magic can save him. In this case the secrets of Babbidge's spell and new knowledge remain secret.

Variables

Avoiding the trap room: It is possible that the Storm Knights can avoid the trap room and still confront Ame-

thyst (if they use *stone tunnel* to enter the torture chamber, for example). If this happens, the vikings spring forward to defend their master while he and Polyphebo make good their escape with the chalice, via a teleport spell that carries them to the boat outside.

The vikings fall before the Storm Knights (don't bother playing out the



More About Babbidge

Casper Babbidge used to be a Core Earth museum curator; when he was transformed by the waves of altered reality accompanying the invasion, he discovered a predilection for magic, and broadened his avenue of research into the strange chalice of which he had become sole custodian. To help with this, he invented a new spell (see below).

Babbidge is friendly, inquisitive, and talkative. At the moment, however, he is weak and emaciated from continued torture.

If the Storm Knights rescue and attend to him, he will reward them at the end of the adventure by sharing his new spell and synonymous knowledge (*denizens*, synonymous with *folk*).

It costs a character five Possibilities to learn the knowledge at

skill add "1." It costs one Possibility to learn the spell. He will also teach *divination magic* to any character that does not have the skill (it costs the character five Possibilities, as usual) for no monetary charge.

Message Ward

Axiom Level: 12

Skill: *divination/folk* 20

Backlash: 22

Difficulty: 14

Effect: 0

Bonus to: range

Range: 20 (4 miles)

Duration: 29 (1 week)

Cast Time: 16 (1 hour)

Manipulation: apportation, control

The spell requires the mage to mix a paste made of clay and blue coloring, intoning the message he wishes to leave as he

mixes the paste. To cast the spell he envisions the destination of the warding symbol, and slaps the paste down onto the floor in front of him. A glowing blue ward appears at or near the target 40 seconds after the casting.

When any *folk* approaches the ward, the blue symbol activates and speaks its message, showing an image of the mage as it does so. The message must be fairly simple, no more than 100 words. The spell occasionally goes off in the presence of any living creature, such as a cat. This is a rare occurrence.

This is quite a useful "radio" spell for Aysle, since the message always arrives 40 seconds after the casting, regardless of the range achieved. Babbidge is the only one who knows this spell at the moment.

rounds), weakening Amethyst's ultimate defense in act four. In this case, one viking can be interrogated; he is *loyal* to Amethyst, but if forced to talk, he reveals that the Dark Wizard plans to sail across the North Sea to Norway, where he will meet Uthorion and turn over the chalice. If the Storm Knights want to stop him, they'll have to do it at sea, preferably in the mixed axiom zone between England and Norway, so that they stand a better chance of using any modern weapons and equipment.

Babbidge will confirm as much of this information as he can, and acts as described in the sidebar.

Awards

The Storm Knights get three Possibilities for completing this act. It may be tempting to give four if they chose the "Frontal Assault," but do this only if they did not choose to fight but were forced into it. Rewarding the Knights for mass slaughter will only teach them bad habits.

Cut To ...

The Knights continue the pursuit in act four.

Interlude

The chase is on, and speed and tension are the most important aspects of the adventure now. Don't dwell on the escape from the dungeon, even if the Storm Knights entered by stealth and all the *denizens* are still alive. Ignore these encounters by reasoning that when Amethyst flees, most of the minions do as well. Do a quick cut to Robin Hood's Bay and the beginning of act four. There isn't time for anything else.





Act Four

The Thunder Below

The Major Beat

The Storm Knights engage in a desperate pursuit across the North Sea, trying to keep Amethyst from bringing the Possibility Chalice to Uthorion. The act, and the adventure, end at sea with the final victory or defeat of the Storm Knights.

SCENE ONE: The Long Ships

The Situation

Standard. This scene shifts directly from the end of the previous act, as the Knights pursue Amethyst to Robin Hood's Bay, where the Dark Wizard has a ship waiting for transport to Scandinavia. As the Knights near the bay, describe the scene:

The trees are thick here, but up ahead you can see the dazzling blue of Robin Hood's Bay. There are several boats tied up at the docks, including one that is bustling with activity: a Viking longship that is even now pulling out into the open sea.

The Action

The Knights may have some long-range weaponry, or they may push movement to attempt to catch Amethyst's ship before it leaves the dock. Unless you want the climactic battle to take place now, don't allow this to happen: a magical wind springs up, and the viking ship shoots out into the bay!

Now the Storm Knights must pursue. If they have a ship of their own, they can hop right in and take off. If not, there are several yacht-sized boats

tethered at the harbor for them to use. Unfortunately, most are in mediocre shape. It will take several minutes to ready any of these for sailing. If the Knights have a flying craft nearby, they find that it has been hopelessly wrecked by blatant sabotage; it's useless in pursuit.

Once they put to sail, use the chase sequence (see the *Torg Rulebook*) to determine the distance between the two vessels (the relative distance from shore isn't important, if you don't feel like keeping track). Statistics for the longship are given in the sidebar, along with the "standard boat" the Knights get if they need to steal a ship (page 54).

The vessels begin 100 meters apart if the Storm Knights have their own ship, 500 meters if they have to take time to steal one. They start 1,000 meters apart if the Storm Knights did not pursue directly (for example, they were all knocked unconscious by the Trap Room).

The chase is a mood piece. Amethyst, a powerful sorcerer, has summoned up magical storms and is preparing many powerful spells. Have a lightning bolt or arcing fireball explosion wrack the sea near the Knights' ship, as Amethyst gets the range. The skies darken, the sea gets choppy. Don't forget that they're in a dominant Aysle zone as well, if the Knights have a boat with a motor. At some point within the chase, enact the "Event" below.

This scene lasts until the Knights pull to within 40 meters of the viking ship, just as the powerful weaponry on both sides is ready to fly.

Events

The Uvwe Seal-Folk: As the chase ensues, the Storm Knight begin to notice seals breaking the water around their ship. More and more appear,



until suddenly one of them makes a mighty leap and lands with a thud on the surface of their vessel.

Before anyone can do anything drastic, the form of the seal ripples and flows, and suddenly there is a beautiful, and quite naked, woman sitting on the ship's deck. She has slightly greenish skin and webbed fingers. Her name is Karinna Waverunner, and she is an Uvwe shapeshifter. The Uvwe are a peaceful aquatic race, dedicated (as are the Storm Knights) to the banishment of the evil High Lords (see *The Aysle Fantasy Sourcebook* for more information on the Uvwe).

Karinna is the spokesperson for the other Uvwe, down below, who wish to help the Storm Knights catch Amethyst; they know of the Dark Wizard, though they are not aware of exactly what's going on. The Knights can spend the rest of the scene discussing plans with Karinna.

