

CONTENTS

STRIKEFORCE DRAGONSTORM BY BILL SLAVICSEK

4

Scene One: A Call to Action	4
Scene Two: The Tower of London	6
The Traitors' Gate	6
The Moat	6
The Gatehouse	7
The Jewel House	7
<i>An Appearance by Maelstrom</i>	7
The White Tower	8
<i>Eternity Shard: The Imperial State Crown</i>	9
Scene Three: The Big Chase	10
The Aftermath	10
Threats	10

THE LURE OF ALBION BY SIMON LUCAS

12

Mission Briefing	12
Scene One: The Abbey	13
Brother Francis	13
The Problem	14
What's Really Going On?	14
The Big Idea	15
Complications	15
Scene Two: Sherwood Forest	15
Perils of the Greenwood	15
The Great North Road	17
Scene Three: Kirklees	17
The Priory	18
One Last Arrow	18
Scene Four: The Spirit of England	18
What about Francis?	19
Aftermath	19
<i>Eternity Shard: Albion</i>	19

TO SAVE A CHALLENGER BY JOHN TERRA

20

Mission Briefing	20
Scene One: The Three Crown Inn	21
Scene Two: Sharif of Nottingham	22
Scene Three: AMBUSH!	22
Scene Four: Meet Robyn Hood	24
Scene Five: Contest of Champions	24
Scene Six: Buried Darkness	24
<i>Eternity Shard: King John's Circlet</i>	25
Aftermath	26

Personalities	26
-------------------------	----

CURSE OF THE GAE BOLGA BY RON LUNDEEN

28

Mission Briefing	28
Scene One: The Unfriendly Sea	30
Old Friends	30
Scene Two: The Ghost of Dunscaith	30
<i>Folktale: Cu Chulainn's Education</i>	32
The Curse Grips Elranna	32
Aftermath	33
Lessons Learned	33
Lessons Unfinished	33
Allies and Threats	33

RETURN TO CARTERHAUGH BY ERIC SIMON

34

Mission Briefing	34
Scene One: Inland from Inverness	35
The Ghillie	36
Scene Two: The Drake of Dalwhinnie	36
The Transformation	37
<i>Elfame Influence</i>	38
Scene Three: The Tree of Tam Lin	38
The Gyre Carlin	38
Aftermath	39
<i>Folktale: The Gyre Carlin</i>	39

NO MAN'S DRAGON BY DANIELLE DELISLE

40

Delphi Briefing	40
Scene One: A Terrorized Island	41
Lorelei	41
Scene Two: Darkness Encountered	42
Scene Three: No Man's Fort	43
Smoke the Obscure	43
Aftermath	44
Threats	44
<i>Talisman: The Signal Sword</i>	45

NIGHT OF THE MUMMIES BY STEVE KENSON

46

Mission Briefing	46
Scene One: Night at the Museum	46

Mummy	47
Scene Two: An Unexpected Ally	48
Scene Three: The House of Beauty	49
Rest in Pieces	51

REFUGE

BY GREG GORDEN

52

Adventure	52
Background.	52
Scene One: Seriously?	53
Scene Two: Uninvited Guests.	54
Scene Three: Infected by Hope	55
Scene Four: Ring of Fire	56
Aftermath.	58
Foes	58

A STORMY PASSAGE

BY ED STARK

60

Delphi Briefing	60
Scene One: All Aboard!	61
All Hands On Deck	62
Eternity Shard: The Golden Eagle	63
Running For the Storm	64
Scene Two: Crossing the Storm.	65

Scene Three: Shark Attack!	65
Wave One: The Amphibious Assault	65
Wave Two: Hulled!	65
A Sinking Ship.	67
An Additional Wrinkle	67
Aftermath.	67

PROTECT THE ELF

BY JEFF GREINER

68

Mission Briefing	68
Scene One: The Local Syndrome	69
Meeting Talisha	70
Scene Two: Break On Through	71
Into the Village.	71
It All Falls Apart.	72
Scene Three: Get to the Nexus	73
Scene Four: Don't Let the Elf Die.	74
The Deceiver's Forces	74
The Nexus	74
The Ritual	74
The Escape	74
Aftermath.	74
Threats	75

