

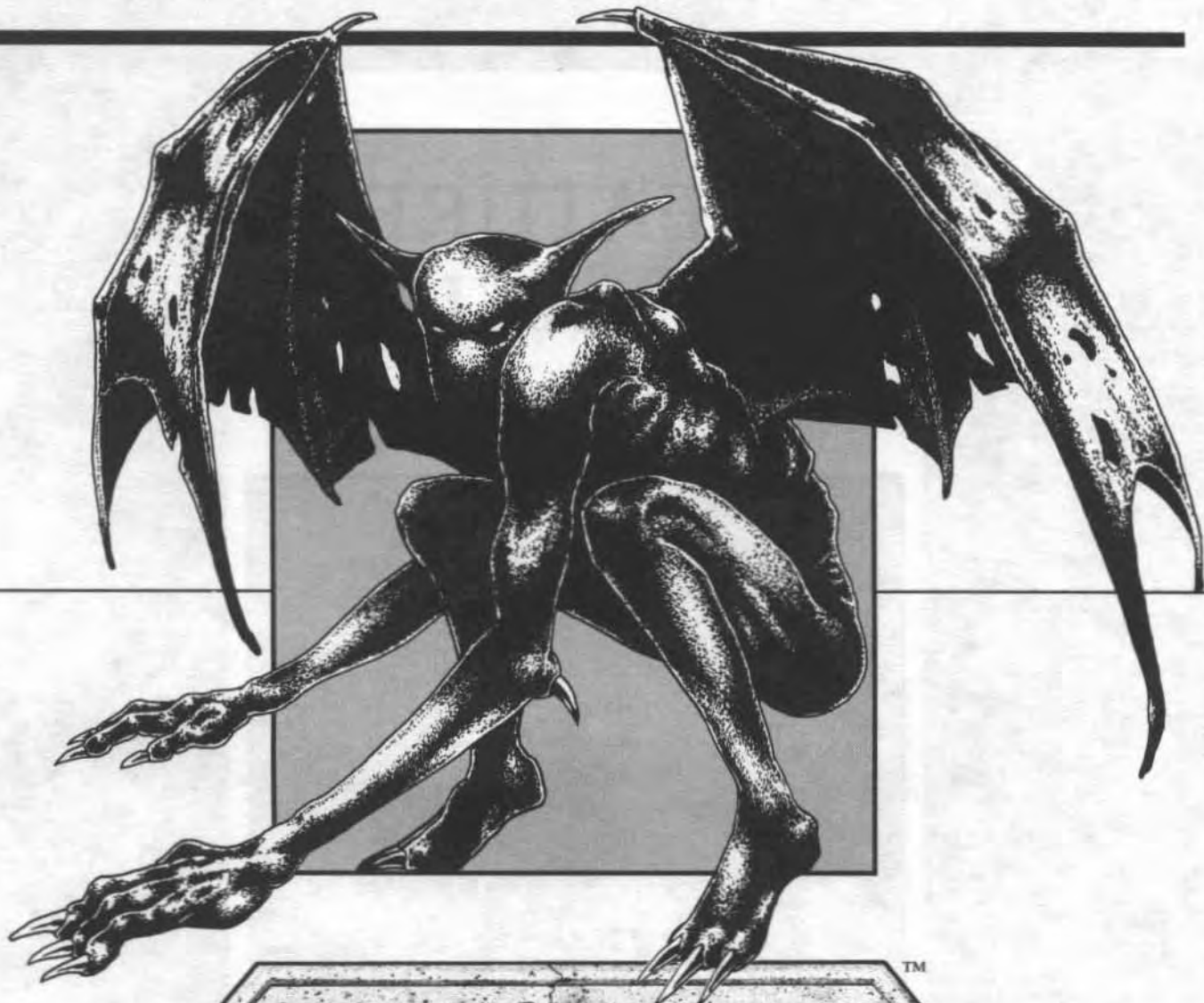


CREATURES
OF AYSLE™



CREATURES OF AYSLE™





Roleplaying the Possibility Wars™



Creatures of Aysle



Compiled by the Bestiary-Keeper of Aysle

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INTRODUCTION



Tomaki listened intently, straining to separate the movements of a predator from the sounds of his comrades' footfalls. He heard nothing — apparently Lesley of Liandar's enchanted bow had been sufficient to frighten away the Storm Wraiths, which had assaulted them.

He cast his glance to the rear, and saw the paladin supporting Hastings, their Orrorshan companion. He still seemed in a daze from the Wraith's attack, and indeed, Tomaki realized it would be a long time before he would forget the sight of fangs sinking into flesh and a fine red-and-blue mist flowing from the wound.

Up ahead, Skip chatted incessantly with their guide. They had been fortunate to chance upon an Ayslish Bestiary-Keeper, one Alexander by name, to aid them in their quest. Tracking a hell bat was extremely difficult at best, and it was a help to have someone along who was familiar with that abomination and its ways.

"Our comrade doth seem fit enow to travel at a brisker pace," Lesley said. The paladin had come up beside him, and once more, Tomaki was struck by her exotic beauty. She brushed a lock of raven hair from her forehead and said firmly, "We must hurry, good warrior, lest our quarry should make good his cowardly escape."

The paladin made no attempt to disguise the bitterness in her voice. The old mage, Leichester, had been a mentor of sorts to her, and it had been painful to find his body. The identity of his murderer was, of course, apparent — none but a mage-killer could have resisted his magicks, nor plunged a spike into his brain with such force that the head was almost torn from the body. The image reminded him of a time not so very long ago in Osaka, and an aged friend slain by Yakuza ... yes, he could understand the need for vengeance that burned in her breast.

His thoughts were interrupted by the high-pitched sound of Skip's voice. "... And then we fought this big dog and a guy who kept fading in and out, and that's when I got my crown!" Skip was telling their extremely patient guide. "It's supposed to belong to somebody named Pellinore, and he had this beast, see, and ..."

"Be thou silent, edeinós!" Lesley snapped. "Alexander, how far to the lair of the mage-killer?"

The guide turned and smiled in so cold a manner that Tomaki found himself reaching for the hilt of his shimsi sword. "We approach it even now, my lady. See yon cave ahead? Many a dark tale surrounds its occupant — they say he has slaughtered men in the hundreds, and protects a treasure hoard the likes of which no mortal has ever seen. It is there we shall find the monster."

Lesley seemed satisfied. Tomaki was not, but the paladin claimed to have detected no evil in the guide, and so he was silent. He moved to the forefront and beckoned the rest of the party to follow him. As silently as possible, they approached the mouth of the cave, but no noise came from within.

"It is as black as Uthorion's heart in that place," Lesley whispered. "Shall I —?"

Komaki cut her off with a gesture. "No. Your light-bringing powers would only serve to warn our foe. Has Alexander moved to the rear?"

"Aye," Lesley replied. "He protects our flank with Hastings. I crave a boon, Tomaki — allow me the honor of slaying the beast in single combat."

Tomaki shook his head. "We are in Aysle, woman, and I know you value personal pride above all else. But in my home, we have learned that the forces of destruction rarely observe the rules of fair play and good conduct. No, we must proceed with stealth and strike from the shadows."

"But that is not honorable!" the paladin protested.

"Granted. But it is more likely to be successful," the ronin said, in a tone which made it clear he would brook no further argument.

Soon, all was made ready. Skip had drawn his Uzi, Lesley her sword, and Tomaki stood at the mouth of the cave, a stun grenade in his hand.

"Cover your eyes!" he shouted, as he tossed the "flash-bang" into the cavern. It went off with a blinding light and a deafening explosion. The three of them charged into the cave, prepared for battle ... only to emerge moments later, perplexed.

"Your expressions are truly priceless," they heard their guide say. He stood beside the bloodied corpse of Hastings, and he was smiling.

"I'm afraid I was being a bit too modest before," he said. "You see, that's my cave, and I must have slain at least a thousand men by now."

Before their horrified eyes, Alexander began to shimmer, to change, to ... grow. When the metamorphosis was done, a Draconis Teutonica, hideous of visage and stinking of death, stood before them.


"I told you I would let you know in what manner I expected to be paid for my services as guide," the great beast said, slicing the air with his claws. "I am about to collect."

The Beasts Without

As you have no doubt discerned from the above, gentle readers, it is no easy thing to challenge the creatures of Aysle. They are many, they are cunning, and they are as deadly as any dark mage. That is why I, Lauralem, and my fellow Bestiary-Keepers have compiled this volume. If you insist on unsheathing your blade in the presence of a Fire Giant or a Tainted One, it is best that you be armed with knowledge as well.

To begin, let me tell you about some of the duties of a Bestiary-Keeper. It is our task to gather and record all knowledge of the myriad creatures that stalk Aysle, to





advise all and sundry which are hostile and which friendly, which will slay a traveler for food and which solely for sport. The information contained within these pages was formerly available only to Lady Pella Ardinay and Tolwyn of Tancred (although a treacherous member of our calling has delivered a copy to Uthorion — cursed be his name).

However, with the sharp increase in the number of innocents slaughtered by Aysle creatures in the realm of late, Lady Pella felt it best that the general public should be informed of the dangers they face. We, the Bestiary-Keepers, concur with this opinion, and have done our very best to make these accurate accounts.

Creatures of Dark and Light

In the months since Aysle spread its glory to this place called "Earth," the job of the Bestiary-Keeper has grown much more arduous. In addition to the creatures that migrated from Upper Aysle, Lower Aysle and the Land Between, countless beasts have sprung to life in the realm. These are things no Ayslish has e'er seen before, and my understanding is that they are myths of this place come to life. Whatever the truth may be, they are as dangerous as any we can call native to Aysle.

This has prompted the Bestiary-Keepers to swallow their pride and begin contracting others, particularly Storm Knights, to check on creature reports, bringing back healthy specimens if possible. In addition, we now pay handsomely for evidence of the existence of creatures which were heretofore unknown.

There are a number of different types of creatures present in Aysle, and they can be broken down thusly:

Creature/Folk — The rarest of all animals, these are beings that seem too advanced to be considered mere beasts, and yet not at the level of even the half-folk. They tend to live together in large groups, and will attack outsiders only if threatened.

"Hybrid" Creatures — That unusual word, coined by my esteemed comrade, Dariamar, refers to beasts which combine traits of a number of different animals. The head of a lion, the ears of an ass, the tail of a serpent, the wings of an eagle, etc. all collected in one creature is a more common occurrence than one might think. These can be among the most deadly of creatures, having the strengths of many species and none of the attendant weaknesses. They are often prized by hunting parties, and a few have even been forced into extinction.

Enchanted Creatures — Possessed of sorcerous power and resistant to non-enchanted weapons, these beasts are prevalent throughout Aysle and are the most difficult to capture or kill. Many are well-versed in the use of the mystic arts, and even the most formidable of warriors can be laid low by an eldritch bolt or a supernaturally sharp claw.

I have learned that heroes, particularly those called Storm Knights, will do as they wish and go where they will,

regardless of the sage counsel imparted to them. However, I must emphasize most strongly that if one encounters an enchanted creature, the course of wisdom is that leading far away from the monster. Many a headstrong Ayslish paladin has ceased to be so shortly after said head was removed from his body.

If I Could Talk To the Animals ...

Of the many problems faced by Core Earthers (among them, their reliance on machines which never seem to work and their often appalling lack of knowledge about magic), one of the worst is their refusal to recognize that some of their long-held beliefs must be abandoned once in Aysle. For example, the fact that a monster is capable of speaking English does not make it any less a savage beast — it simply means the creature can explain to you exactly what it is going to do to you before it does so.

In addition, the apparently benevolent appearance of some creatures often leads Core Earthers to relax their guard. As an instance of this, the fact that a peryton looks like an Earth reindeer with wings does not mean it is simply an improved denizen of the North Pole, now better able to pull a great wizard's sled. A yeoman who foolishly offers such a creature a carrot will often find that it takes his hand as well.

Another common mistake is to minimize the difference between a "dumb animal" and a sentient beast. A pack of rats searching an alley for food scraps is far less dangerous than a pack of rat-like creatures capable of planning attacks and fond of human flesh.

A good rule of thumb is, when unsure about the nature of a creature, stay away from it and summon the Home Guard. DO NOT attempt to subdue it yourself (rapping a Draconis Aquatica on the snout with a broom stick does little good, as an unfortunate woman in Brighton recently discovered). Do not underestimate the destruction these beasts can cause or the corruption that is in their hearts, I pray you — they did not earn the appellation "monsters" without reason.

Finally, a word of thanks to my fellow Bestiary-Keepers for their tireless effort in the preparation of this volume. In a pursuit where the omission of any one entry could mean countless lives lost, such devotion to duty is that much more crucial and laudable.

— Lauralem,
Senior Bestiary-Keeper of Aysle, Oxford

A Murderous Menagerie

The book you hold in your hands is the result of a unique collaboration between West End Games and *Torg* players. It was a unique experiment, one whose success exceeded our expectations and one which we intend to repeat in the



future.

In the winter of 1990-91, WEG sent out a call through the *Infiniverse* newsletter for creature submissions — a description, stats, and a rough sketch of the monster in question. The response was overwhelming, and a full 41 of the creatures profiled in this volume are the result of reader submissions.

These are the creatures *Torg* players wanted to see in Aysle — creatures of mythology and legend, some time-honored and some who sprung full-blown from the fertile imaginations of our audience. There is much to frighten and intrigue in these pages, and hopefully this will serve to inspire our readers to participate in future contests.

By the time this book sees print, the Storm Knight Character Template contest will be over, and we will most likely be planning another creature competition. The majority of our contributors chose *Creatures of Orrorsh* as the title they most wished to see next, with votes also being cast for *Creatures of the Nile Empire* and *Creatures of the Living Land*.

In addition to the cash and/or merchandise received by those contributors whose creatures were selected for publication, our three prize-winners — Paul Balsamo, Scott Mitchell, and Patrick Flanagan — received an unexpected bonus. So impressed were we with their work that we contracted them to do some short adventures for us, and the results can be seen in the upcoming *Torg* adventure collection, *Cylent Scream*.

Important Note

This supplement is designed for use with *Torg: Roleplaying the Possibility Wars*. However, the creatures encountered within can be used with other fantasy roleplaying systems.