Uvwe (human form): DEX 11, STR 7 (12), TOU 9, PER 10, MIN 9, CHA 11, SPI 9.

Skills: acrobatics 12, maneuver 13, melee weapons 12, swimming 14, first aid 11, tracking 12, faith 10, reality 10, shape shift 12.

Equipment: bone knife, damage value STR+3; spear, damage value STR+5.

Description: The Uvwe are mostly peaceable and not hugely canny in the ways of combat. If pressed into combat service, they fight valiantly but futilely against the heavily armored knights. There are six of them available as surface combatants; the rest remain in the water.

Flags

Connection: If someone plays a *connection* card at the beginning of this scene, a friend of the Knights' has a boat at the docks. The Knight with the *connection* knows the boat by sight and can leave a message before the Storm Knights take off. In this case, they start the chase 250 meters away.

Romance subplot: A male Knight with this subplot catches the eye of Karinna. This could get sticky later on when she offers to lead the attack against Amethyst's ship.

Variables

The Storm Knights catch the vikings too quickly: If the Storm Knights have spells, items, cards or equipment that you can't get rid of, and it gets them too close to the vikings too fast, Amethyst casts a mega-size *fog* spell. His own ship, oars creaking slightly (but the echoes make it impossible to follow), glides out of the fog and regains its lead. The Knights flounder—in this case, the Uvwe can show up to lead them out of the haze. This can take as much or as little time as you like.

If the nature of the Knights' advantage precludes even the *fog* or *mage dark*, then Amethyst's ship simply vanishes, to reappear a moment later and about 500 meters further away (or whatever it takes to pace the scene properly). The Dark Wizard has enacted his special teleportation spell once again.

If the Storm Knights decide to follow Amethyst's ship but not stop it: The Knights may feel that they have a better chance of grabbing the chalice

on dry land, once Amethyst has gotten to Scandinavia. However, due to the violent weather, they must follow fairly close to the viking ship or risk losing it. By doing this, they are subject to Amethyst's fireball attacks. If the Knights opt to use this tactic, go to Scene Three: "Sunk!"

Cut To...

Just as things look bright for the Storm Knights, as they and the Uvwe close in on Amethyst, go to "Scene Two: Terror of the Deep."

SCENE TWO: Terror of the Deep

The Situation

Standard. The Knights are closing in on Amethyst's ship and, with their Uvwe allies, threaten to stop him and



defeat him at sea. But the Dark Wizard has one final trick. As the Storm Knights get to within 40 meters of Amethyst's ship, or as they begin to effect whatever plan they've cooked up with the Uvwe, describe the following:

From the other ship, you hear a booming voice that echoes across the waters like a clap of thunder, pronouncing words that you have never heard and cannot understand.

The sea beneath you begins to boil and heave, and the Uvwe scream in terror. From beneath the waves, a huge scaly creature, with a mouth full of white bone, emerges amid a puff of steam.

The Action

This is an Ayslish Aquatic Dragon, summoned up by an arcane spell created by the Dark Wizard. The viking ship pulls away from the fray quite rapidly, as the dragon is unlikely to distinguish friend from foe.

It is a young Aquatica, but it is still plenty tough enough to snap up Uvwe in one gulp, and to demolish the Storm Knights' boat if they don't kill it quickly.

Young Aquatic Dragon: DEX 12, STR 22 (25), TOU 20 (30), PER 17, MIN 16, CHA 8, SPI 8.

Skills: swimming 13, unarmed combat 13, find 18, trick 19, test of will 19, willpower 18, intimidation 10 (14), reality 9.

Possibilities: One per Storm Knight.

Natural Tools: Armor value TOU+10; tail, swimming limit 11; tail, damage value STR+3; steam breath, damage value 26, range 50/100/250.

Description: The dragon can fire a shot of steam breath once every three rounds. It will first attempt to eat the Uvwe — this takes seven rounds — then (if they're still around) demolish the Knights' boat using its tail and steam attacks, then snap the Storm Knights up one by one once they're in the water. It uses its Possibilities to cancel players' card play or Possibilities when their die roll is 21 or over.

If the Storm Knights battle the sea

dragon, the Uvwe frantically try to harass it and draw its attention away. Describe their valiant charges and harrying attacks, and the occasional scream as one is swallowed by the evil creature. To represent the effect of the Uvwe's attacks, roll a *maneuver* attack against it each round, with a base value of 16. Tell the Knights the dragon roars in anger and flails futilely at the nimbly darting seals.

The best tactic to defeat the dragon is to *trick* it into exposing its "soft" underbelly (TOU of only 20 instead of 30), or to attack from below. This also holds true for vital blows aimed at the mouth or eyes — in addition to the normal -8/+4 modifiers, use a *Toughness* of 20 for such attacks.

The Storm Knights do not have to battle the monster, however. Instead, they may choose to continue the pursuit of Amethyst. In fact, an Uvwe might shout up at them to do just that. In this case, as the characters' boat pulls away from the conflict, they hear the screams of the doomed seal people (a little guilt always adds to the drama).

If they continue to chase Amethyst, let them attack and prepare to board the longship. Bullets, spears and spells fly back and forth as both ships begin to burn and a pall of smoke rises above the battle.

Flags

Hero Setback: A Hero Setback can include a character falling overboard, especially if they stayed back to fight the sea dragon. In this case, the fallen character is snapped up whole by the sea dragon if he cannot get back into the boat in his next action round (requires a *swimming* or *climbing* total of 17).

If this happens, the Uvwe will sacrifice themselves and dive into the creatures gullet to drag the stunned Storm Knight to safety, as long as either: 1) there is a *romance* subplot, 2) the characters did not hesitate to come to the Uvwe's aid when the dragon attacked, or 3) the Storm Knights charmed the Uvwe delegate very well during their brief parlay.

Romance Subplot: If the *romance* subplot is in effect, the character auto-

matically loses all subsequent Possibility awards for taking the subplot if he does not convince his comrades to stay and fight the dragon to help save the Uvwe.

Variables

Using the A-Bomb: If your player characters have some secret weapon or devastating attack, it's fine for them to use it against the sea dragon. But if they use this weapon to sink Amethyst, the climax loses some impetus (not to mention losing the chalice).

To forestall this, first remember that you're in dominant Aysle territory. Will the weapon work? Don't forget the long-range contradiction rules on page 99 of the *Torg Rule Book*.

Next, remind the players that the chalice will sink into the depths of the North Sea if they simply destroy Amethyst's ship. Maybe the Uvwe can find it and pick it up — and maybe they can't.

If all else fails, switch to dramatic rounds and require that this attack be done as *dramatic skill resolution*. In effect, make it the climax of the adventure and it will be more satisfying for everyone.