COMMON THREATS

76

Beta Clearance	79
--------------------------	----

GENERAL DIRECTIVE #7

From the desk of Quinn Sebastian

Keep your eyes and ears open for indications of what the High Lords are up to. We know each wants to become the "Torg," but we don't know exactly what that means. Any intelligence on the Torg or specific High Lord plans is going to help us get ahead of them. It seems that there can only be one Torg, so inevitably the invaders are going to turn on one another. We need to know who is betraying who and capitalize on it. In some cases we may even be able to manufacture a betrayal of our own and make our foes fight each other instead of us.

Quinn Sebastian

STRIKEFORCE DRAGONSTORM

BY BILL SLAVICSEK

COSM: AYSLE

**LOCATION: TOWER OF
LONDON, ENGLAND**

The Delphi Council assembles a team of Storm Knights to assault the Tower of London. A Draconis Teutonica—an air dragon—that calls itself Maelstrom has turned the tower into a fortress and taken the Prime Minister of the United Kingdom hostage.

Now, with the help of the necromancer, Lady Evernight, and her undead army—not to mention the increasing number of Ords who flock to the tower to worship Maelstrom as a god—the dragon seeks to expand its control of the area. The Storm Knights must enter the tower, rescue the Prime Minister, and get her to safety before what remains of the United Kingdom's government gives in to the dragon's demands.

SCENE ONE: A CALL TO ACTION

Standard Scene. The Storm Knights receive an urgent summons to appear before their contact at the Delphi Council. That's where they receive the disheartening news—the Prime Minister of the United Kingdom has disappeared!

"The government has been informed that the Prime Minister has been taken captive by a dragon that calls itself Maelstrom. The dragon has commandeered the Tower of London and turned it into its personal kingdom. We believe the Prime Minister is being held somewhere within the walls of the complex."

The contact goes on to explain that an elf necromancer supports the dragon and has created an army of undead creatures to protect the premises.

"We need you to infiltrate the grounds of the Tower of London, secure enchanted weapons to aid you against the dragon and the necromancer, locate the imprisoned Prime Minister, and escape. It is imperative that the Prime Minister exits the Tower of London alive and in



TOWER OF LONDON

★ 2. Moat

★ 4. Jewel House

★ 5. White Tower

3. Gatehouse

1. Traitor's Gate

20 meters

The Tower of London isn't for tourists anymore.

relatively good health. If you can kill the dragon and its necromancer ally, all the better, but the primary mission is to extract the Prime Minister and get her to safety."

The contact also points out that the Delphi Council believes an eternity shard might be trapped within the Tower of London with the dragon and the necromancer.

"Prior to the arrival of the dragon, reports indicated that one or more of the artifacts stored and displayed in the tower had revealed themselves to be eternity shards. If you can recover one or more of these items, by all means do. But not at the expense of the safety of the Prime Minister."

The Delphi Council equips the team with an ordnance of modern weaponry and a small supply of Aysle-appropriate equipment. "Your Core Earth weapons could fail you within the magical reality

now overlaying the Tower of London," the contact explains.

"The armor and melee weapons we have collected for your use should be replaced with enchanted versions as soon as you can acquire them, as neither your modern weapons nor the Ayslish equipment is fully effective against the undead. We believe the tower's armory has been relocated to the Jewel House, though some pieces may remain within the White Tower. We have every reason to believe some of these items have become magical in the face of a shifting reality."

Finally, the contact provides the name of a yeoman warden who escaped from the historic site when the dragon first arrived. "Yeoman Warden Bennington awaits your arrival at the Underground station at Tower Hill. He can provide you with a way to get into the tower walls without being seen. Good luck, Storm Knights."