Each entry contains a description and illustration of the creature, its complete statistics, a comparative size diagram, and maps depicting its known habitats in both the Aysle cosm and realm.



ACID SPIDERS



The acid spider is the result of a cross-breeding experiment performed by Uthorion's wizards using a jump spider (see page 62) and an Orrorshan shaden. The result was a creature which is faster, stronger, tougher and more aggressive than the jump spider, with acidic venom similar to that of the shaden.

The acid spider is roughly 3.5 meters in diameter, with eight legs 1.2 meters long. Its fur is glossy black, and like the jump spider, it is extremely territorial. The acid spider will

actively hunt anyone who encroaches upon its territory, its favored weapon a "whip" consisting of congealed acid and webbing.

The acid spider usually attempts to encircle the head or neck of its victim, and an acid whip in such a location either cuts through major blood vessels in seconds or blinds the target. In either case, the victim is in such severe pain that it is incapable of defending itself, and the spider can move in for the kill.

Fortunately for the residents of both realm and cosm, acid spiders are "mules," incapable of breeding either with their

own kind or with jump spiders. The population of the creatures is thus growing only very slowly, as each one must be bred by Uthorion's lieutenants.

The acid spider is a nocturnal animal, and is immune to damage from its acidic secretions.

Domain

Acid spiders reside in the Dark areas of the Aysle realm and have migrated to the temperate and tropical zones of the Aysle cosm. They prefer dimly-lit areas such as caves, basements and attics.

Standard Acid Spider

DEXTERITY 10

Dodge 11, long jumping 12, maneuver 12, stealth 12, unarmed combat 13

STRENGTH 11

Climbing 13

TOUGHNESS 13

PERCEPTION 10

Find 12, tracking 12, trick (12)

MIND 7

Test 10

CHARISMA 4

Charm (18), persuasion (18), taunt (12)

SPIRIT 6

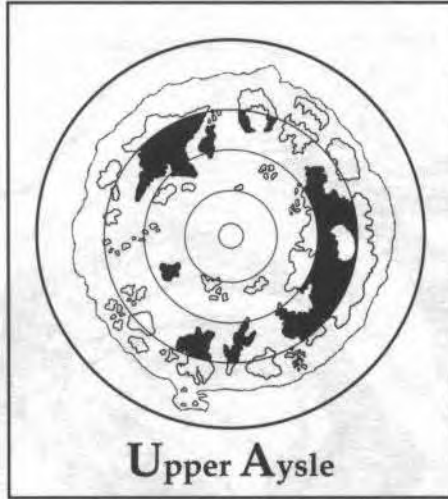
Intimidation 11

Possibility Potential:

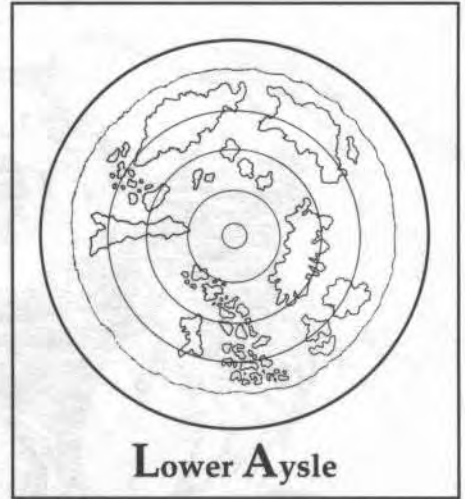
some (60)

Natural Tools: pincers, damage value STR+4/15; acid whip, damage value 14, -3 to armor *Toughness* adds per round. Target must generate *Strength* total of 11 to escape each round or continue to take damage.

DOMAIN

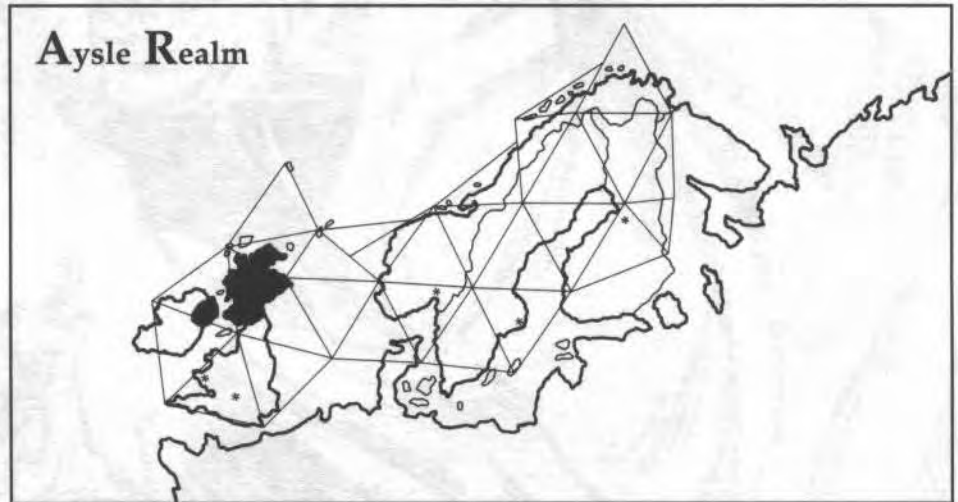


Upper Aysle

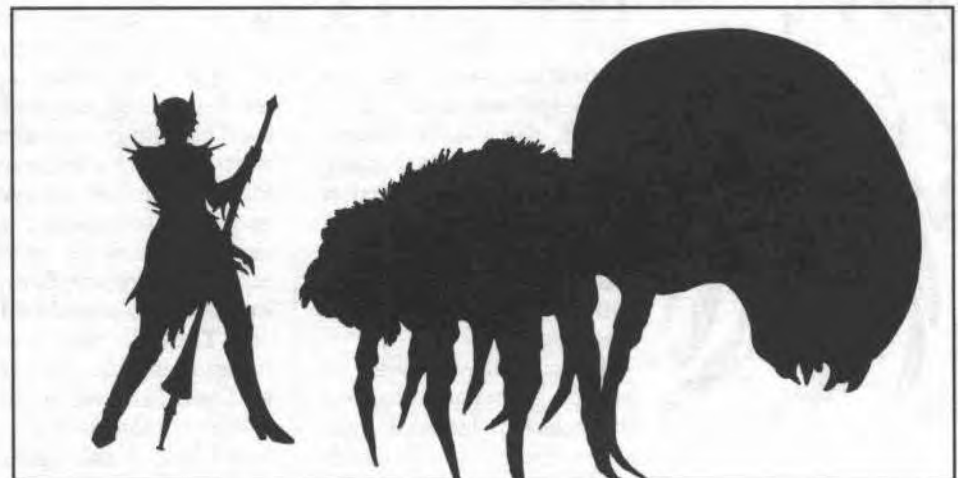


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by Steve Crow

BEAN SIDHE



Among the creatures of myth which have reappeared in the British Isles since the Ayslish invasion is the bean sidhe (pronounced "ban'-shee"), the Gaelic "faerie woman." Sources among the solium faeries assert that this description of the bean sidhe is a misnomer, that she is, in fact, a tortured spirit and no relation to the faerie race.

Bean sidhe appear as pale, ghostly women shrouded in tattered grey robes, their faces hooded.

T. Baxa

Their keening wails, which can be heard for a mile or more, distract and frighten the unwary, and are considered to be an omen of death, or at least ill fortune.

Bean sidhe seem to prefer desolate moors and ruined buildings. Encounters with them have become more frequent in recent months, indicating that their numbers are increasing or they are simply drawing closer to populated areas. They do not seem to have taken sides in the civil war, proclaiming death for soldiers of the Dark as often as soldiers of the Light.

Domain

Bean sidhe are found throughout northern and central Ireland, and scattered sightings have also been reported in Scotland and Wales. There are also reports of the creatures on the continent of Aysle in the cosm, but whether they are natives of the disk-world or recent emigrés is unknown.



Standard Bean Sidhe

DEXTERITY 11

Dodge 13, maneuver 13, stealth 13, unarmed combat 12

STRENGTH 10

TOUGHNESS 12

PERCEPTION 11

Find 14, tracking 12, trick 13

MIND 10

Test 16

CHARISMA 10

Charm (15), persuasion (15), taunt 14

SPIRIT 14

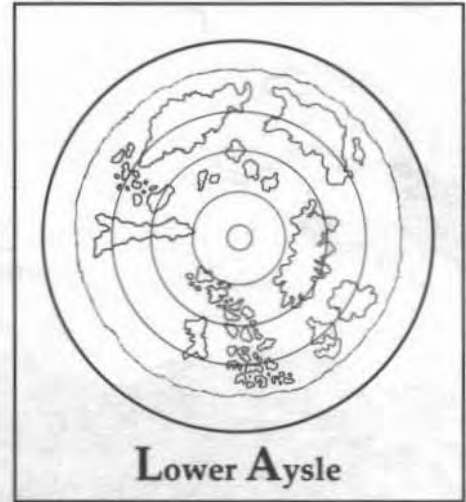
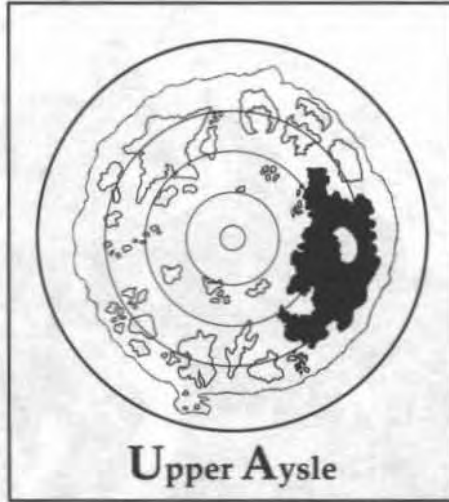
Intimidation 19

Possibility Potential:

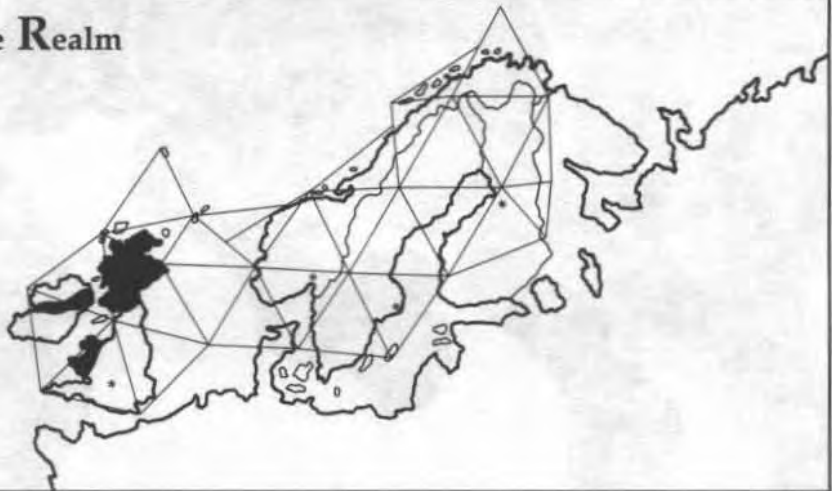
some (40)

Natural Tools: claws, damage value STR+3/13; in addition, the bean sidhe can wail three times per night, an *intimidation* attack of 22 against everyone within range of her voice. Characters suffer the effects of the wail for a number of rounds equal to the number of result points achieved by the attack. On a *setback* result, the target suffers a -3 penalty to all actions. On a *break* result, the character feels compelled to flee in panic from the source of the sound. On a *player's call*, the target character is paralyzed with fear and cannot take an action for the duration of the effect. Characters can "shake off" the wail's effects by generating a *Mind* or *willpower* total of 23 or by slaying the bean sidhe.

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Brian Schoner



BLACK UNICORN



T. Baxa



Black unicorns are the diametric opposites of their white brethren. Where the white unicorn represents honor, the black stands for corruption; where the white uses his power to drive away the evils that gather in water overnight, the black acts to multiply them; where the white can be lured from its lair by the presence of a virgin maid, the black will leave its home only in hopes of slaying her.

Like the white, black unicorns can alter their shape to that of a human being, at

which point their horn turns into a spirit lance. Their goal, in whatever form, is to lure the honorable to the path of Darkness.

They regard white unicorns as their mortal enemies, and it is said that the first black unicorn came to be when it betrayed its fellows to a hunting party to save its own life. Since that time, black unicorns have descended further and further into corruption, until the color of their hides matches that of their hearts. Black unicorns are known to be in the service of Uthorian—in fact, they are among the creatures most loyal to

him (along with the Witherers). The Dark High Lord earned their trust by pledging to destroy all white unicorns in both cosm and realm when he is returned to power.

Domain

Black unicorns live in the temperate and tropical zones of the Aysle cosm, preferring the Dark areas. In the realm, they have been sighted in northern England, Ireland, and the islands of Gotland, Oland, and Bornholm off the Swedish coast.