The Storm Knights go underwater to sneak on board: If the characters don't close with Amethyst, but instead get close enough to employ SCUBA gear, then they're doing what they should be doing — they're just doing it a little early. In this case, go to the "on board" section of "Cat and Mouse" immediately.

Cut To ...

If the Storm Knights continue the pursuit and abandon the Uvwe, go to "Sunk!" as soon as they are about to board and capture Amethyst's ship.

If the Storm Knights stay to help the Uvwe, they lose Amethyst in the gray haze of the day, and must begin to search for him. Go to "Cat and Mouse." If they sneak on board Amethyst's ship instead of attacking, go to the "on board" section of "Cat and Mouse."



The Important Statistics

The Ships

The Viking Longship: Tech 7; 25 kph/15 mph/value 9. Passengers: 60; Toughness 20.

The ship is 30 meters long, with leather shields decorating the sides just above the oarlocks. A crew of 30 rows below decks (15 on a side). A magical wind cast by Amethyst adds to the speed, making it faster than such a ship could normally be.

It is mounted with a small arbalest, requiring the *heavy weapons* skill to operate; the arbalest is Tech 12, has a damage value of 21, and has a range of 40/80/150. It fires once every four rounds.

Standard Sailing Yacht: Tech 21; 35 kph/25 mph/value 10. Passengers 10; Toughness 17.

This is the standard pleasure craft the Storm Knights can find tied up at the docks. It has no motor.

The Viking Warriors

There are 30 rowers below decks. They do not fight, even if the ship is boarded, because Amethyst ordered them to "row or die."

If Amethyst still has his bodyguard with him, there are 19 vikings plus Polyphebo. If the vikings fought a delaying action to escape from the dungeons, Amethyst has only nine warriors with him now.

Viking Warrior: DEX 12, STR 12 (18), TOU 13 (20), PER 9, MIN 9, CHA 11, SPI 10.

Skills: heavy weapons 14, jumping 13, melee weapons 15, missile weapons 13, swimming 13, climbing 14, trick 11, water vehicles 12, medicine 10, test 11, faith 11, intimidation 12.

Possibilities: 1.

Equipment: broadsword, damage value STR+6; spears, damage value STR+5; full scale mail, armor value TOU+7, (causes *fatigue penalty*).

Viking Clerics

There are two viking clerics on board, in addition to the warriors (one at each end of the ship). The clerics have the same stats as the warriors, but also include the *focus* skill at 11.

They do not fight unless attacked. Given the large community present on the ship, they will tend to succeed at most of their miracles; if you wish, don't bother rolling for their success.

Instead, assume that once per round they automatically *heal* or *soothe* a fallen comrade; if no one needs healing that round, the clerics *ward danger* against the Storm Knights' guns, adding 6 to the difficulty of all shots taken with high-tech weapons that round.

Amethyst, the Dark Wizard

Amethyst is a very powerful Ayslish wizard, and one of Uthorion's most trusted minions. He knows most of the spells in the starting grimoire (the ones Amethyst *doesn't* know are listed below).

To avoid having to read about every spell, only those that are immediately useful are mentioned in the "tactics" section below.

Amethyst: DEX 11, STR 10, TOU 9, PER 13, MIN 13, CHA 10, SPI 9.

Skills: dodge 13, prestidigitation 12, stealth 12, swimming 12, alteration magic 18, divination magic 16, first aid 14, trick 15, apportionment magic 17, conjuration magic 19, reality 12.

Possibilities: 17.

Equipment: All spells except *away sight*, *mage light*, *sunstore*, and *true light*. He also has modified *altered fireball* and *weakness* spells.

Tactics: As the Knights close, Amethyst casts *strength* and other enhancement spells on the vikings and himself (you don't have to handle this — the spells account for the viking's heightened stats, and make them immune to all the Knights' folk spells that have a skill total of less than 21).

When the Knights get within 40 meters, Amethyst places a *mage dark* on their ship, then unleashes lightning and altered fireballs (see below). When the Storm Knights emerge from the darkness, he adds *weakness* to his attacks (see below).

By the time the Knights board the longship (if it is a frontal assault) Amethyst will be *disguised* as a viking. If he is discovered or if he simply needs to escape, he will *fly* into the air, heading for Norway.

Amethyst had previously prepared the *magewind* and *weather control* spells he uses throughout this scene with Polyphebo.

Amethyst's fireball and weakness: Amethyst's *fireball* has a range of 150 meters, and burns for six minutes on the surface of the water. Even if the fireball misses the Storm Knights' ship, they must avoid its area effect to avoid taking damage. It has a base damage value of 20.

Amethyst's *weakness* spell has a base effect value of 13, not 8.

These enhancements are due to the Dark Wizard's use of the magic manipulation rules found in the *Aysle Fantasy Sourcebook*.



SCENE THREE: Sunk!

The Situation

Standard. The Storm Knights close to do battle with Amethyst, having left their Uvwe allies behind to face the wrath of the sea dragon. As they prepare to board, describe the following:

From behind, far in the distance, you can see geysers of steam and hear the screams of the dying seal people. But there is nothing to be done, for here before you lies the culmination of your quest: somewhere on that ship is the Possibility Chalice!

The Action

A huge roll from Amethyst on one of his fireball spells might just put a crimp in the Storm Knights' plans (and act as a sort-of punishment for the Storm Knights leaving the Uvwe behind as dragon food).

Amethyst probably needs a total of 34 to sink the Storm Knights' ship, but he may need more if they spend a Possibility to save it or if they have a tougher ship than the standard yacht. Perhaps a 40 would do it. To get such a total, it's likely Amethyst would need to roll around a 71. This isn't likely, but it can be done in *Torg* — and Amethyst does it.

Describe the tremendous shout of triumph from the wizard. The crackling energy of fire smashing down onto the characters' ship. The roiling clouds. The shouts of the vikings. A fireball more powerful than any the characters have ever seen. Amethyst has put every iota of energy he's got into this spell, and gotten extremely lucky to boot.

The fireball smashes into the Storm Knights' ship and it begins to sink.

Equipment is washed overboard. Fire and lightning continue to play over the top of the ship as it goes down. The vikings laugh as they hurl spears and taunts over the side of their ship. The player characters' high-tech weapons start to malfunction in the cold water of the North Sea. Their

bodies freeze in the icy waters.

If they've got any smarts at all, the Storm Knights submerge, salvage what equipment they can, and hold on to the viking ship. It isn't moving at the moment, as the vikings effect emergency repairs to their damaged vessel. After a suitable amount of time, the ship begins to move. Require *Toughness* totals of 11 or more from every character. Those that fail can't hang on (the Uvwe rescue them in a minute or two, having finally escaped the dragon — but by then the character is in no condition to fight, and must be taken to the home of the Uvwe, Uvwedragge, for healing. He's out of the battle).