SCENE TWO: THE TOWER OF LONDON

Standard Scene. Refer to the map when running events at the Tower of London. Officially known as Her Majesty's Royal Palace and Fortress of the Tower of London, this historic castle on the north bank of the River Thames in central London consists of a central tower (the White Tower), an inner and outer ward, surrounding support buildings, and the curtain walls that encompass the tower grounds. Locations that may come into play in this adventure, as marked on the map, include the following, which are then described below.

- **1-Traitors' Gate:** The suggested entry into the tower grounds.
- **2-The Moat:** Full of undead.
- **3-The Gatehouse:** Guarded by undead.
- **4-The Jewel House:** Guarded by war trolls and gopog.
- **5-The White Tower:** Lair of the dragon, guarded by the necromancer.

1. THE TRAITORS' GATE

The Storm Knights arrive at Tower Hill Station and rendezvous with the Beefeater known as Yeoman Warden Bennington. The tall, older gentleman with the handlebar mustache isn't wearing his uniform, but that doesn't stop him from standing with the regal bearing of one of the ceremonial guardians of the Tower of London. He tells the Storm Knights what he knows before they go off to do their own reconnaissance and make their way to the entrance he suggests—the infamous Traitors' Gate.

Bennington, loyal to the crown and devoted to his duty as a yeoman warden, nonetheless appears shaken by the recent events happening within the Tower of London. "It's a bloody dragon!" Bennington says. "Swooped in one day and declared itself lord of the place. Not sure which is worse, the bloody dragon or the damned elf woman and her horde of undead monsters! The tower grounds are literally crawling with the damned walking corpses!"

Bennington provides a key and directions to the Traitors' Gate. He hasn't been able to determine where the Prime Minister is being held captive,

but he knows much of the medieval armory was moved to the Jewel House to make room inside the White Tower for the dragon.

ENTERING VIA THE TRAITORS' GATE

The key provided by Yeoman Warden Bennington opens the locked portal of the Traitors' Gate. Named for the many prisoners that were transported into the castle by barge from the Thames during the reign of the Tudors, it provided quick access to and from the river. Water fills the entryway, and the Storm Knights will need to swim through the murky water or use a small boat to reach the tower grounds. Unfortunately, while this route provides a less-protected access point, it isn't devoid of defenders. As the Storm Knights move through the murky water, read:

The cool, dark confines within the Traitors' Gate present a small challenge, as water fills the interior. As you navigate the dimly lit interior, the water churns and bubbles. Three Skeletal Warriors rise out of the depths, each brandishing a short sword or a crude club. They immediately move forward to deal with your intrusion.

After the Storm Knights deal with this small band of defenders, they enter the tower grounds and decide upon their next course of action.

- **Skeletal Warriors (three):** see page 11.

2. THE MOAT

If the Storm Knights decide to look around before trying to enter the Tower of London via the path suggested by the yeoman warden, or if they decide to make their own way into the tower, they can't help but notice the moat that surrounds the tower grounds. Prior to the Dark One's invasion, the moat was nothing more than a dry ditch, as the water was drained long ago due to concerns about safety and disease. With the arrival of Maelstrom, however, murky water once more fills the tower moat. Read:

Dark, murky water fills the trench that surrounds the Tower of London. The water isn't still, however. As you gaze across toward the curtain wall, sections of the water bubbles and churns as bones rise out of the depths. Obviously human, the bones swirl about on the surface for a few long seconds before once again.

sinking beneath the surface. The pattern repeats at varying intervals from one end of the moat to the other. More disturbing, every so often the swirling bones assemble into a skeletal form that lifts itself out of the water to look around before disassembling and falling back into the murky depths.

The Storm Knights should have no doubt that the sea of bones would form into a skeletal army if they attempted to cross the moat. Lady Evernight used the bones of the outlaws hung on Tower Hill to create these undead guardians. If the Storm Knights attempt to cross to the tower grounds via the moat, three skeletal warriors rise out of the depths for each of the heroes in the party. They immediately engage the intruders to drive them off or otherwise stop their progress. Every round, another three skeletal warriors arrive to bolster the defenders. If the party hasn't retreated or been defeated by the end of the fourth round of combat, Lady Evernight joins the battle and the scene becomes a dramatic scene.