Standard Black Unicorn

DEXTERITY 12

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

STRENGTH 13

TOUGHNESS 12

PERCEPTION 13

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

MIND 14

Test (15), willpower 15

CHARISMA 7

Charm 14, persuasion 12, taunt 10

SPIRIT 8

Corruption 12, intimidation 11, reality 13

Possibility Potential:
all

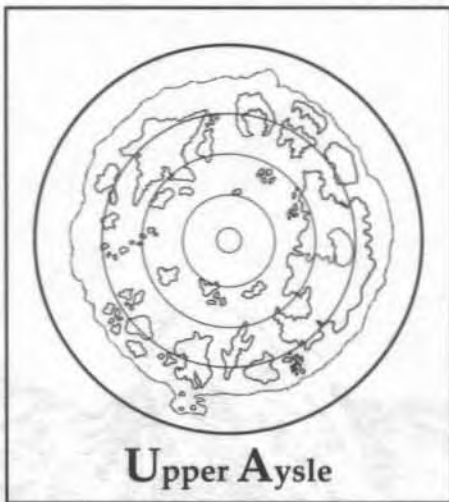
Arcane Knowledges:

magic 7, water 7

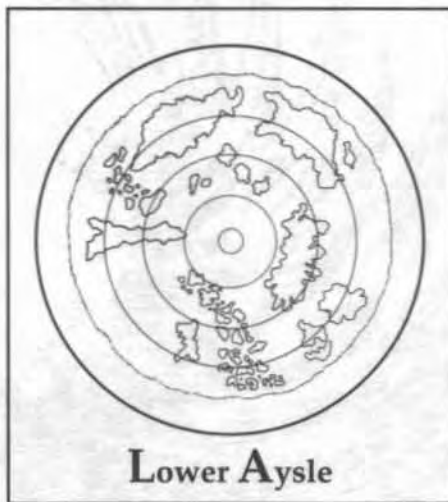
Spells: *detect magic, poison water*

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

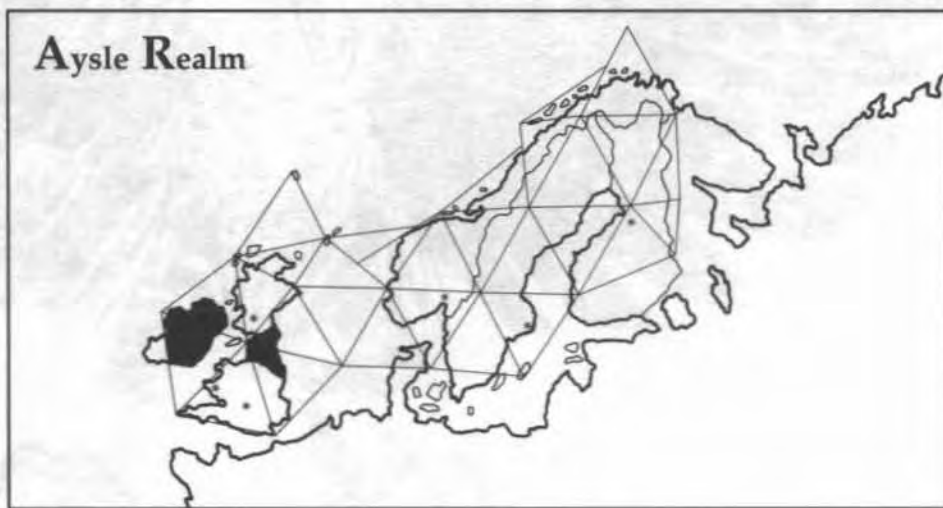
DOMAIN



Upper Aysle



Lower Aysle



Aysle Realm

SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



BLEYLARS



Bleylars are carrion-eating birds from the Aysle cosm, much like the vulture of Core Earth. They have dark green plumage but the head and neck are devoid of any feathers and are bright red in color. Overall length is 40 centimeters, with a wing span of 75 centimeters. Their wings contain rudimentary "hands" which the bird can use to grasp small objects or creatures.

The average flock consists of 20-30 bleylars, living in a large, communal tree-top nest. After the fe-

male lays her eggs, the male is responsible for hatching them as the females are the primary finders of food for the flock. Bleylars will sometimes attack small live creatures if sufficient carrion is not available.

The bleylars have a number of interesting natural abilities. Excellent at finding dead creatures for food, the birds can also home in on corrupt beasts or folk. They are also able to mimic sounds they have heard, much like Earth's parrot.

The bleylar's primary defensive weapon is its ability to turn invisible for up to a minute. Their fade ins and

fade outs have led to their being dubbed "blinkers." Aysle sorcerers long ago discovered that the talon of a bleylar can be used to apply the theorem of *similarity* to *invisibility* spells.

Domain

Bleylars populate the continent of Aysle in that cosm. A number of flocks came over the maelstrom bridge near Glasgow, Scotland, and can be found in the Argyll and Queen Elizabeth forests to the north, and in the Galaway and Border forests to the South.



Bleylars

DEXTERITY 9

Dodge 10, flight 13, maneuver 11, stealth 12, unarmed combat 10

STRENGTH 6

TOUGHNESS 7

PERCEPTION 8

Find 16, language (mimicry) 15, tracking 13, trick 13

MIND 7

Test (10)

CHARISMA 7

Charm 12, persuasion (13), taunt (11)

SPIRIT 7

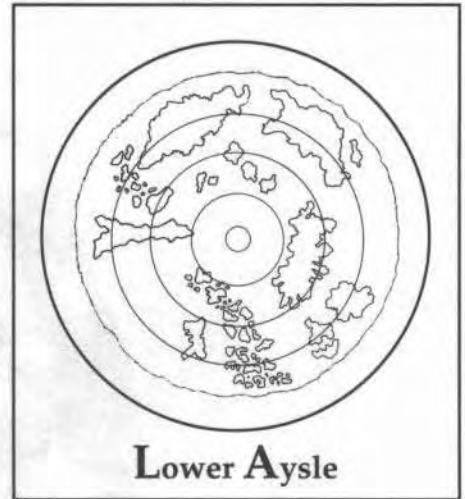
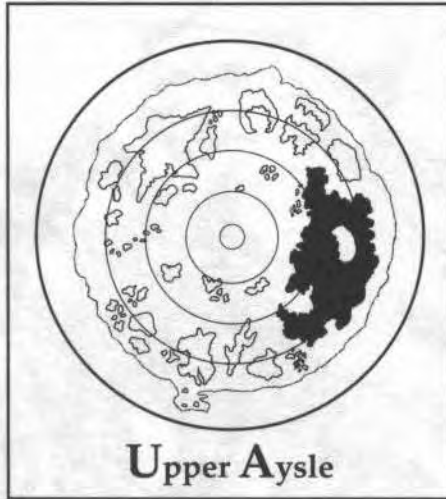
Intimidation 9

Possibility Potential: none

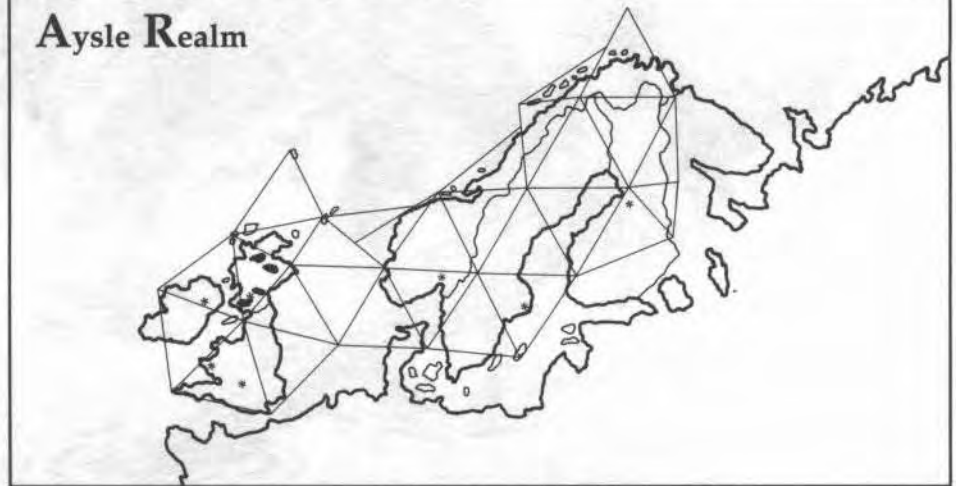
Natural Tools: beak, damage value STR+3/9; claws, damage value STR+2/8; wings, speed value 9; invisibility. To become invisible, bleylars must generate a *Perception* total of 7. On a *Minimal* success, the bleylar is invisible for one round; on an *Average* success, two rounds; on a *Good* success, three rounds; on a *Superior* success, five rounds; and on a *Spectacular* success, six rounds.

Note: when attempting to locate a corrupt being or person, bleylars receive a +2 bonus to *find* totals. Once a bleylar has heard a sentence in any spoken language, they can use their *language* skill to mimic the words they have heard. They cannot speak the language other than in mimicry nor can they understand it.

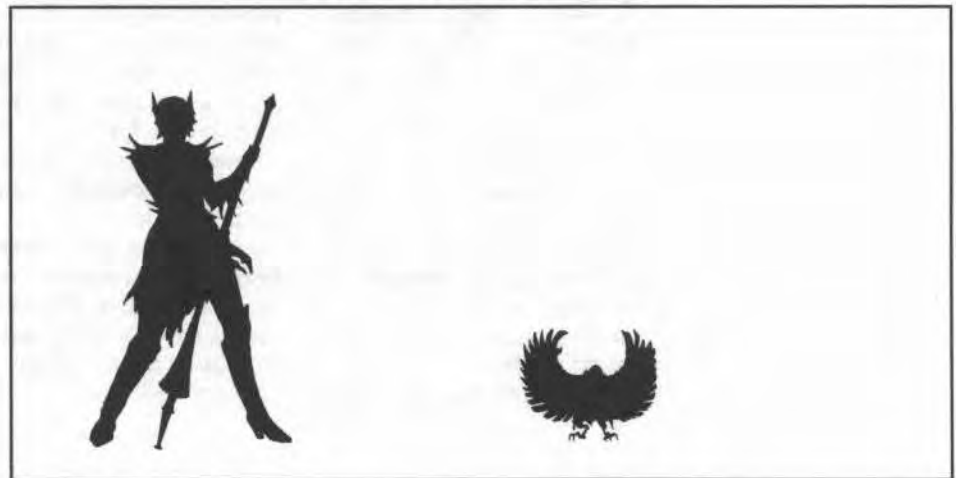
DOMAIN



Aysle Realm

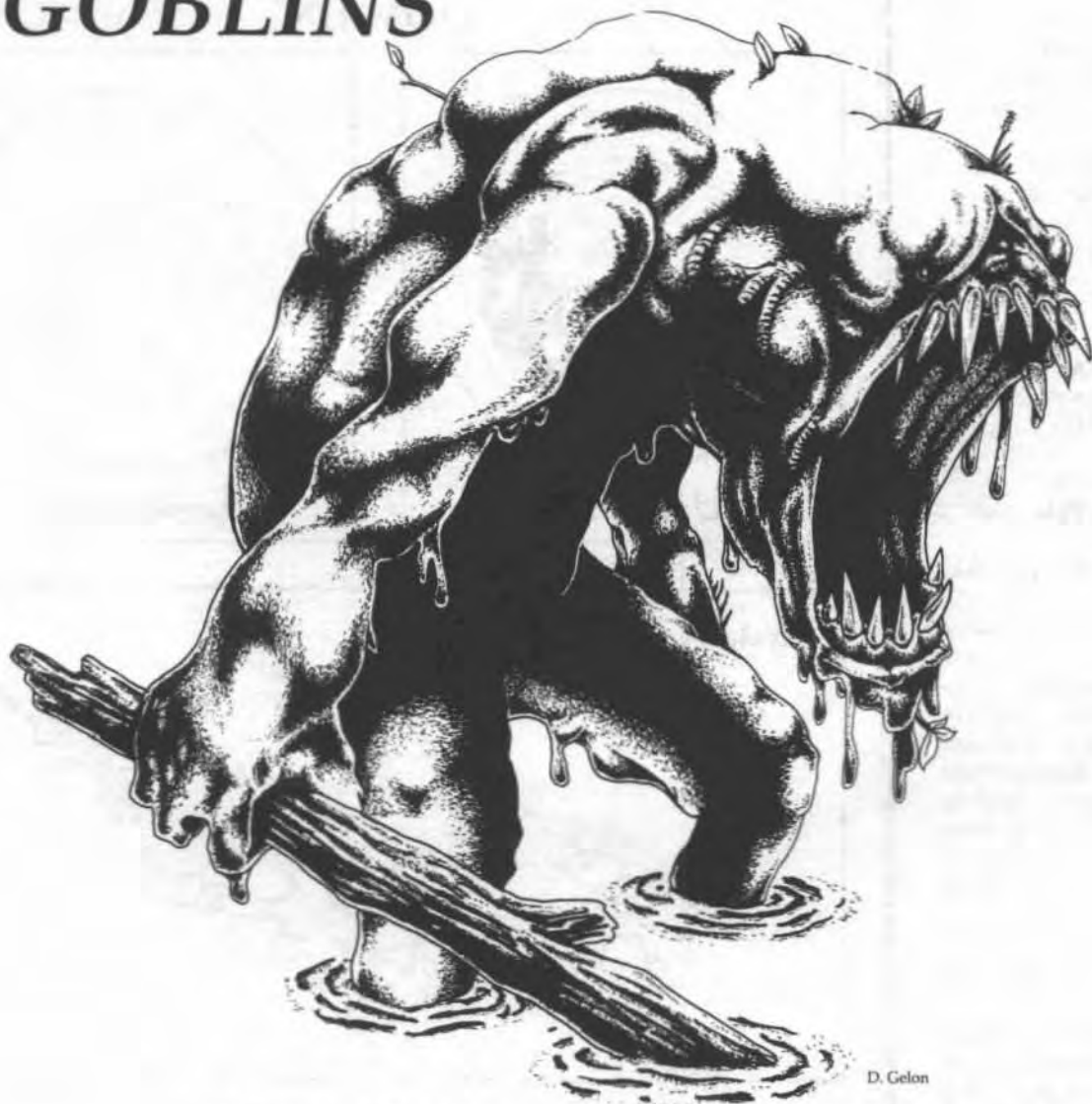


SIZE REFERENCE



Discovered by Larry Bucher

BOGOBLINS



Bogoblins are large creatures, roughly two meters high, who look as if they were made from muck. They live in or near bogs, and terrorize travelers who wander too close to their domain. They are murderous, bloodthirsty creatures, known for their ability to hide from pursuit by submerging themselves in the bogs and using their *stealth* to sneak up on potential victims.

Bogoblins rarely leave

the immediate area of their bog, and Ayslish masters of arcane lore have determined that a bogoblin cannot venture more than 600 meters from his particular dwelling place. Bogoblins who have been captured and taken far from their homes eventually lose their shape and dissolve into a mud puddle.

Bogoblins are surprisingly intelligent and have a vicious cunning. They are a threat to wayfarers which cannot be taken lightly.

Domain

Bogoblins are creatures of the Aysle realm. They have thus far been sighted only in Sherwood Forest in the county of Nottingham in England.