Those that make it can climb aboard the viking ship when no one's looking. Weak, bedraggled, and with half their equipment gone, the Storm Knights must prepare to face Amethyst once and for all. For dramatic effect, night falls as they climb aboard. They have a few minutes to make plans before a guard spots them — then the Scene Five: "Border Battle" begins.

Flags

Nemesis subplot: If it is appropriate, the Knights' nemesis can show up in a submarine or plane, and add to the confusion and danger. If the nemesis was something like the Dead Fish Gang, then perhaps one of them snuck aboard the Knights' vessel and now emerges to wreak havoc (or detonates a bomb that sinks the ship).

Suspicion, True Identity: The dwarves got left behind at the end of the last act; now they appear on an extremely fast dwarven ship, acting to either help the Knights (drag them out of the water, give them breathing spells) or to hinder them, depending on the subplot.

Variables

They have no smarts: It's possible that the Knights will give up when their ship is sunk, and cling to the floating bits while awaiting rescue. If



this happens, the Uvwe show up in time to help them sneak aboard the viking ship, although the Storm Knights end up in even poorer fighting condition due to their long wait in the cold water. Have them subtract one from all totals.

Cut To...

The Knights are now on board Amethyst's ship, preparing for the final rescue of the chalice. Go to "Scene Five: Border Battle."

SCENE FOUR: Cat and Mouse

The Situation

Standard. This scene occurs if the Knights stayed behind to help the Uvwe defeat the sea dragon. In that case, Amethyst pulls away from the battle and disappears into the haze. Now the Storm Knights must find him again. Describe the scene:

You sit for a moment, perfectly still, and from somewhere there is a creaking of oars, very faint. The longship is still somewhere nearby, but you cannot see it. For now, you've lost them.

The Action

Finding Amethyst

There are a variety of ways for the Knights to find Amethyst. There are several spells that, with Uvwe help, can track the Dark Wizard's ship, and get the Storm Knights back on track.

If someone can make two consecutive *find* totals of 18 or more, they can get a sense of the direction of the creaking noises. By adjusting as they go, they can home in on the vikings.

If they can commune with a spirit in the area (particularly a water elemental), they are able to pinpoint the loca-

tion of the Dark Wizard — and the pursuit is on again!

If all else fails, the Uvwe begin a search pattern, scattering far and wide to locate Amethyst. The drawback to this method is the amount of time it takes — several hours, during which time a contingent of soldiers sails out to meet Amethyst, bolstering his forces considerably.

Once they locate Amethyst, the Storm Knights can again try to attack, or to sneak their way aboard the Dark Wizard's ship. With the Uvwe along, the latter is far simpler than it would have been, and the Uvwe will strongly urge this course of action.

This requires the Storm Knights to heave to about half a mile away from the Dark Wizard's ship(s), and swim the intervening ocean. With Uvwe help, they need only generate a *swimming* total of 9 or more to reach the vikings. If the total is too low, that character suffers a "K" condition.

If the Storm Knights outright attack the viking ship, run "Sunk!" However, with Uvwe right there to save them, the characters are able to sneak aboard the viking ship with a minimum of loss and damage. See below.

On Board

Once at the longship, each Knight must generate a *stealth* total of 9 or more in order to climb on board the ship. When the first Knight fails, an Uvwe makes a disturbance in order to distract attention from the clumsy Storm Knight. If any other characters fail the *stealth* test, they are spotted by the vikings and the battle begins.

Once on board the ship, use the viking longship map and ask the players what their characters are doing. They can try to sneak belowdecks to light fires, get to the central cabin to steal the chalice, etc.

For each move the Storm Knights attempt that would bring them out in the open or that would require a noise to be muffled, call for another *stealth* total of 9 or more. Remember, the first total that's too low is covered by an Uvwe (in case no one failed while climbing aboard). After that, they're on their own. While they're sneaking around, enact the "Event" below, then

go back to what the Knights are doing.

Once the Storm Knights are in position, or once they are discovered, you're ready to go on to the final scene. If they attempt to find the chalice and escape overboard without ever confronting Amethyst, then the "Event" can trigger a guard stumbling on the Knights, which starts the fight.

There are two vikings in the central cabin, guarding the trap door that leads to Amethyst's travel quarters. There are two more vikings, with Amethyst and Polyphebo, in the lower cabin. The chalice resides in a small, locked strongbox in the corner of the cabin. A rough wooden ladder leads from the upper deck to the lower chamber.

One viking is standing on a crossbar at the top of the single, central mast. Two others patrol the front of the vessel, and two more the rear (their positions are marked on the longship diagram). If there are any more vikings, they are below decks, half near the forward hatch, and half near the rear.

Events

At some point during the preparations for the attack, one of the Knights spots a small fleet of reinforcements approaching on the horizon, flying the black flag of Uthorion. They are coming to meet Amethyst and escort him to Norway, where Uthorion waits to get his hands on an eternity shard.

Among the reinforcements are a longship with more viking warriors, and what appears to be a Core Earth destroyer under diesel power. Be sure to point out to your players (if they haven't figured it out for themselves) that if Amethyst meets this group, the Storm Knights won't stand a chance of defeating him. It's now or never.

Cut To...

This scene ends when the Knights are ready to or are forced to fight. Go to Scene Five: "Border Battle" for the exciting conclusion of *The Possibility Chalice*.



SCENE FIVE: Border Battle

The Situation

Dramatic. The Storm Knights are either ready or forced to take violent action against Amethyst, to defeat the evil presence and rescue the chalice from his clutches. If the Storm Knights are preparing for battle, describe the following:

There are several guards milling about, and you can hear one of the vikings hail the approaching fleet of reinforcements. It's time now to attack, before reinforcements arrive!

If they are forced to fight, describe the following:

The man stares at you, then screams an alarm. The entire ship is mobilizing against you, and the reinforcements are on their way. It looks like it's now or never.

The Action

The battle can be quite variable, depending on many events that have come in the scenes before.

The Forces

The Storm Knights and friends: In the worst case scenario for the Storm Knights, they are weary and bedraggled after crawling aboard the longship following the destruction of their own vessel. In this case, their equipment is damaged (keep an eye out for Hero Setbacks) or gone, and they all take two points of shock damage just before the battle begins. If they failed *swimming* rolls, they might also have a "K" condition.

If they've had Uvwe help and have snuck aboard of their own accord, then they're fresh and ready for action. If they were sunk but have the Uvwe with them, their equipment is okay and they begin the battle with only one shock point apiece.