- **Skeletal Warriors (three per hero, plus three each round):** see page 11.

3. THE GATEHOUSE

The Gatehouse once provided access to the millions of tourists who visited the Tower of London every year. Now, the portcullis is locked and skeletal warriors guard the entrance to the tower grounds. If the Storm Knights attempt to gain entry via the Gatehouse or by scaling the battlements, they must fight through the tower's defenders. The same rules concerning the Moat apply here; three skeletal warriors arise for every Storm Knight in the party, with three more arriving every round. At the end of the fourth round, Lady Evernight joins the battle.

In addition to the skeletal warriors, the battlements have additional defenders in the form of three ravagons. The fearsome winged hunters patrol the sky above the Tower of London, with one arriving every round to bolster the defense of the battlements.

- **Skeletal Warriors (three per hero, plus three each round):** see page 11.
- **Ravagons (three):** see page 76.
- **Lady Evernight:** Appearing on the fourth round. See page 10.

AN APPEARANCE BY MAELSTROM

As the Storm Knights perform reconnaissance from outside the tower walls, or once they get inside the confines of the Tower of London, they hear Maelstrom address his subjects and those he plans to soon rule over as his authority expands beyond the tower walls. The dragon can be clearly seen, curled around the top of the White Tower in the middle of the compound. He speaks in a roar that can be heard for a kilometer in every direction.

"Hear me, my subjects and those soon to welcome my rule," Maelstrom says. "I am the great and powerful Maelstrom, ally to the Dark Lord and companion to the malevolent Lady Evernight. I am your king and your god! Those who willingly submit to my rule will find protection and a life of service beneath my wings. Those who refuse or dare to defy me will find only death! So says Maelstrom, dragon of the frozen seas!"

Any Ords in the vicinity either flee in terror or submit and approach the Tower of London as supplicants to the great and powerful Maelstrom. Those approaching the Gatehouse as supplicants are permitted entry to worship at Maelstrom's feet. The Storm Knights could attempt to get inside the tower grounds in this way if other avenues fail them.

4. THE JEWEL HOUSE

If the group attempts to arm themselves with magical equipment more appropriate for the reality of the Aysle cosm, they need to infiltrate the Jewel House. Famed as the vault that housed the British Crown Jewels, this one-time barracks stands across from the White Tower that now serves as the lair of the dragon Maelstrom.

Two war trolls guard the Jewel House. Not only are they charged with protecting the armory of magical armor and weapons, they also make sure the Imperial State Crown remains under lock and key. These fearsome creatures wear enchanted armor and wield enchanted great axes. They are

extremely loyal to Maelstrom and Lady Evernight, are ferocious warriors, and fight to the death to secure the Jewel House. A squad of six Gospog of the First Planting (see *Torg Eternity*) patrol the building and provide support to the war trolls when called upon.

If the Storm Knights are stealthy, they might be able to acquire a few weapons and armor without attracting the attention of the war trolls or the gospog patrols. However, if they attempt to rescue the Imperial State Crown, they will not be able to avoid a battle.

WAR TROLL

A huge armored creature that wields a great axe, war trolls fought on the front lines of Lord Uthorion's army before being placed in the service of the dragon Maelstrom. They are smart, tough, and deadly warriors.

Attributes: Charisma 8, Dexterity 8, Mind 10, Spirit 9, Strength 16

Skills: Dodge 9, find 11, intimidation 12, melee weapons 15, unarmed combat 12.

Move: 8; **Tough:** 21 (5); **Shock:** 16; **Wounds:** 4

Equipment: Enchanted chain mail +3, enchanted great axe (*Strength* +6/22).

Perks: Frightening Aspect, Critical Strike, Brute.

Possibilities: 3.

Special Abilities:

- **Dread:** Standard Scenes become Dramatic when war trolls are present.

- **Magical Recuperation:** At the start of every round, war trolls remove five points of shock or one wound that wasn't inflicted by a magic weapon or fire.