Bogoblin

DEXTERITY 10

Dodge 11, melee weapons 11, stealth 18, unarmed combat 15

STRENGTH 14

TOUGHNESS 20

PERCEPTION 8

Find 12, tracking 12, trick 14

MIND 10

Test 13

CHARISMA 4

Charm (15), persuasion (20), taunt (10)

SPIRIT 4

Intimidation 10 (20)

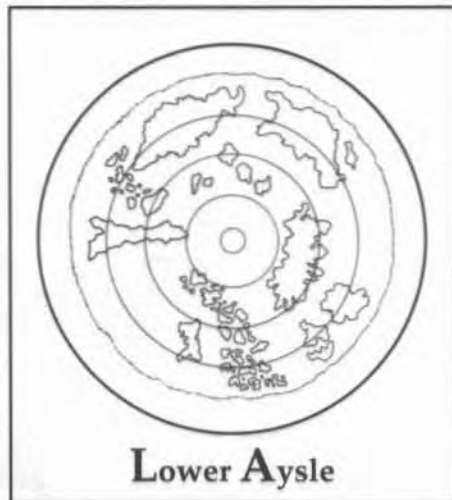
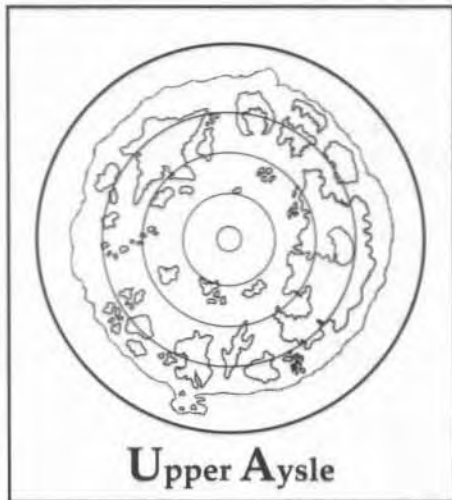
Possibility Potential:
none

Natural Tools: claws, damage value STR+3/14; teeth, damage value STR+4/18

Equipment: stump clubs, damage value STR+4/18

Note: Bogoblins who venture more than 600 meters from their particular bog suffer a penalty per round of -1 to all *Dexterity* and *Strength*-related skills. After all adds have been eliminated, attribute points are taken away in the same manner. When both *Dexterity* and *Strength* are reduced to 0, the bogoblin has dissolved into a mud puddle. If, at any point, the bogoblin moves back within the 600 meter radius of his bog, all of his statistics will automatically return to normal.

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



BUTHIDAE



Buthidae are a wicked and malign race of scorpion-men, who originated in the deepest parts of the forests on Elveim. They took pleasure in bringing chaos and ruin to all things beautiful, and eventually the elves were able to successfully drive them from the island.

Buthidae stand two meters in height, with human upper bodies and the lower bodies of scorpions, including a three meter long tail. Buthidae normally carry weapons, and are

fierce combatants.

Although female buthidae obviously exist, they are rarely encountered. All buthidae warriors are male, and most of their attacks are mounted well away from their nesting area, so that enemies cannot find and destroy it.

Although they have not lived on Elveim for hundreds of years, buthidae and elves remain mortal enemies. The sight of the scorpion creatures fighting alongside Uthorion's legions convinced many previously uncommitted elves to join with Ardinay's army.

There are rumors that Uthorion has promised the buthidae Elveim should he become Torg, although the Dark elves dismiss this as Light propaganda.

Domain

Preferring warm climates, buthidae make their homes in the cosm on the islands between Tradeport and Scania in the Trade Sea, and on the Volcan Isles in Lower Aysle's Hot Sea. In the realm, they can be found in small numbers in the forests of England and Ireland.



Standard Buthidae

DEXTERITY 10

Dodge 13, maneuver 11, melee weapons 14, missile weapons 13, running 12, stealth 13, unarmed combat 13

STRENGTH 10

Climbing 11

TOUGHNESS 9

PERCEPTION 9

Evidence analysis 10, find 11, tracking 12, trick 11

MIND 8

Survival 11, test 12

CHARISMA 7

Charm 10, persuasion 13, taunt 11

SPIRIT 8

Intimidation 11

Additional Skills: two at +2 adds

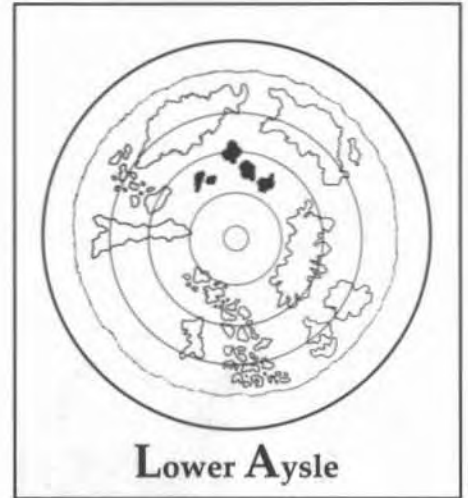
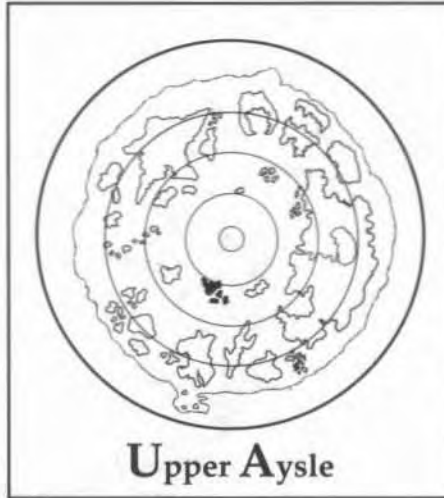
Possibilities: some (50)

Natural Tools: shell,

TOU+2/11; stinger, damage value STR+5/15. Stinger also contains poison, which is injected following a successful *unarmed combat* attack. Poison does damage value 15 per hour until victim dies or receives first aid (*first aid* difficulty of 10 to negate poison).

Equipment: pole-arm, damage value STR+4/14; long bow, damage value STR+6/16, range 3-10/100/250

DOMAIN



Aysle Realm



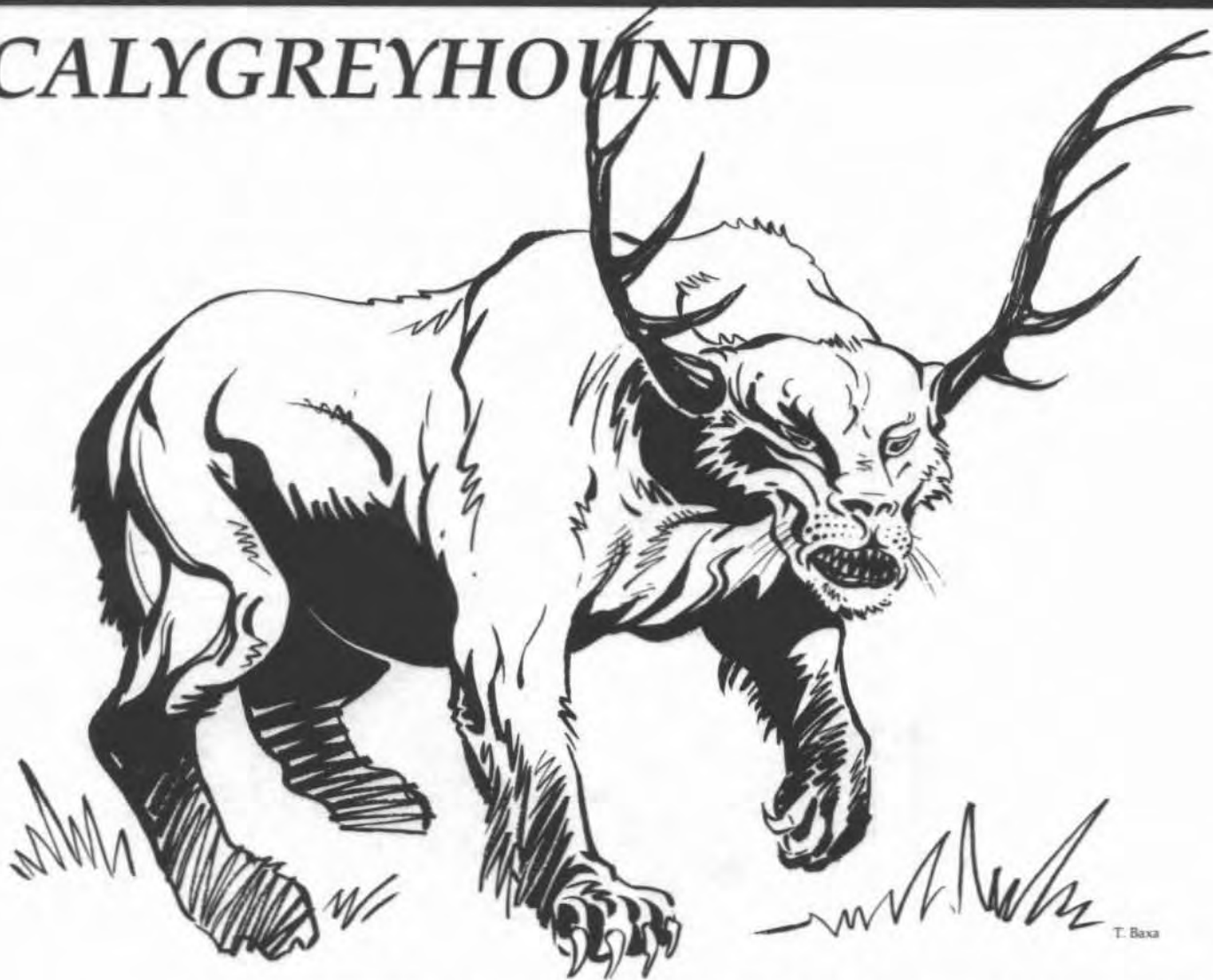
SIZE REFERENCE



Discovered by Brian Reeves



CALYGREYHOUND



The calygreyhound is a distant member of the lion family, having the face and body of the big cat but the antlers of a deer. The calygreyhound is three meters in length, and its antlers are a meter in length. The claws on its forepaws are extremely sharp, and its hind legs are muscular and designed to help the beast climb and jump.

The calygreyhound will initiate an attack by charging its prey, hoping to gore its victim with its antlers and thus slow it down. It will then use its claws and teeth to make the kill.

The calygreyhound's traditional diet consists of the game animals of Aysle, al-

though they have been known to attack herds of livestock. The patchwork nature of the realm, however, often translates into sudden crop failure, which means a lack of prey animals. This has made the calygreyhound into a man-eater, feasting on human, half-folk, and even giant flesh.

Calygreyhounds are associated with the Vikings, who often hunted the beasts for sport in the cosm. While the creature's meat is generally unappealing, its hide is used for clothing by various tribes. Many Viking ships have wooden images of a calygreyhound's head on their prows to represent ferocity.

The calygreyhound is an extremely dangerous animal, and should be approached only with great caution. They will attack any creature when they feel their territory is being threatened, and fight to the death with no quarter given a foe.

Domain

Calygreyhounds can be found on the islands of Skani, Scania, Holm and the Nolfgar chain in the Aysle cosm. They have been reported in central and southern Finland and Norway in the realm, but have apparently not yet reached Great Britain.



Calygreyhound

DEXTERITY 11

Dodge 12, long jumping 14, maneuver 11, running 12, stealth 13, unarmed combat 16

STRENGTH 18

Climbing 19

TOUGHNESS 15

PERCEPTION 10

Tracking 12, trick (12)

MIND 7

Test 12

CHARISMA 7

Charm (13), persuasion (16), taunt (9)

SPIRIT 8

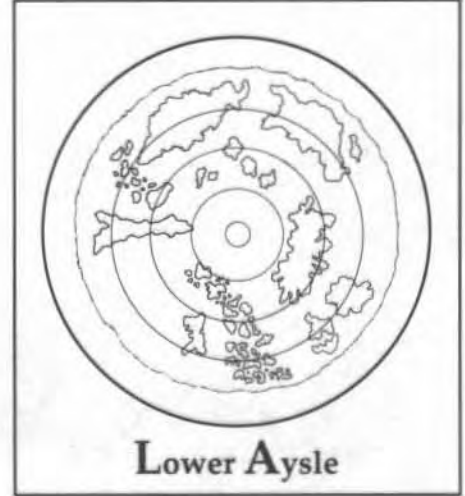
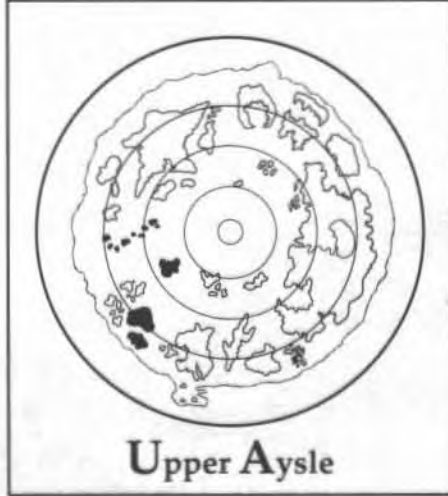
Intimidation 17

Possibility Potential:

none

Natural Tools: teeth, damage value STR+3/21; claws, damage value STR+4/22; antlers, damage value STR+2/20

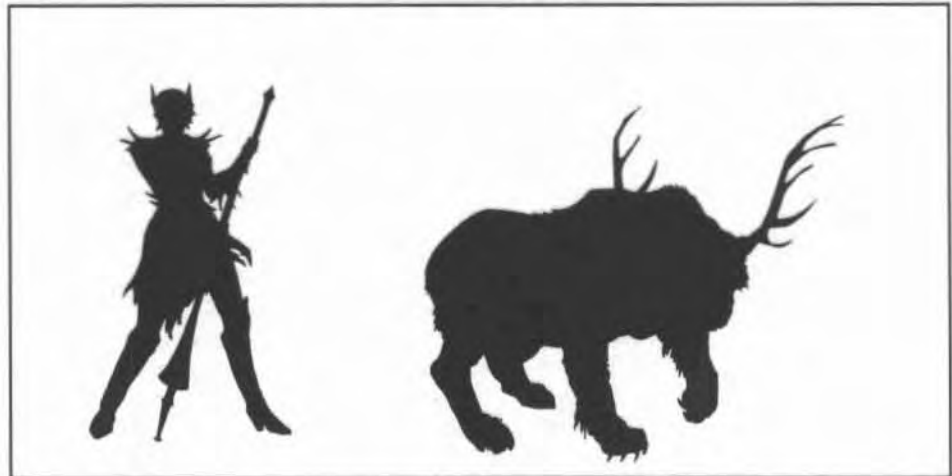
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Greg Detweiler



CARCHARIAS



Carcharias, man-sharks native to the warmer waters of the Aysle cosm, are recent emigrants to the realm. They are a violent race equipped with sharp claws, leathery hides, and row upon row of teeth. Cunning and intelligent, the carcharias kill as much for their own amusement as they do for food.