If they have the medallion from Amethyst's quarters back at the strong-

hold, they possess the ultimate means of defeating him (although they probably don't realize it at this point).

The Vikings: If the viking guard sacrificed themselves to stop the Storm Knights back in act three, then Amethyst has only a core group of nine warriors plus the two viking clerics.

If the group escaped with Amethyst, then there are 19 of them.

If the Storm Knights took a long time finding Amethyst after fighting the sea dragon, increase that number to 24 due to additional reinforcements.

Other Forces: Depending on circumstances, Polyphemo may also be along. He uses his listed spells (*earth shield* still works, but causes the deck to buckle slightly) and tries to protect Amethyst.

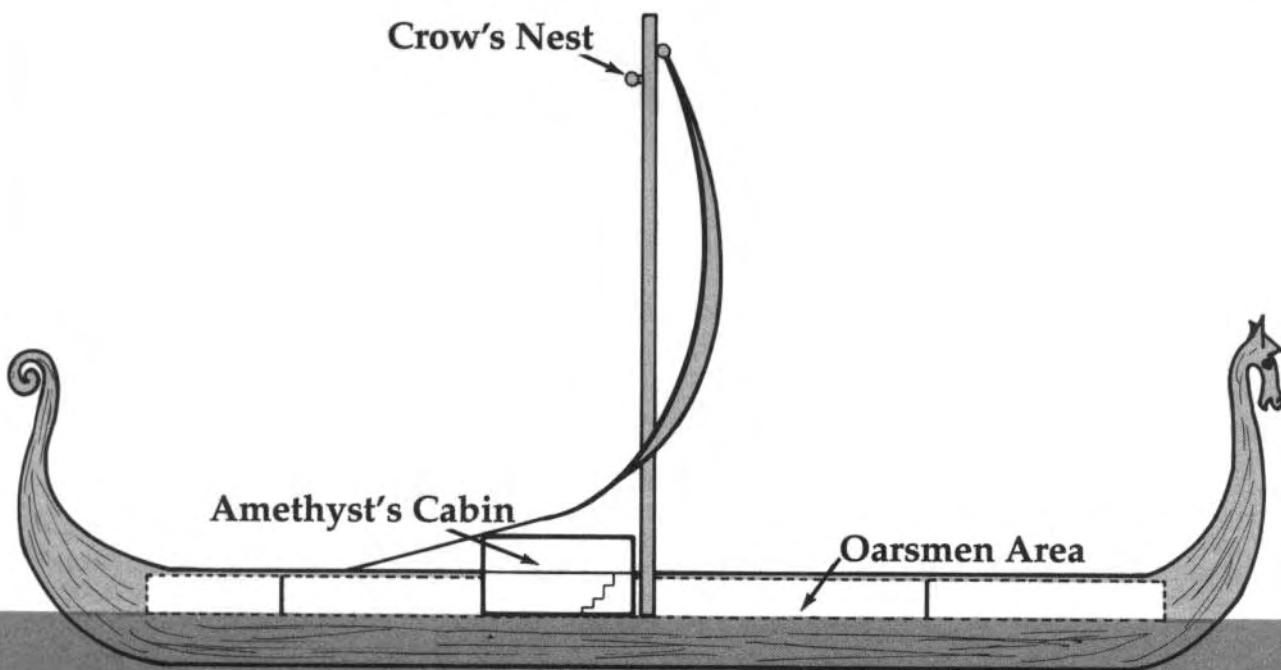
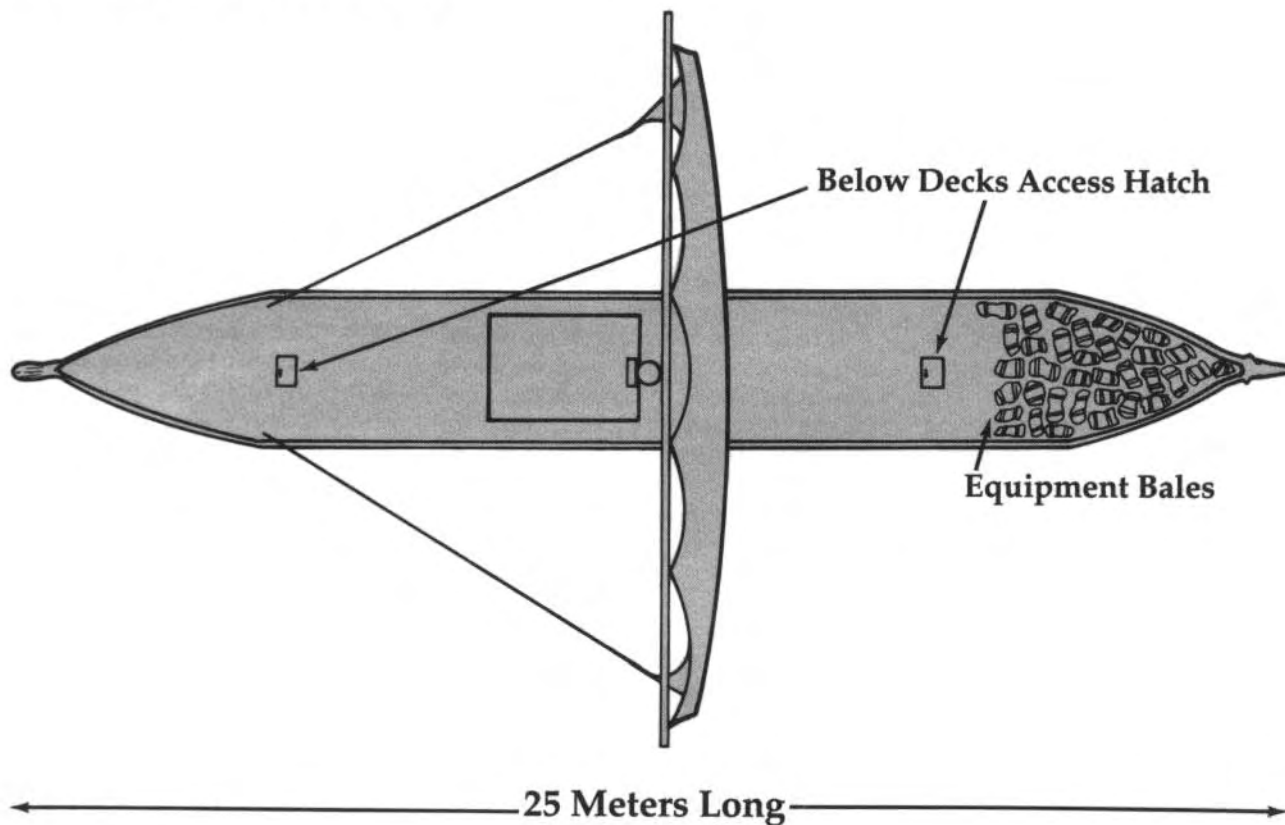
If the Storm Knights took a long time to find the ship after fighting the sea dragon, additional forces have arrived in the form of six human fighters. Treat them as "Top Guard" for stat and weapon purposes.