- **Large:** War trolls stand three meters tall. Attacks against them gain a +2 bonus.

JEWEL HOUSE ARMORY

If the Storm Knights reach the armory, each member of the group can select from the following list of available enchanted arms and armaments.

- Elven Chain Mail (Armor +3)
- Enchanted Leather (Armor +2), two sets
- Enchanted Plate Mail (Armor +4)
- Enchanted Shield (Defense +3)
- Enchanted Dagger (*Strength* +2)
- Enchanted Short Sword (*Strength* +3)

- Enchanted War Hammer (*Strength* +5)
- Enchanted Spear (*Strength* +3)
- Enchanted Long Bow (Damage 13)
- Enchanted Light Crossbow (Damage 13), two
- Enchanted Sling (*Strength* +2)
- Plus two randomly generated items

THE IMPERIAL STATE CROWN

Dramatic Scene. The Imperial State Crown, long known as the centerpiece of the Crown Jewels of the United Kingdom, now has a series of blue and red gems adorning its rim. It revealed itself as an eternity shard as soon as reality in and around London began to sway. Its connection to Core Earth threatens Maelstrom, so he had Lady Evernight encase it in a magical cocoon. When the Storm Knights spot it, read:

A shimmering bubble of dark force encases the crown of the United Kingdom's monarch. A blue-red glow emanates from the crown, making it clearly visible inside the curtain of dark energy.

The war trolls, if they haven't been alerted to the presence of the Storm Knights prior to this, certainly notice them when they approach the vault containing the Crown Jewels. If the group can defeat the war trolls and secure the Imperial State Crown, they'll gain a powerful eternity shard for the Delphi Council. This recovery should not take precedence over rescuing the Prime Minister, however.

5. THE WHITE TOWER

Much of the White Tower's interior has been gutted to make room for the massive air dragon. It consists of the ground floor, the middle floor, and the top floor. Maelstrom resides at the upper level of the tower, moving freely between the top floor and the roof of the old keep. The Prime Minister is housed on the middle floor, under the constant guard of two ravagons. Lady Evernight patrols the ground floor, accompanied by her force of four knight zombies. To rescue the Prime Minister, the Storm Knights must deal with Lady Evernight and her knight zombies and the two ravagons. Maelstrom won't get involved unless directly challenged by the intruders. It has complete faith in the tower's guardians and is engaged with the Ords who are

worshiping and praising the dragon when the Storm Knights arrive.

When the Storm Knights meet Lady Evernight, read:

The female elf before you wears the armor of a dark knight of Lord Uthorion, as do the zombie-like walking corpses at her side. "I am Lady Evernight," she says, "companion of Maelstrom and master of dark magic. You have come for the Prime Minister, but all you will find here is death!"

- **Lady Evernight:** See page 10.
- **Knight Zombie (4):** see below.
- **Ravagons (2):** see page 76.

KNIGHT ZOMBIE

An animated corpse adorned in plate mail and armed with a long sword and shield, this intelligent monster was loyal to Lady Evernight in life and twice as devoted to her in undeath. It hates living beings with a ferocity and fights like a whirlwind despite its undead nature.

Attributes: Charisma 7, Dexterity 10, Mind 8, Spirit 7, Strength 9

Skills: Dodge 11, find 9, maneuver 11, melee weapons 12.

Move: 10; **Tough:** 14 (5); **Shock:** —; **Wounds:** 1

Equipment: Enchanted plate mail +5, long sword (Strength +3/12).

Possibilities: Never.

Special Abilities:

- **Necrotic Aura:** The necrotic spell that animated these creatures reduces the damage inflicted by non-magical attacks by half.
- **Relentless:** Knight Zombies ignore Shock.
- **Undead:** Knight Zombies are immune to poison and other effects that require breathing, eating, or other living processes.