Legends state that the carcharias were once fully human, an offshoot of the Daleron family. They fell into the worship of Carcharia, a god of Corruption who resembled a huge shark. As a reward for their

faith, Carcharia gifted his followers with the forms of humanoid sharks.

Carcharias are amphibious creatures, but prefer not to venture out of the water. They are vicious man-eaters, although their favorite delicacy in the realm is Uvwe meat. This often brings them into conflict with Llawereint, the sea god who serves as protectors for the benevolent seal creatures.

Carcharias believe very strongly in the tenets of Carcharia, and feel that the most ferocious among them will one day be reborn as a true shark. Those who fall short will be devoured by

their god.

Carcharias serve Uthorion, and Ardinay's mariners have orders to harpoon the creatures on sight. Many are reluctant to do so, however, for fear of slaying Uvwe instead. The Uvwe have led attacks against carcharias colonies, but have been repulsed each time, being unable to match the bloodlust of their enemies.

Domain

Carcharias are found in Aysle's Trade and Living Seas, and in the English Channel, Irish Sea, and St. George's Channel.



Standard Carcharias

DEXTERITY 10

Dodge 14, maneuver 11, stealth 12, swimming 14, unarmed combat 14

STRENGTH 10

Climbing 11

TOUGHNESS 15

PERCEPTION 11

Find 13, trick 14

MIND 8

Test (11)

CHARISMA 5

Charm (18), persuasion (18), taunt (11)

SPIRIT 8

Faith (Carcharia) 11, intimidation 12

Additional Skills:

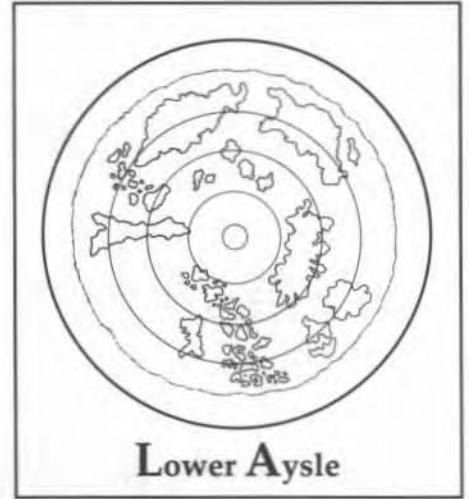
three at +1 adds

Possibilities: some (20)

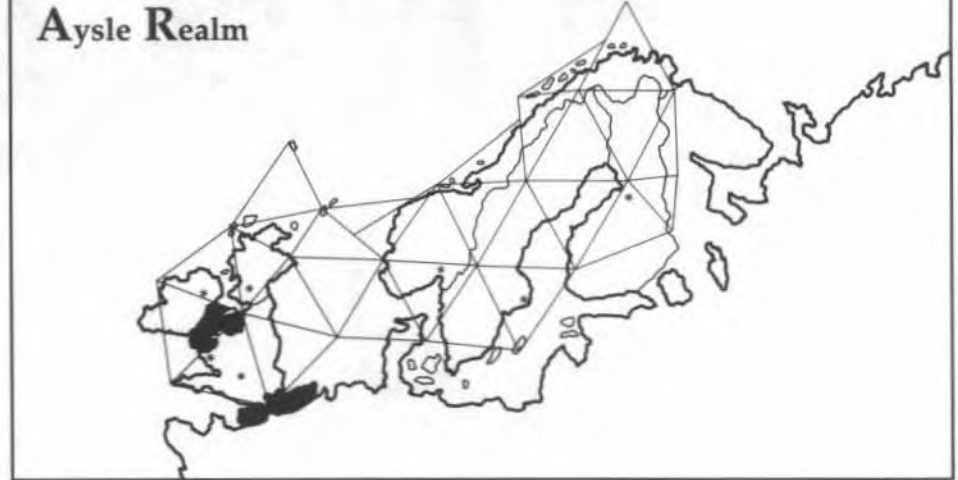
Natural Tools: teeth, damage value STR+6/16; claws, damage value STR+4/14

Equipment: seashell armor, TOU+3/18

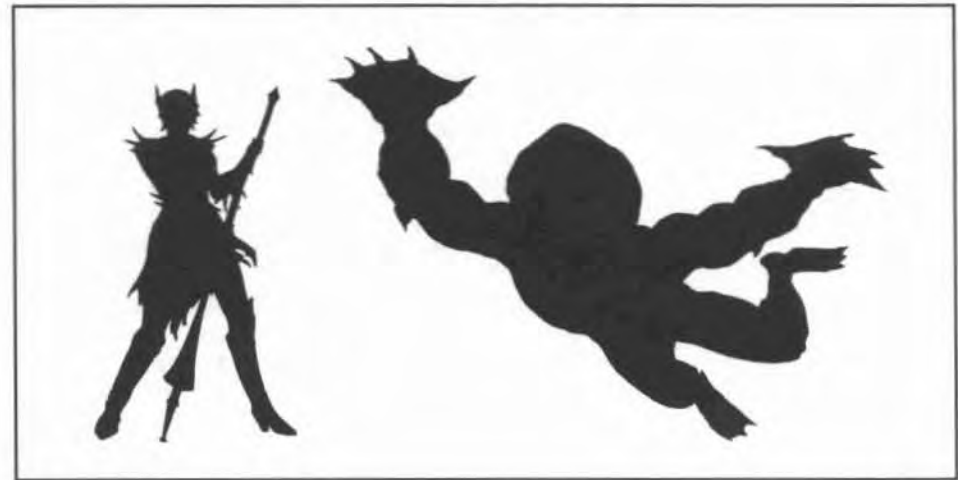
DOMAIN



Aysle Realm



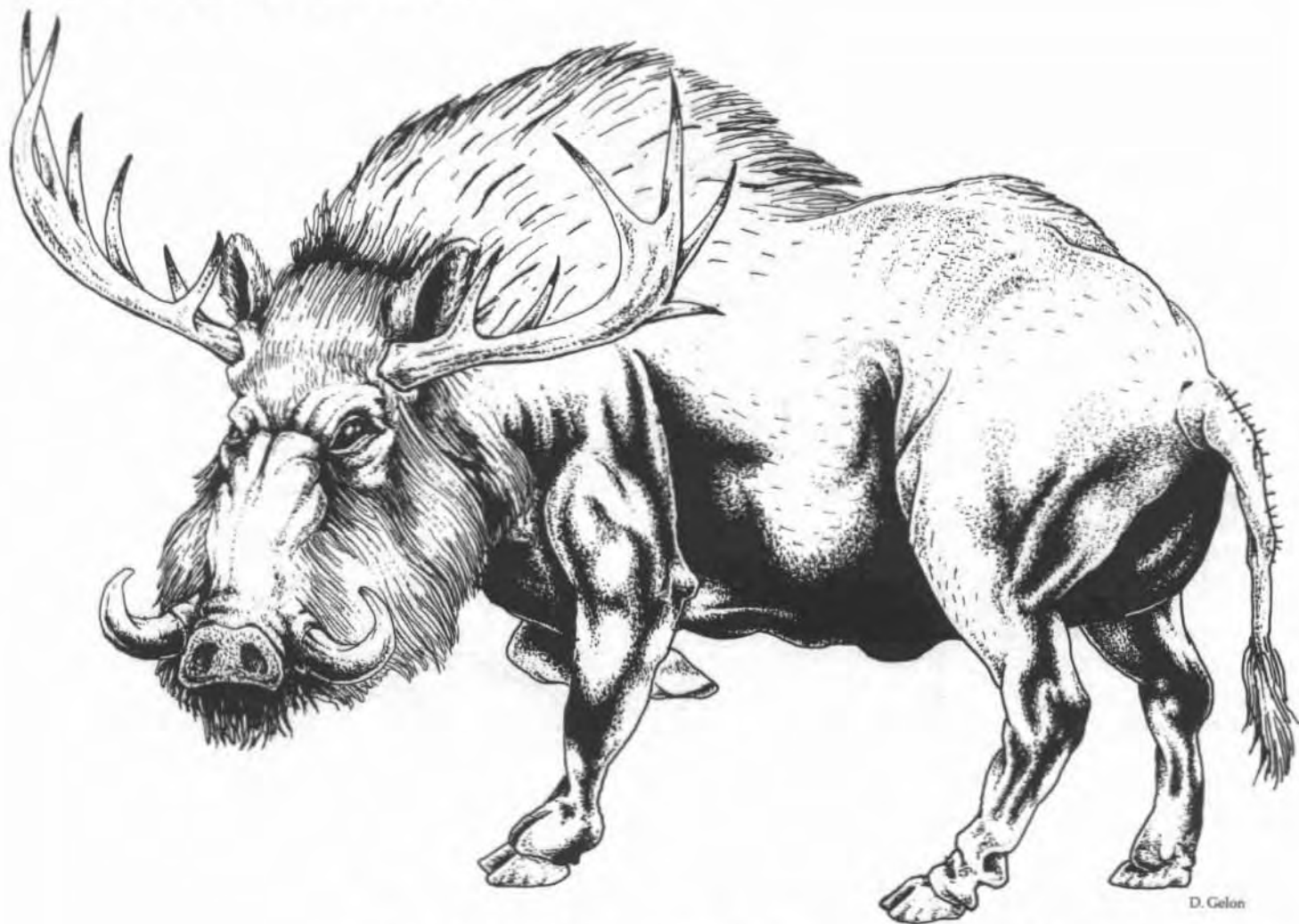
SIZE REFERENCE



Discovered by Brian Reeves



CARETYNE



The caretyne is a chalk-white beast resembling a huge boar. It has short, powerful legs, a pointed snout and tusks, but also sports a pair of wickedly sharp antlers. It is roughly two meters in length, and favors mountains and rocky hillsides.

Perhaps the most curious feature about the caretyne is that it is one of the few non-dragons to have a breath weapon. The caretyne can fire a small burst of flame from its snout, nowhere near as powerful as that of a *Draconis Aysle*, but sufficient to frighten

away most predators. The fire is stored in a single internal sac, and after a blast is fired, two rounds are required for the sac to refill. Being magical in nature, it is possible to protect one's self from the flames using elemental magic.

The caretyne is a known man-eater; indeed, that is its primary prey, although it will settle for game animals when it has no choice. It is a solitary hunter, and the simple shacks of Ayslish peasant farmers are no proof against it — a single jet of flame sets the house ablaze, forcing the occupants outside to be gored on the tusks of the beast.

The giants of Lower Aysle consider the caretyne a menace, and it is said that hunting parties drove the creature into the mountains. The beast is slowly becoming bolder as it spends more time in the realm, where the residents are not so powerful and the cities have no walls to bar their entrance.

Domain

The caretyne is a native of Lower Aysle, most often found in the arctic and temperate zones. The creature has made the northern reaches of Scandinavia its home in the realm.



Caretyne

DEXTERITY 11

Dodge 14, long jumping 14, maneuver 12, running 13, stealth 12, unarmed combat 14

STRENGTH 13

TOUGHNESS 13

PERCEPTION 9

Tracking 12

MIND 8

Test 11

CHARISMA 7

Charm (16), persuasion (18)

SPIRIT 7

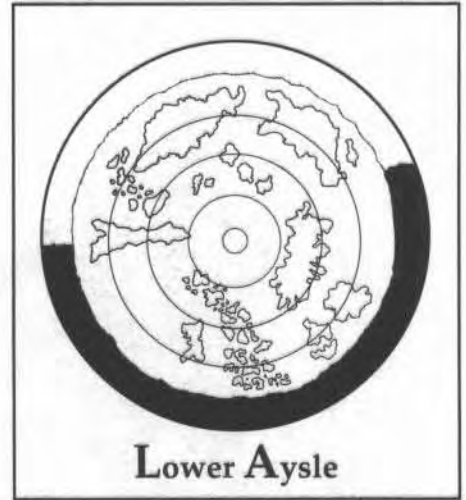
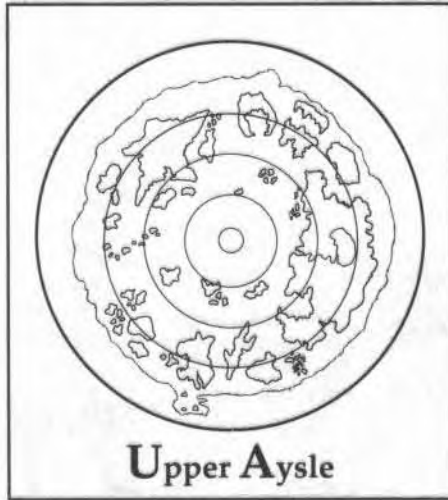
Intimidation 13

Possibility Potential:

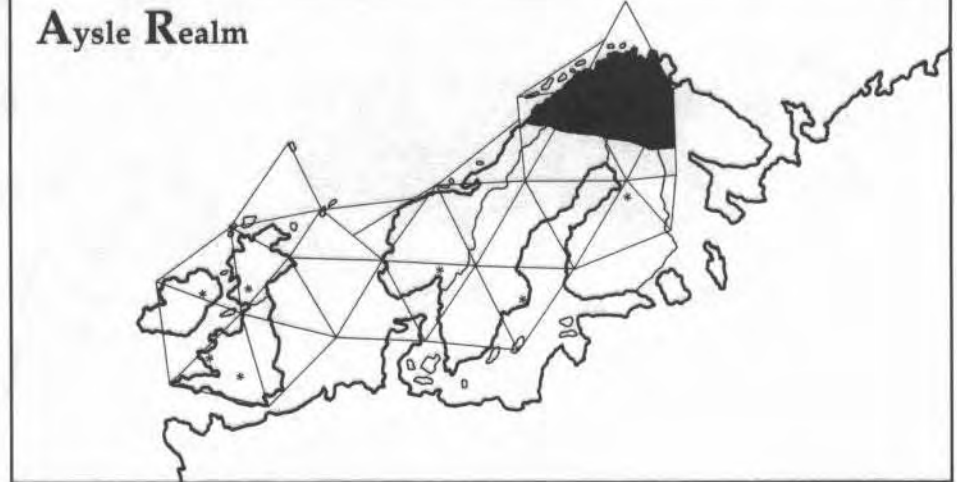
none

Natural Tools: antlers, damage value STR+2/15; tusks, damage value STR+3/16; flame breath, damage value 14, range 1-10/11-30/31-125

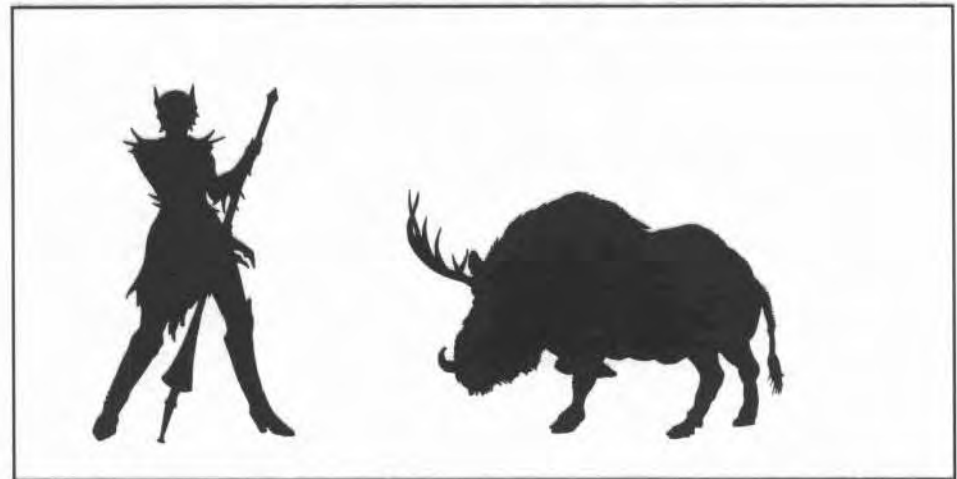
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Greg Detweiler



CATHEDRAL GARGOYLES



Cathedral gargoyles are not natives of the cosm of Aysle, but were created in the realm by the Aysle axiom wash passing over the stone gargoyles which adorn many churches. These ancient protectors of the Church were transformed into vile and dangerous creatures who live to slaughter the innocent.