Amethyst: Amethyst is drained after the events of the previous scenes, and has taken a *wound* from spell





The Possibility Chalice: Map 8
The Viking Longship



backlash. He is also terrified of the Storm Knights, for he knows the prophecy that one of them will slay him if they come face to face. Thus, as soon as the alarm is given, he *disguises* himself as a viking and avoids conflict. If things go badly, he will try to *fly* away. He will only attack if discovered and cornered.

The Course of the Battle

Even if the Storm Knights can tell which one is Amethyst, they must fight through his defenses first.

The human guard, if present, becomes the first line. While they engage the Knights, the vikings prepare spears, pots of oil, and torches. For every round that the human guard holds off the Storm Knights, one torch and pot of oil is readied.

Then, all the vikings hurl spears and oil at the Storm Knights. If a character is hit with the oil, a torch follows next round. A character hit with a torch suffers a base damage value of 18 for the next three rounds, in addition to the normal combat effects.

Finally, the vikings engage hand to hand. They fight to the death—ignore any *break* results obtained from interaction attacks.

If there is no human guard, the vikings attack with spears and then swords, skipping the oil and torch phase.

Finally, the Storm Knights face Amethyst and his apprentice. If the Storm Knights are relatively fresh and have few functioning ranged weapons, then Amethyst flies away as the last viking falls, cursing the Storm Knights' names and vowing revenge. Polyphebo surrenders, and the Storm Knights have only to get the chalice from belowdecks and get off the burning ship before the destroyer blows them out of the water.

If they look weak and have lots of ranged weapons, Amethyst decides it would be better to duke it out here than to try to escape and let them take potshots at him as he flies away. *Wounded*, he wades in with *earth shield*, *weakness*, *lightning* and *fireball* spells.

A Knight with the *true identity* subplot card is also immune to Amethyst's spells while he can see the Dark Wizard. That character can easily close hand to hand and finish Amethyst off.

Otherwise, run the combat normally. If Amethyst is *mortally wounded*, he tries to fly away regardless of the risk.

A methyst's Medallion

The Dark Wizard's medallion (found in his chambers in act three) was created by Uthorion long ago, when Amethyst foolishly engaged the High Lord in a Reality Storm. In winning the contest, Uthorion was able to drain Amethyst of many of his Possibilities.

The Possibilities which were stripped away (mostly representing Amethyst's moral and ethical values) were then magically placed into the medallion and given back to their owner as a symbol.

Amethyst cannot restore these lost possibilities, and knowing what they represent, he does not wish them to be restored. But because the medallion is imbued

with a sizeable chunk of the Dark Wizard's "soul," it has certain nasty effects which may be used against Amethyst.

The medallion wards the character wearing it from any of Amethyst's spells—but only so long as the character can see the Dark Wizard (therefore it did not work against his *lightning* and *fireball* attacks earlier). The apprentice will attempt to place that character inside a *mage dark*, to keep this from happening.

In addition, touching Amethyst with the medallion inflicts an automatic wound result. Holding it on him for four combat rounds kills the Dark Wizard.

Mood

The final battle is a heroic struggle against high odds in a difficult environment. Be dramatic. Describe the smoke and the hellish glow from the fires, the reinforcement fleet drawing nearer and nearer, the shouts of the vikings and the effects of the spells and weapons as they fly thick and fast.

When the confrontation comes with Amethyst, build to the climax. Let the Knights know how dangerous the Dark Wizard is by describing the lightning effects and dark power that seem to emanate from him. And if the Dark Wizard chooses to flee, let him give a dramatic and menacing monologue before he vanishes.

Flags

Villain Setback: If this occurs, the running battle crosses over into the mixed zone between England and Norway. This won't harm the villain much, actually, but it certainly makes things easier on the Storm Knights!

Hero Setback: You can either have someone fall overboard, or have their equipment fail, if they were sunk and waterlogged in the previous scene. If someone goes over the side, the Uvwe will get him back into the fray as quickly as they can. If the Uvwe aren't around, the character has to shed his armor if he wants to have any hope of climbing onto the ship again.

Villain Inspiration: If the characters have been heaving unconscious (or conscious, for that matter) defenders over the side, ignore *villain inspiration* if the Uvwe are in the water. They'll take care of the "waking up" problem. If the Uvwe aren't around, the villains' hands appear, clinging to the gunwhales, before they heave themselves back onto the deck, berserk with rage.

Awards

When the player characters recover the chalice, they have completed the adventure objective. Give them nine Possibilities each, up to 12 if they really performed well (including a trip to the demon plane). They also get the





standard *drama* and *glory* awards detailed on page 65 of the *Torg Rule Book*:

In addition to the Possibilities, the Storm Knights have had access to a new Core Earth miracle, a new spell, a new synonymous knowledge — and an eternity shard. Not bad for a few days' work.

The Possibility Chalice

Cosm: Core Earth

Possibilities: 50

Tapping Difficulty: 20

Purpose: To "light the signal fire, and herald the news of Earth." To be a beacon for all Storm Knights, a rallying point of resistance to the High Lords.

Powers: If a certain action is taken near the chalice (see below), it is possible that from one to three Possibilities may be extended to the character, regardless of whether he attempts to tap the shard or not.

Group Power: Herald

Restrictions: The shard's Possibilities may only be used for a skill that does not bring harm to another living being. The "free" Possibilities are only extended to those actions that involve *communications* with other Storm Knights, or anything that would help rally Storm Knights together.

Epilogue

The Storm Knights have to grab the chalice from belowdecks and leave before the reinforcements show up. As soon as Amethyst leaves the ship, the destroyer starts shelling the Knights — the exploding geysers get closer and closer. The ship is burning. They grab the chalice and get out.

Over the side is the only way to go, unless an dwarven ship has shown up at some point. If so, they outdistance the pursuit. If not, the Uvwe offer up flippers and pull the characters to safety and a well-earned rest in Uvwedragge as the music rises. If the Uvwe aren't around, the characters will have to dive for it.

When it's over, they can return to Babbidge and bring him back home, where he'll share the knowledge he has about the shard over a good meal. But don't forget, the Storm Knights have a final quest to find the Forever City and bring about the conclusion of the Prophecy of the *Relics of Power*.