THE PRIME MINISTER

When the group defeats Lady Evernight and her knight zombies, they can ascend to the middle floor. There, chained to a rack and guarded by two ravagons, is the Prime Minister of the United Kingdom. "It's about bloody damn time! Now kill these devils and get me out of here!" she declares when the Storm Knights arrive.

ETERNITY SHARD: THE IMPERIAL STATE CROWN

Cosm: Core Earth

Possibilities: 10

Tapping Difficulty: 20

Purpose: To owe allegiance to no other rulers.

Description: A crown with a dark blue velvet cap encrusted with hundreds of small gems and several large rubies and sapphires. Adorned with a silver cross at the top.

Powers: The wearer of the crown may not be mind controlled, dominated, or possessed by any external force.



The ravagons will fight to keep their charge, but if one of them falls, the other will flee. They're on loan from the Gaunt Man, and have no loyalty or love for the air dragon.

Once the Ravagons are defeated or flee, the group can release the Prime Minister and make their escape from the Tower of London.

SCENE THREE: THE BIG CHASE

Dramatic Scene. When the Storm Knights emerge from the White Tower with the Prime Minister, read:

Suddenly a dark shadow, like a cloud moving across the face of the sun, falls over your group. Diving out of the sky from the top of the White Tower is the air dragon, Maelstrom. "That does not belong to you!" the dragon roars as it dives straight for you.

The Storm Knights can turn and face the air dragon, but the better course is to run. The Prime Minister suggests such a course of action if the group seems intent on taking on a powerful dragon.

To escape from the Tower of London with the Prime Minister requires a Dramatic Skill Resolution that requires the following steps to complete:

- **Step A:** Find and plot a clear path to the exit, whether back to the Traitors' Gate or one of the other exits they want to make their way to. Standard (DN 10) scholar or Mind test.
- **Step B:** Lead the group into cover to avoid a strafing run. Challenging (DN 12) stealth or Dexterity test.
- **Step C:** Clear a path through rubble to the exit. Difficult (DN 14) Strength test.
- **Step D:** Someone must draw the dragon away long enough for the others to escape. This is a Very Difficult (DN 16) taunt test, and whoever attempts it suffers an attack from Maelstrom!

If a step isn't available the group must face Maelstrom that round. Any failed step or Dilemma allows the dragon to launch an Arctic Breath attack. If the group completes the challenge within five rounds, they find Yeoman Warden Bennington waiting for them with a vehicle prepared just for

such an escape. After five rounds they are cut off and must defeat the dragon before they can leave.

THE AFTERMATH

Whether the Storm Knights defeat Maelstrom or the dragon remains to be dealt with in the future, they still wind up with a great victory for the Delphi Council. They defeated Lady Evernight, possibly secured magic items and an eternity shard, and saved the Prime Minister. With the grateful thanks of a nation, they can return home with their heads held high—at least until Maelstrom makes its next move against London.

THREATS

LADY EVERNIGHT, ELF NECROMANCER

The elf dragon rider and necromancer, known only as Lady Evernight, has been Maelstrom's ardent companion for centuries. She is utterly devoted to the dragon, intent on using her powers over undeath to help Maelstrom create a kingdom that will spread outward from the Tower of London to engulf the entire city.

Attributes: Charisma 11, Dexterity 12, Mind 11, Spirit 13, Strength 10

Skills: Alteration 13, beast riding 15, conjuration 16, divination 12, dodge 13, find 12, intimidation 14, maneuver 13, melee weapons 13, stealth 14, taunt 12.

Move: 12; **Tough:** 13 (3); **Shock:** 13; **Wounds:** 3

Equipment: Elven chain mail +3, souleater long sword (Strength +5/15).

Perks: Shadow Step, Elven Sorcerer (Necromancer).

Spells: Animate skeleton, create zombie, disguise, fly, lightning, mage dark, possibility rend, speak with dead.

Possibilities: 2.

Special Abilities: —

MAELSTROM, DRACONIS TEUTONICA

Maelstrom is a fearsome air dragon from the frozen seas of Aysle. A powerful ally of Lord Uthorion, the Dark One, Maelstrom has taken control of the