Cathedral gargoyles appear as grotesque figures with what appear to be stone hides, but which actually consist of a tough, leathery skin. They stand roughly 2.5 meters in height

and have wingspans of five meters. Their hands are clawed, their heads have horns and mouths full of sharp teeth, and their bat-like wings give them the power of flight.

Cathedral gargoyles prefer surprise and ambush to a fair duel. They will tend to choose one target from a group, usually the weakest of the lot, and attack him until he is slain. The only exception to this is when someone is attempting to damage their churches or use it for any type of religious ceremony — this will cause the gargoyles to attack *en masse*. Gargoyles will attempt to slay any cleric

who tries to invoke a miracle in their churches.

Most churches have two gargoyles, while a few of the larger cathedrals have up to eight. Cathedral gargoyles rarely venture far from their churches, and those that have were reportedly acting on orders from Uthorion's lieutenants.

Domain

Cathedral gargoyles can be found throughout England, but are concentrated in urban areas where there are larger numbers of churches.



Cathedral Gargoyle

DEXTERITY 14

Maneuver 16, flight 16,
stealth 16, unarmed
combat 18

STRENGTH 17

Climbing 17

TOUGHNESS 15/18

PERCEPTION 10

Trick 12

MIND 6

Test 11

CHARISMA 9

Charm (20), persuasion
(15), taunt 13

SPIRIT 9

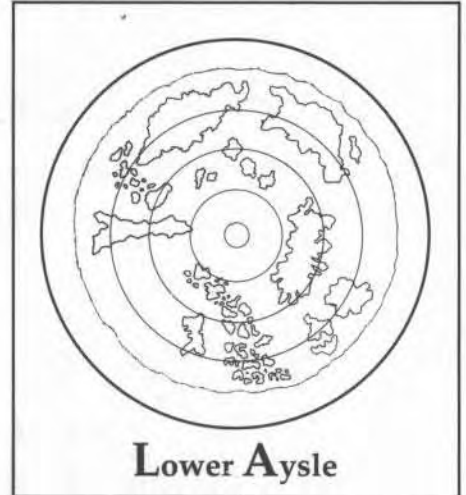
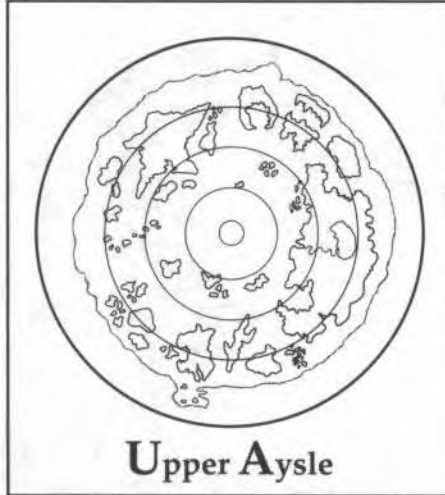
Intimidation 14

Possibility Potential:

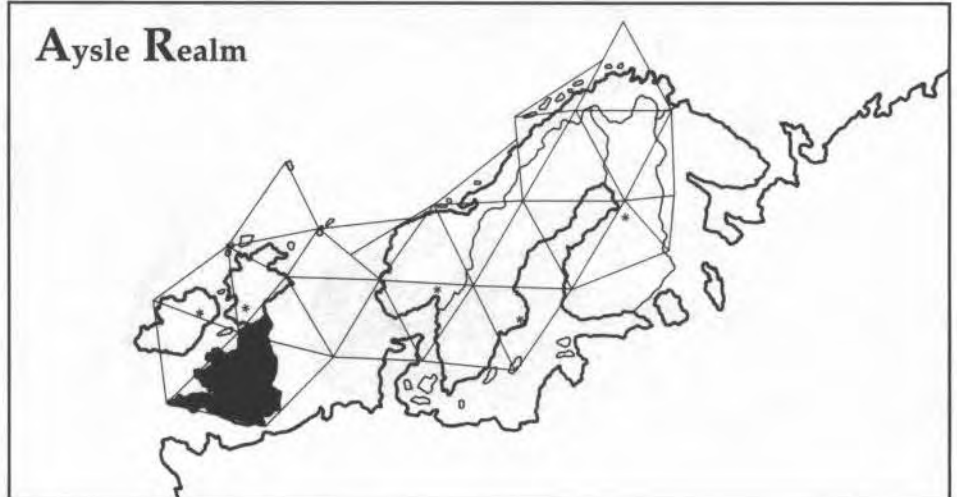
none

Natural Tools: hide, armor value TOU+3/18; claws, damage value STR+2/19; teeth, damage value STR+2/19; horns, damage value STR+1/18

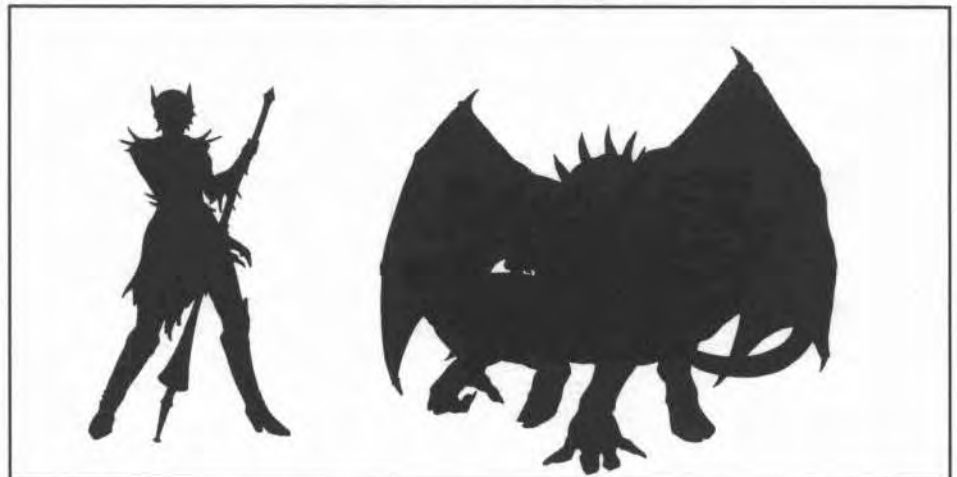
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Robert Quillen III



CHIMERA



A chimera is a freakish mixture of lion, goat and dragon which stalks mountainous areas of the Aysle cosm and realm. The chimera has the shoulders and forelegs of a lion, the body of a mountain goat, and the tail of a dragon. It also boasts three heads, one of each of the creatures which makes up its form.

A chimera moves by using its forelegs and the undulation of its tail. It stands 1.75 meters tall at the shoulder, and has a length, excluding its serpentine neck,

of seven meters.

The chimera can bite with its lion and dragon heads, breathe fire from its dragon's mouth, or gore with its goat head. It stores its flame in one internal sac, and can fire one blast per round. The sac takes one round to refill with fire. This blast can be defended against using elemental fire magic.

The solitary chimera is omnivorous, but prefers the taste of meat. Chimera will make bold attacks on folk settlements, wreaking a great deal of destruction and snatching individuals

for its meal. Chimeras make no distinction between Light and Dark folk, and are just as likely to attack one of Uthorion's giants as they are a Home Guardsman.

Domain

Chimeras can be found throughout the Dark areas of northern Ireland, as well as the mountains of Bar'aan, Klaww, Haven, Ugorland and Dulge in the Aysle cosm.



Chimera

DEXTERITY 12

Dodge 13, long jumping 15, maneuver 14, running 14, stealth 14, unarmed combat 15

STRENGTH 15

TOUGHNESS 18

PERCEPTION 11

Find 16, tracking 14, trick 12

MIND 4

Test 12

CHARISMA 4

Charm (20), persuasion (21), taunt (11)

SPIRIT 4

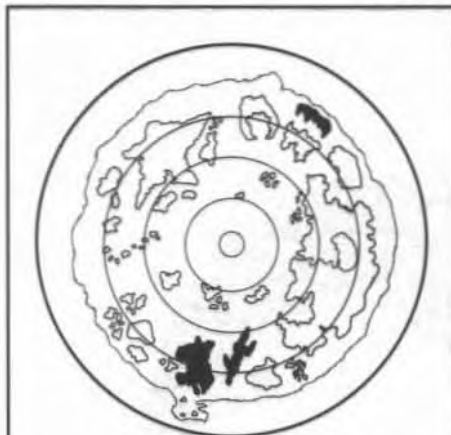
Intimidation 16

Possibility Potential:
none

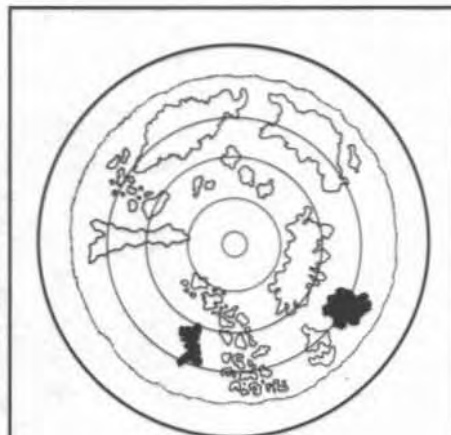
Natural Tools: claws, damage value STR+2/17; lion's teeth, damage value STR+4/19; goat horns, damage value STR+4/19; dragon's teeth, damage value STR+4/19; fire breath, damage value 20, range 3-10/30/60

Note: the three heads of the chimera can all attempt attacks in a single round, using the One-On-Many Table. Attempts to *taunt*, *test*, *trick*, or *intimidate* all three heads also requires use of the Multi-Action Charts.