Gamemaster Character Records

Use this page to record the damage to and status of the gamemaster characters in the key encounters. Use the "status" line to record *wounds*, *stymied*, *unskilled* and *setback* results. Each character's *Toughness* is repeated on the "Stun Damage" line for easy reference.



Act One

Macrobots (3): DEX 8, STR 17, TOU 22, PER 14, MIN 8, CHA 3, SPI 3.

Skills: heavy weapons 15, unarmed combat 15, test (17), taunt (17), intimidation (17).

Equipment: Personnelaser, damage value 17; 15 mm cannon, damage value 25, range 400/2.5k/4k; on-board propulsion speed 60 mph/40 kph (value 11).

#1
Stun Damage (22)
K O Status

#2
Stun Damage (22)
K O Status

#3
Stun Damage (22)
K O Status



Act Two

The Dead Fish Gang (12): DEX 9, STR 10, TOU 10, PER 7, MIN 8, CHA 7, SPI 7.

Skills: fire combat 11, unarmed combat 11, running 10, first aid 9, test 9, taunt 10, intimidation 11.

Equipment: Saturday night specials (.38), damage value 14, range 3-10/25/50. If a 1 is rolled while firing, the gun falls apart, doing a 15 damage value to the firer. Knives (+2/12). Chains (+3/13).

#1
Stun Damage (10)
K O Status

#2
Stun Damage (10)
K O Status

#3
Stun Damage (10)
K O Status

Dwarven Warriors (6): DEX 13, STR 8 (14), TOU 8 (12), PER 13, MIN 8, CHA 10, SPI 8.

Skills: dodge 14, melee weapons 16, missile weapons 16, stealth 15, find 16, tracking 14, medicine 9, faith 9.

Equipment: longswords, damage value STR+6; bows, damage value STR+7, range 10/100/300; dwarven ring, TOU +4.

#1
Stun Damage (8)
K O Status

#2
Stun Damage (8)
K O Status

#3
Stun Damage (8)
K O Status



Act Three

Human Guards (8-16): DEX 8, STR 10 (16), TOU 10 (13), PER 9, MIN 8, CHA 7, SPI 8.

Skills: dodge 9, maneuver 9, missile weapons 10, melee weapons 10, running 9, find 11, willpower 9.

Equipment: Swords, damage value STR+6; bows, damage value 15, range 10/40/100; ring mail, armor value TOU+3.

#1
Stun Damage (10)
K O Status

#2
Stun Damage (10)
K O Status

#3
Stun Damage (10)
K O Status

#4
Stun Damage (10)
K O Status

Troll Soldiers (3): DEX 8, STR 14 (21), TOU 14 (19), PER 7, MIN 7, CHA 6, SPI 8.

Skills: melee weapons 10, unarmed combat 11, lifting 17, test of will (11), willpower 10, intimidation 10/(14).

Equipment: Clubs, damage value STR+7; full ring mail, armor value TOU+5.

#1
Stun Damage (14)
K O Status

#2
Stun Damage (14)
K O Status

#3
Stun Damage (14)
K O Status

Cavalry Squad (6): DEX 11, STR 11, TOU 10 (16), PER 8, MIN 8, CHA 9, SPI 9.

Skills: beast riding 14, dodge 14, maneuver 12, melee weapons 13, running 14, trick 9, test of will 9, taunt (11), intimidation 12, reality 10.

Possibilities: 1.

Equipment: Lances, damage value STR+7 (18); swords, damage value STR+5 (16); full chain mail, armor



value TOU+6, (mounted bonus cancels fatigue penalty).

First attack is a charge, -5 action, +5 damage, +3/+3 to be hit. Generate a *beast riding* total against a difficulty set by the opponent's *maneuver* value. The levels of success are a bonus to the mounted soldier's action total, and a penalty to the defender's action total when striking back.

#1
Stun Damage (10)
K O Status

#2
Stun Damage (10)
K O Status

#3
Stun Damage (10)
K O Status

Human "Top Guard" (5): DEX 12, STR 11 (18), TOU 9 (17), PER 9, MIN 8, CHA 10, SPI 7.

Skills: dodge 14, fire combat 14, maneuver 13, melee weapons 15, unarmed combat 13, trick 11, test of will 10, taunt 12.

Equipment: Two-handed swords STR+7; full *Tech* 15 plate TOU+8; muskets, damage value 15, range 25/40/150.

#1
Stun Damage (9)
K O Status

#2
Stun Damage (9)
K O Status

#3
Stun Damage (9)
K O Status

Lance, the Golem: DEX 7, STR 16 (24), TOU 24, PER 7, MIN 4, CHA 5, SPI 7.

Skills: melee weapons 11, unarmed

combat 11, test (15), taunt (11), intimidation (12).

Equipment: giant lance (+8 STR, takes STR 14 to wield).

Stun Damage (24)
K O Status

Mastiffs: DEX 12, STR 12 (14), TOU 10, PER 13, MIN 6, CHA 4, SPI 6.

Skills: maneuver 15, running 13 (limit value 11), unarmed combat 14, find 14, test (11), intimidation 11.

Natural Tools: fangs STR+2.

Mastiffs cannot be knocked unconscious from accumulated shock, only from wounds or KO conditions.

Always attack with an action value of 17, a damage value of 15; their effective skill/*Toughness* on defense is 11/7.

#1
K O Status

#2
K O Status



Act Four

The Viking Longship: Tech 7; 25 kmh/15 mph/value 9; Passengers: 60; *Toughness* 20.

The ship is mounted with a small arbalest, requiring *heavy weapons* to operate; the arbalest is *Tech* 12, has a damage value of 21, and has a range of 40/80/150. It fires once every four rounds.

Stun Damage (20)
K O Status

Standard Yacht: Tech 21; 35 kmh/25 mph/value 10; Passengers 10; *Toughness* 17.

Stun Damage (17)
K O Status

Viking Warrior (9-19): DEX 12, STR 12 (18), TOU 13 (20), PER 9, MIN 9, CHA 11, SPI 10.

Skills: heavy weapons 14, jumping 13, melee weapons 15, missile weapons 13, swimming 13, climbing 14, trick 11, water vehicles 12, medicine 10, test 11, faith 11, intimidation 12.

Possibilities: 1.

Equipment: Broadsword STR+6, spears STR+5 (17); full scale mail, armor value TOU+7, (causes *fatigue penalty*).

#1
Stun Damage (13)
K O Status

#2
Stun Damage (13)
K O Status

#3
Stun Damage (13)
K O Status

Amethyst, The Dark Wizard: DEX 11, STR 10, TOU 9, PER 13, MIN 13, CHA 10, SPI 9.

Skills: dodge 13, prestidigitation 12, stealth 12, swimming 12, alteration magic 18, divination magic 16, first aid 14, trick 15, apportionment magic 17, conjuration magic 19, reality 12.

Possibilities: 17.

Equipment: All spells except *away sight*, *mage light*, *sunstore*, *true light*, and *weather control*. He also has modified *altered fireball* and *weakness* spells.

Fireball: Range 150m, damage value 20.

Weakness: Base effect value of 13, not 8.

Stun Damage (9)
K O Status



Stacks



his page outlines suggestions for incorporating the various subplots from the drama deck into *The Possibility Chalice*. Not all possible subplots are listed here, so if you can't come up with a reasonable use of the subplot, simply disallow it (see page 66 of the *Torg Rulebook*).

Included in the adventure text are various "Flag" sections, which give details on how to work specific subplots into specific scenes, so keep an eye out for them as well.

Martyr Card: The *martyr* card can be used the same way as the *true identity* card (see below), but without the dwarven interference that comes with the *true identity*. The player of the *martyr* card is indeed the one fated to slay the Dark Wizard, as foretold in the prophecies of old. The only problem is that the slayer is also slain.

The Knight with this card is immune to Amethyst's spells, and can close with and slay the Dark Wizard. Alternatively, that Knight has an intuition regarding the Dark Wizard's True Name (it is "February") if he or she possesses the amulet. In either case, when Amethyst dies, the one responsible is slain by a magical eruption of power from the dying wizard.

Nemesis Card: There are several possible *nemesis* subplots, depending on when this card is played, and which one you like the best. In Act One, the Nippon captain can become a nemesis if the Knights escape from the rig site after the Nippon troops have arrived. In Act Two, Basher Gallios or the leader of the Dead Fish Gang can be a nemesis. It is also possible to have Amethyst himself be the nemesis, though this can only occur late in the adventure.

Romance Card: Karinna Waverunner appears late in the adventure, but she makes a good romance for the last act. The bearer of this subplot must act to save Karinna, no matter what trouble she gets herself into. Give the two romancers time to get to know each

other, even if it means holding up the action a bit.

If the subplot is played by a female Knight before Karinna appears, make it Karlo Waverunner, a handsome male Uvwe, who leaps onto the boat.

Mistaken Identity Card: If played in or before Act Two, this subplot leads the hoods in Chislethwaite to believe that the Knight with the subplot is actually a well-known underworld figure, "Father" Guido Capone. They will be extremely deferential and helpful, but will occasionally ask embarrassing questions ("Tell us about the Markos Heist, Father.") As noted in the text, Basher will volunteer to accompany the Storm Knights on their quest if this subplot is played.

Personal Stake Card: If this is played before the Knights first see Babbidge, then the bearer of the subplot card knows the wizard well — if Babbidge is in trouble, then it's personal!

If the card is played *after* the Knights first see Babbidge, it makes less sense for it "suddenly" to become personal. In Act Two, this can be handled by having Tolwyn explain Babbidge's past as a former Core Earth museum curator. At this point, the bearer of the subplot card realizes that he in fact does know this person, etc. After Act Two, Scene Two, this subplot card has no effect.

Suspicion Card: Whenever this is played (through the beginning of Act Four, after which it has no effect), Tolwyn discovers some evidence which leads her to suspect that the Storm Knights may actually have been involved in the kidnapping of Babbidge. She dispatches a small party of dwarves to shadow the Knights, and to stop them if they contact Amethyst. This can manifest itself quite easily in Acts Two and Three; in Act Four it requires the dwarves to sail into the fray at an inconvenient moment — but as it is unlikely that they would attack such a powerful wizard as Amethyst,

they will veer off after alarming the viking vessel.

True Identity Card: As above, this subplot can manifest any time after Act One through the beginning of Act Four. In this version, Tolwyn recognizes one of the Knights (belatedly, if the subplot is played after their meeting) as the one fated to slay the Dark Wizard.

However, the prophecy states that this can only come about if the fated one can meet Amethyst "face to face." To this end, Tolwyn dispatches the same party of dwarves as above, but this time their mission is to protect the *true identity* Knight at all costs.

For dramatic purposes, you might have Tolwyn recognize the fated one not by look but by some action or word. Pick something that Knight does in Tolwyn's presence, and have her react with surprise. If asked, she says it was nothing. It will remain a mystery to the Storm Knights (unless they really push or investigate for an answer).

If you wish, you can have *suspicion* and *true identity* be mutually exclusive subplots. If you want to get fancy, you could also let the dwarves have a dual mission, suspecting the one Knight and protecting the other.

Campaign Card: The subplots most suitable for campaign play are *nemesis*, *romance*, and *mistaken identity*. The *nemesis* can simply survive the adventure, and reappear later for revenge (as usual).

The *romance* can extend into new adventures, since Karinna is capable of holding human form indefinitely (and her yearning to return to the sea, and to have her lover come with her, could create some interesting plots as well).

The *mistaken identity* could have a sort of running-gag effect: criminals all over the world keep mistaking this Knight for Guido Capone, with hilarious results — until the real Capone gets word that there's an imposter running around out there!



THE POSSIBILITY CHALICE

by Douglas Kaufman



The Near Now. Earth is gripped by the Possibility Wars, as Storm Knights fight to stem the sweeping tide of invading realities. At the center of this battle are the fabled *eternity shards* — incredible relics of power imbued with coveted possibility energy, capable of tipping the balance of the Possibility Wars forever.

The race is on. Minions of the High Lords frantically scramble to collect the relics of power, while Storm Knights try to do the same in defense of Core Earth. One such relic is the mysterious Possibility Chalice, a powerful eternity shard which has garnered the attention of four different High Lords, as well as an intrepid team of Storm Knights who seek to find it first.

The cryptic Destiny Map revealed how to find the Chalice. Now the Storm Knights must journey into the watery depths of a sunken temple, through the wild fantasy countryside of Ayslish England, into the darkened keep of an evil sorcerer, and across the icy waters of the North Sea in search of the elusive relic.

Enemies are everywhere. Deadly Nippon Tech robots, ancient aquatic horrors, demons, trolls, golems, viking warriors and a powerful Ayslish wizard all vie for the power of the Possibility Chalice. Can you get to it first?

An Adventure for



Roleplaying the Possibility Wars™

ISBN 0-87431-310-4



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Fantasy/Games

This *Torg* adventure can be played by itself or as the second part of *The Relics of Power Trilogy*. It introduces players and gamemasters alike to the *Torg* universe, where realities overlap and anything is possible.

For up to six players and a gamemaster. You need the *Torg: Roleplaying the Possibility Wars* boxed game to run this adventure.

For ages 12 and up.



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