DOMAIN



Upper Aysle

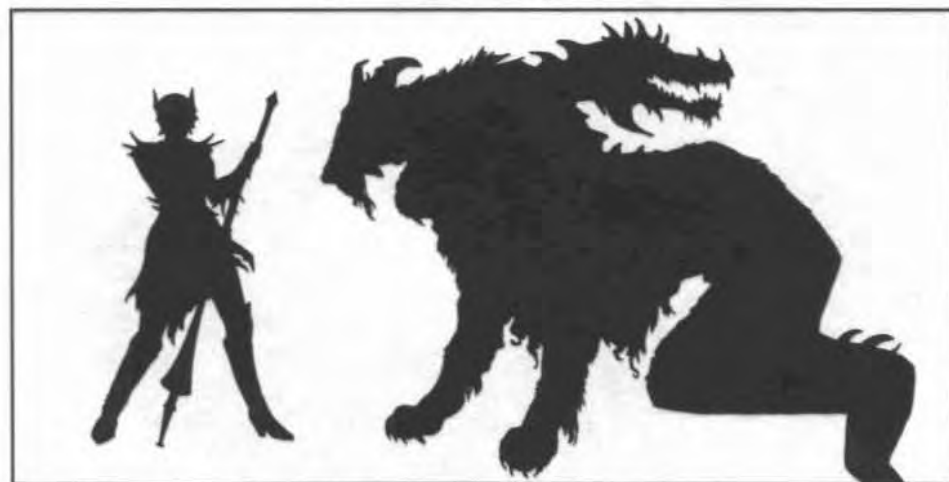


Lower Aysle

Aysle Realm



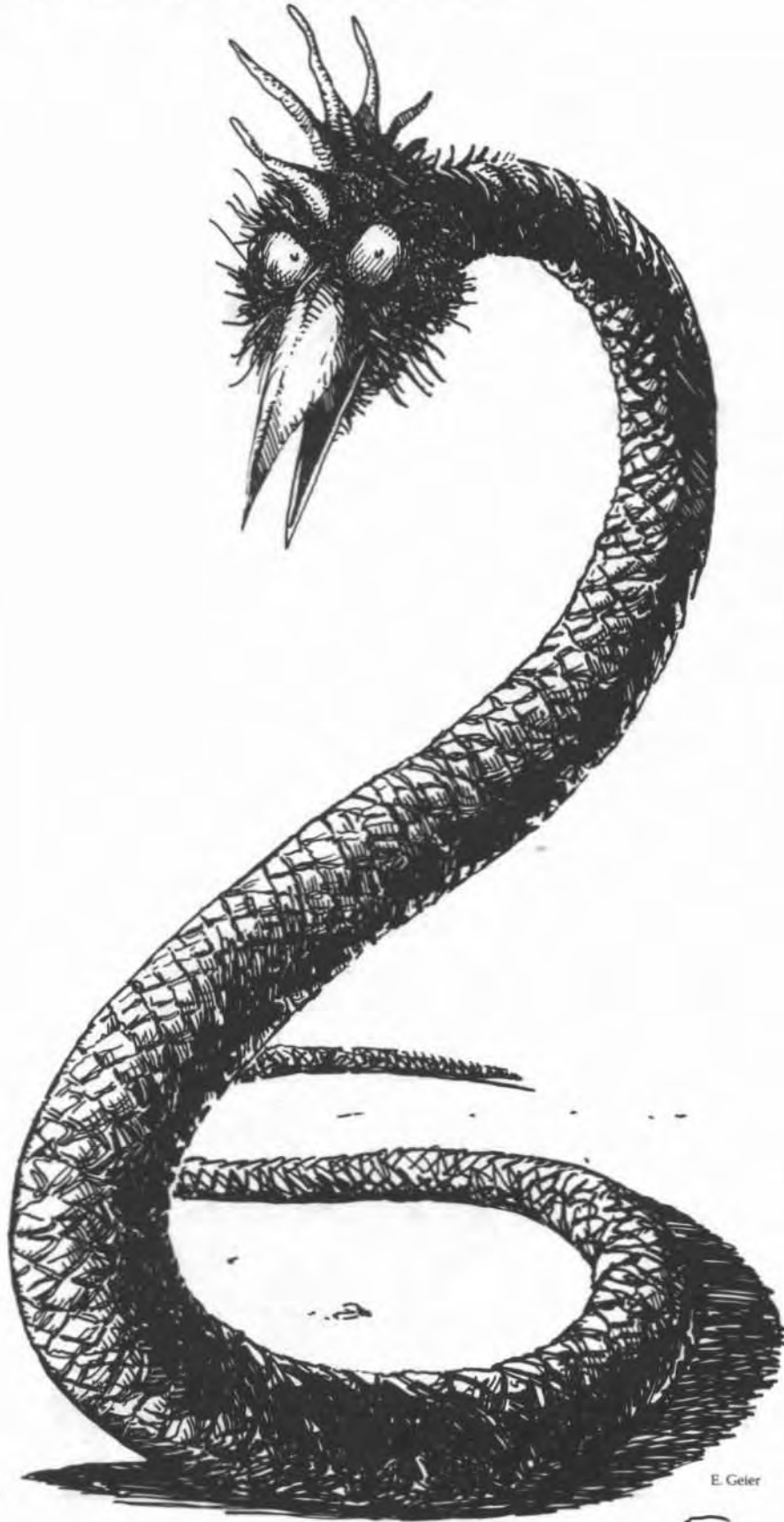
SIZE REFERENCE



Discovered by
Marc Brenowitz



COCKATRICE



The overlay of the Ayslish axiom set brought to life a number of

creatures who were thought only myths by Core Earthers. Among these was the cockatrice, the monstrous offspring of a rooster's egg which can kill with a glance.

The cockatrice appears as a slender black serpent (roughly 1.5 meters in length), crowned with a rust-red cock's comb and a vicious beak. Its eyes, bulging and dilated like a corpse, are legendary for their lethal power. When an unwary victim stumbles upon the den of a cockatrice, those hideous eyes are often his last sight in this life.

Cockatrices are always born singly, and are sterile, so large communities are rare. The eggs from which they emerge are speckled brown and black, and often misshapen and lumpy. The birth of one of these beasts is a dire omen, indeed: several farmers have been ruined when it was learned that their roosters had sired cockatrices. The farmer is often found dead some days later, after trying to drive the cockatrice into the wilderness.

Domain

Cockatrices appear to be most common on the farms of northern England, specifically in the vicinity of Liverpool and Manchester. They are found throughout the temperate zone in the Aysle cosm.



Cockatrice

DEXTERITY 9

Dodge 10, maneuver 10, stealth 10, unarmed combat 10

STRENGTH 7

TOUGHNESS 10

PERCEPTION 9

Tracking 11, trick 11

MIND 5

Survival 11, willpower 19

CHARISMA 4

Charm (12), persuasion (17), taunt (10)

SPIRIT 5

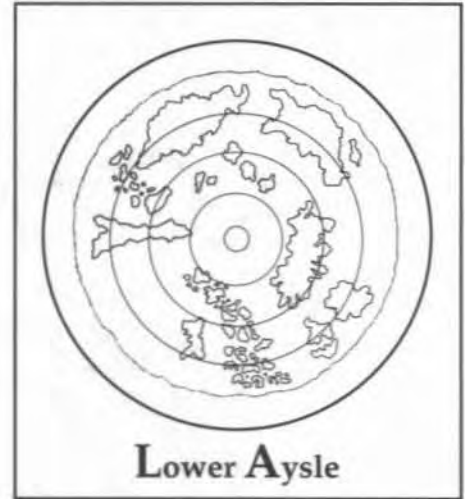
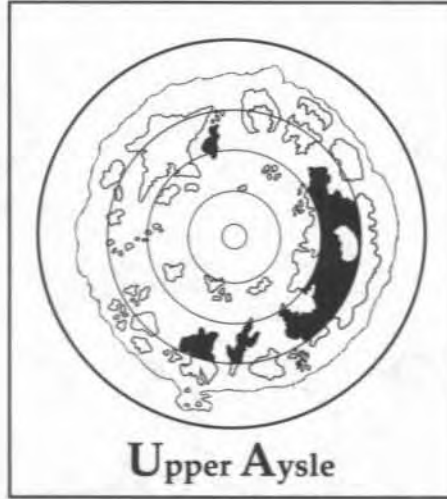
Intimidation 14

Possibility Potential:
none

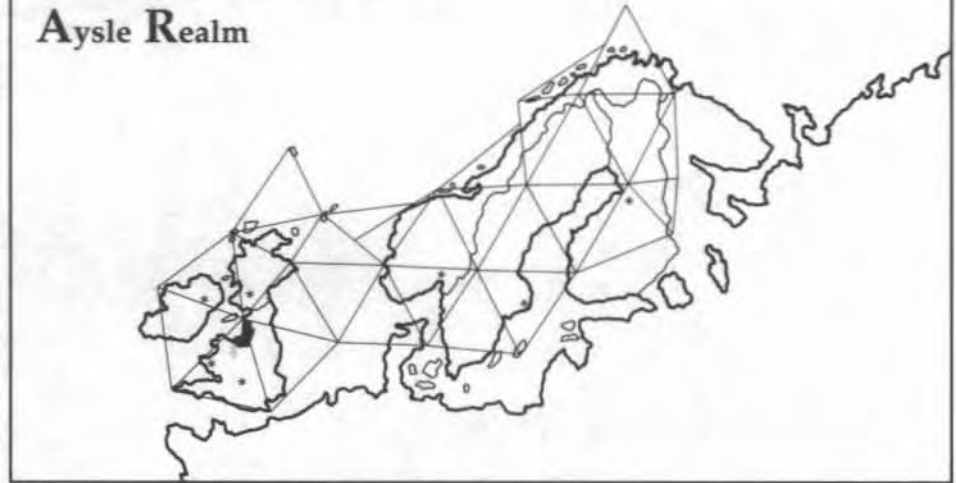
Natural Tools: fangs, damage value 14; scales, armor value TOU+1/11; gaze attack.

The cockatrice's attack uses its *willpower* as the effect value against a difficulty number of its target's *Perception*. If the target is actively avoiding the cockatrice's gaze, it must get a "setback" or a "player's call" on a *trick* to make an attack. The attack is considered a "one-on-many," adding +2 to the difficulty of the actual attack (see the Multi-Action Chart on page 45 of the *Torg Rulebook*). Once the cockatrice has captured its target's gaze, the victim must generate a successful *Mind* total of 19 in subsequent rounds to break free, or take damage again.

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan



DETRIMENTALS

First Prize



T. Baxa



This metallic creature is the bane of all Possibility-rated beings in Aysle.

A detrimental has the ability to assume the form of any metal object, most often appearing as a weapon or piece of armor (it must maintain its original mass value of 3 at all times). It will then hide in a cache of such objects, waiting for an unsuspecting victim to claim it.

A detrimental's true purpose is to steal Possibilities from its host. Whenever the being wearing, or wielding,

this creature spends a Possibility that may be cancelled by an opponent, the detrimental will attempt to steal that Possibility. If the detrimental should fail, it will immediately revert to its true shape, a mass of liquid metal roughly .5 meters in diameter and height. It will then attempt to escape, using its razor-tipped tentacles to defend itself if cornered.

Discovering the presence of a detrimental requires a *find* total of 20, or a *divination/metal* total of 15. If an Ord should claim a detrimental, the creature will

attempt to sneak away when the opportunity arises.

If a detrimental is slain while it still has Possibilities remaining, it explodes and the remaining store is distributed equally to all characters within a five meter radius (Ords can be refilled in this manner).

Domain

Detrimentials are present in both the Aysle cosm and realm, generally favoring large cities and other densely populated areas.



Detrimental

DEXTERITY 9

Dodge 10, stealth 18,
unarmed combat 11

STRENGTH 7

TOUGHNESS 10

PERCEPTION 9

Find 10, trick 13

MIND 7

Test (10)

CHARISMA 5

Charm (15), persuasion
(14), taunt (12)

SPIRIT 11

Intimidation (12),
reality 15

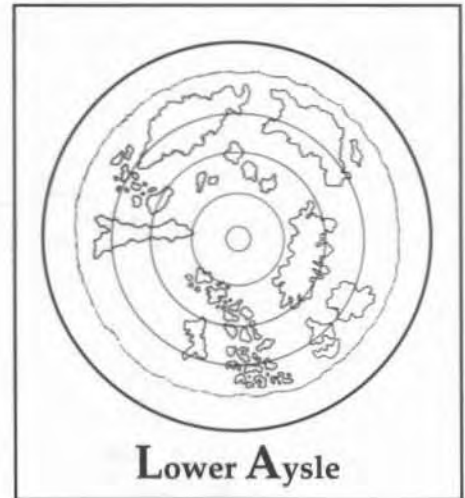
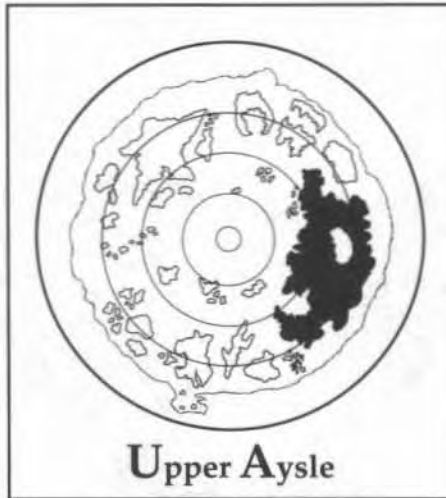
Possibility Potential:

all

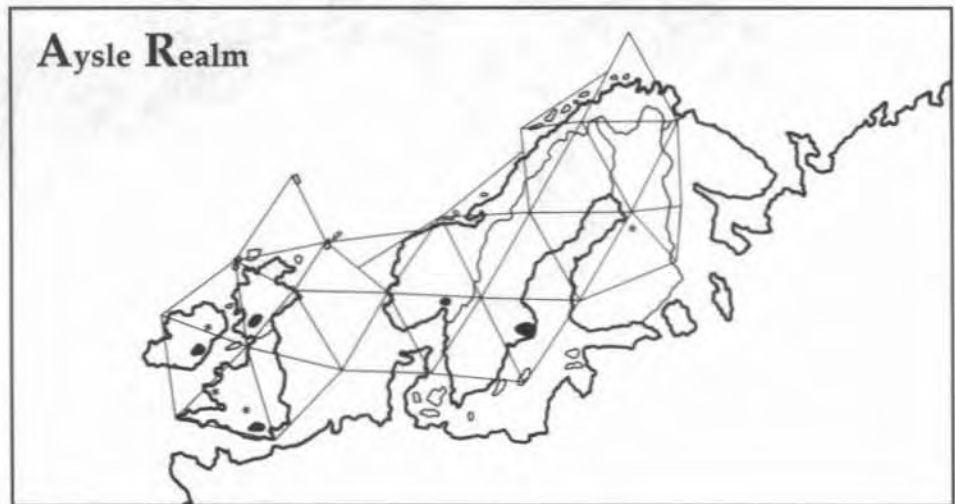
Natural Tools: tentacles,
damage value STR+3/10

Note: To steal a spent
Possibility, the detrimental
generates a *reality* total
against a difficulty number
of its host's *reality* skill. If
successful, the detrimental
has stolen the Possibility. A
detrimental would not
spend a Possibility on this
roll, for fear its host would
detect it.

DOMAIN



Aysle Realm



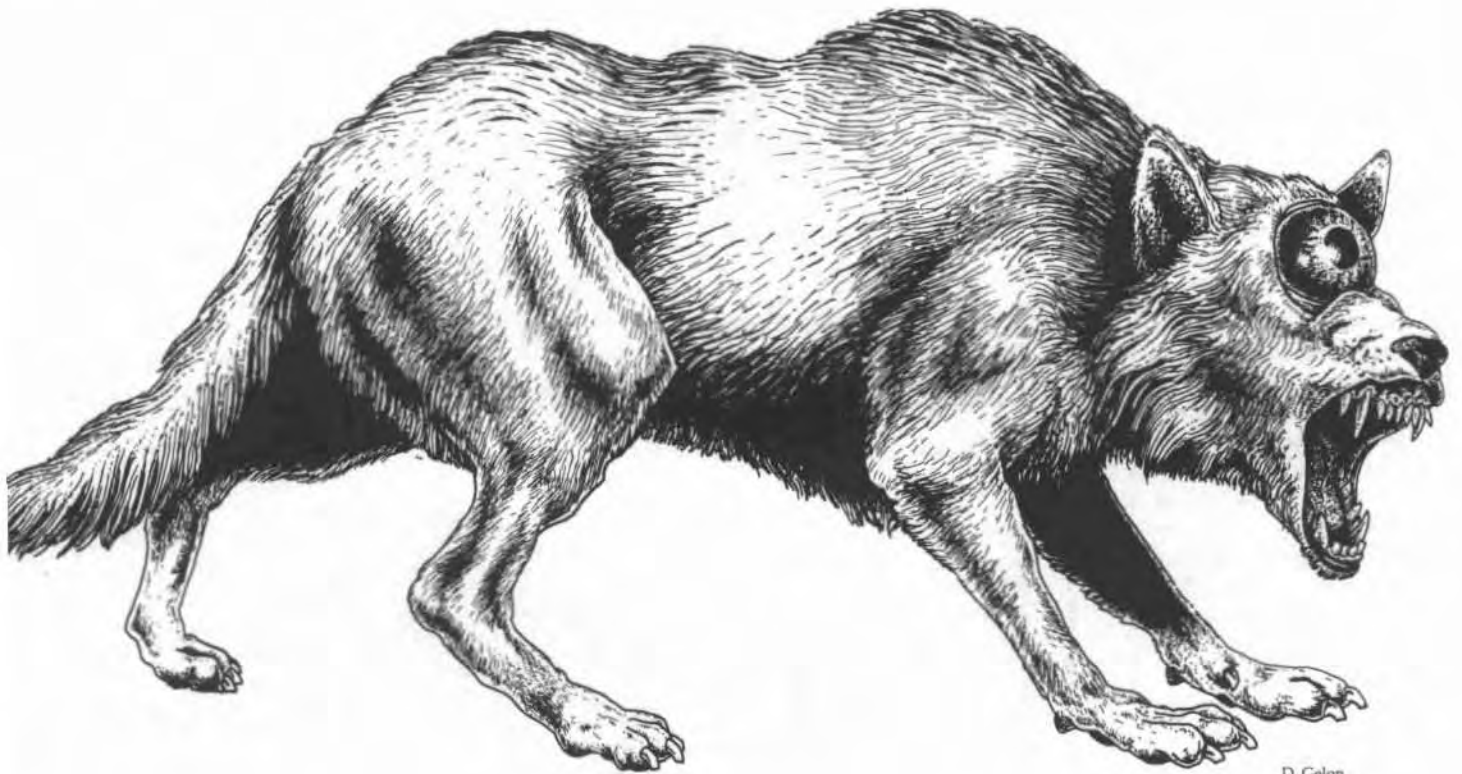
SIZE REFERENCE



Discovered by Paul Balsamo



DOOMWOLF



D. Gelon



Doomwolves are pointed to by the forces of Light as living examples of the danger of embracing Corruption. Originally, these beasts were priests of Arthuk, who served the god's evil ends among the giant population in Lower Aysle. But one day, the clerics displeased their Dark deity (the legends differ on exactly how), and Arthuk punished them by changing their forms to those of monstrous wolves.

Doomwolves are great beasts, two meters at the

shoulder. Their most prominent characteristics are a single, saucer-shaped eye set in the center of their foreheads and a huge maw filled with razor-sharp teeth.

Still, at best these creatures would be just more ravenous beasts in a cosm filled with them, were it not for Arthuk's true intent in altering his priests. Despite the mental and physical changes the clerics underwent, their faith remained whole. Thus, they could still cast the dreaded *curse of Arthuk* on enemies of their god (see page 96 of the *Aysle Sourcebook*).

In the doomwolves, Arthuk has a mobile force that can hunt down and curse (or slay) the followers of Honor, and are far more difficult to kill themselves than they had been in their human form.

Domain

Doomwolves can be found throughout Lower Aysle, and anyplace in the realm where there are large concentrations of giants, including northern Ireland and Finland.



Standard Doomwolf

DEXTERITY 12

Dodge 16, maneuver 13, running 14, stealth 13, unarmed combat 15

STRENGTH 14

Climbing 15

TOUGHNESS 12/13

PERCEPTION 11

Tracking 14

MIND 7

Survival 9, test (13), willpower 13

CHARISMA 5

Charm (15), persuasion (20), taunt (12)

SPIRIT 16

Corruption 19, faith (Arthuk) 18, focus 18

Additional Skills: two at +2 adds

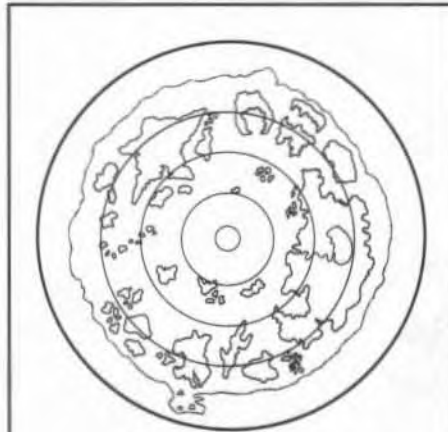
Possibilities: some (15)

Miracles: curse of Arthuk

Natural Tools: claws, damage value STR+3/17; teeth, damage value STR+2/16; hide, armor value TOU+1/13

Note: A doomwolf can cast *curse of Arthuk* only once per day, a means by which its god forces it to be selective in choosing its targets.

DOMAIN

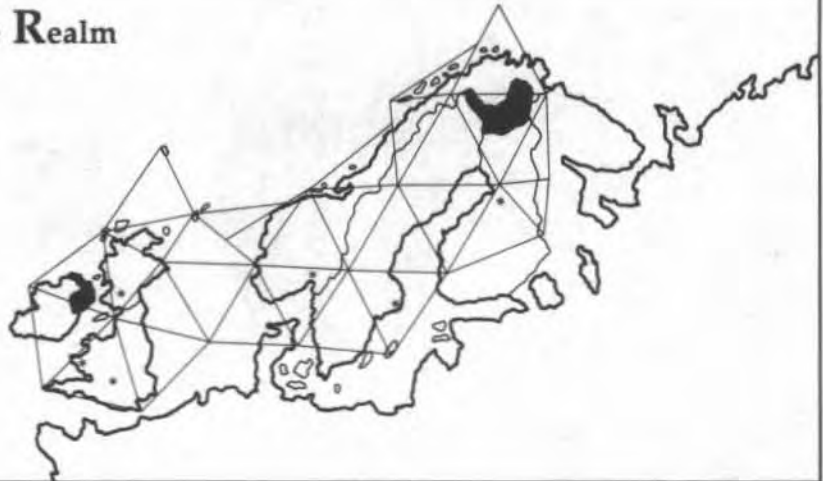


Upper Aysle

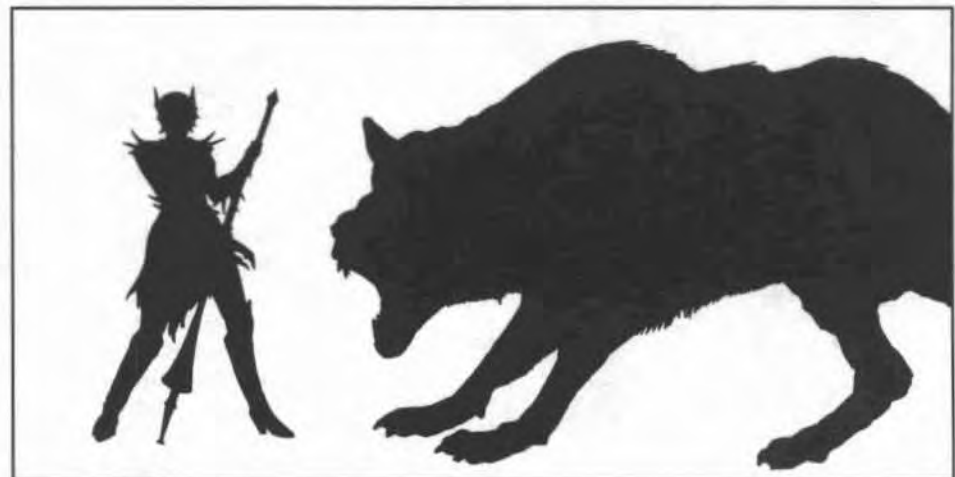


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by Brian Reeves



DROUNEN



E. Geier



Drounen are the reanimated corpses of sailors who met their death by drowning. They are a bane to all who sail the seas, often murdering crews and sinking vessels, usually at the direction of a thessarian (see separate entry) or a dark sorcerer.

Drounen appear as bloated, discolored human corpses, clad in tattered clothes and reeking of brine and decay. Some may be missing limbs, but this does not seem to hinder them — those without legs will pull themselves along by their blackened fingernails, desiring nothing but to drown the living. Drounen have no minds, as such; they will attack without mercy and will not cease until utterly destroyed.

Drounen have been known to operate independently, roaming the seas in a wrecked ship seeking living beings they can drag down to watery graves. Others dwell in silence at

the bottom of bays or fjords, climbing aboard anchored ships at night to slay their crews.

Although drounen seem to be attracted to Light vessels more than Dark, they have not been a part of Uthorion's invading army in Scandinavia, primarily because the Vikings detest them. Drounen are a walking reminder of the fate that awaits every unwary sailor, and there are some who believe that keeping company with the sea's dead tempts the waters to take more lives.

Domain

In the Aysle cosm, Drounen are found in and around the waters of Upper and Lower Aysle. In the realm, they have been seen in the Gulf of Bothnia between Sweden and Finland, the Skaggerak area between Norway, Sweden and Denmark, and the North Channel between Ireland and Scotland.



Drounen

DEXTERITY 9

Dodge 11, melee weapons 11, swimming 12, unarmed combat 11

STRENGTH 14

TOUGHNESS 12

PERCEPTION 8

Trick (18)

MIND 7

Test (19)

CHARISMA 7

Charm (22), persuasion (25), taunt (28)

SPIRIT 9

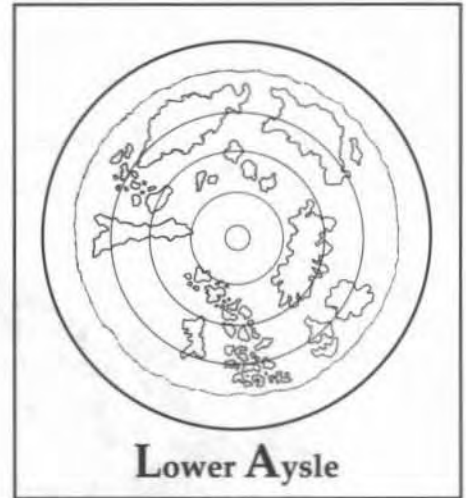
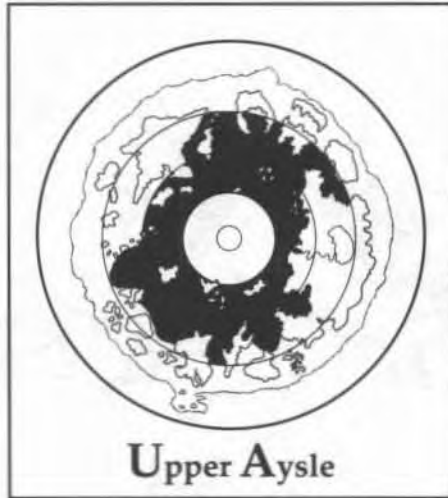
Intimidation 15 (25)

Possibility Potential:

none

Equipment: rapier, damage value STR+5/19

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Brian Schoner



FACHANA



T. Baxa



Fachana, as a whole, tend to be more annoying than menacing, but they should not be underestimated. These wily cousins of the faerie have evidenced no qualms about sending their victims to their deaths when they are done toying with them.

Fachana enjoy tormenting other creatures, particularly humans. They make use of their *stealth* and their knowledge of the *invisibility* spell to stay out of sight, all the while whispering foul threats or breathing down the necks of their targets. Fachana are masters of *test* and *intimidation*, and

take great pleasure in watching a victim whose mind has become unhinged hurling himself to his death to escape the oppressive atmosphere they create.

Fachana are 1.5 meters tall, with pointed ears and nasty claws. Their flesh is pale green in color, and their long arms and legs spindly. Their mouths are fanged, and they are only too happy to snap at an opponent while safely invisible.

If one of their playthings turns out to be made of sterner stuff than most, the fachana will go out of their way to destroy his mind. Often, they will start by killing people close to him, and then whispering to him that

the guilt is his, and death awaits. Even the strongest of minds can be snapped using this tactic.

Fachana much prefer teasing to physical combat, and once wounded, will ordinarily flee. They bear long grudges, however, and can be expected to stalk escaped prey for some time after, seeking revenge for their pain.

Domain

Fachana prefer hilly areas, and make their homes in the Scottish highlands and the mountains of northern England.



Fachana

DEXTERITY 12

Dodge 13, long jumping 15, maneuver 14, stealth 19, unarmed combat 13

STRENGTH 13

TOUGHNESS 12

PERCEPTION 10

Alteration magic 14, find 12, tracking 13, trick 17

MIND 8

Test 18, willpower 20

CHARISMA 9

Charm (18), persuasion (20), taunt 12

SPIRIT 7

Intimidation 17

Possibility Potential:

none

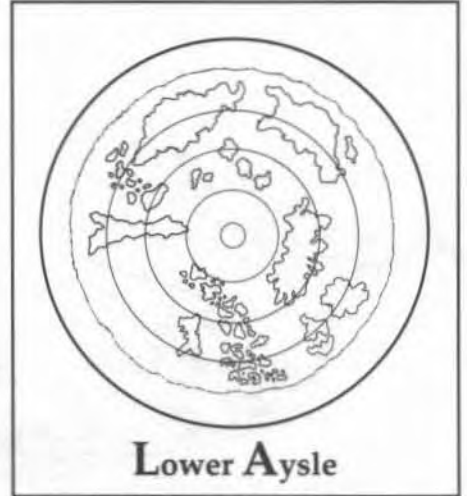
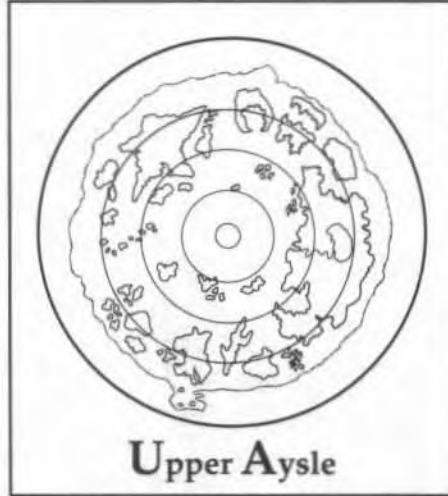
Arcane Knowledges:

true knowledge 11

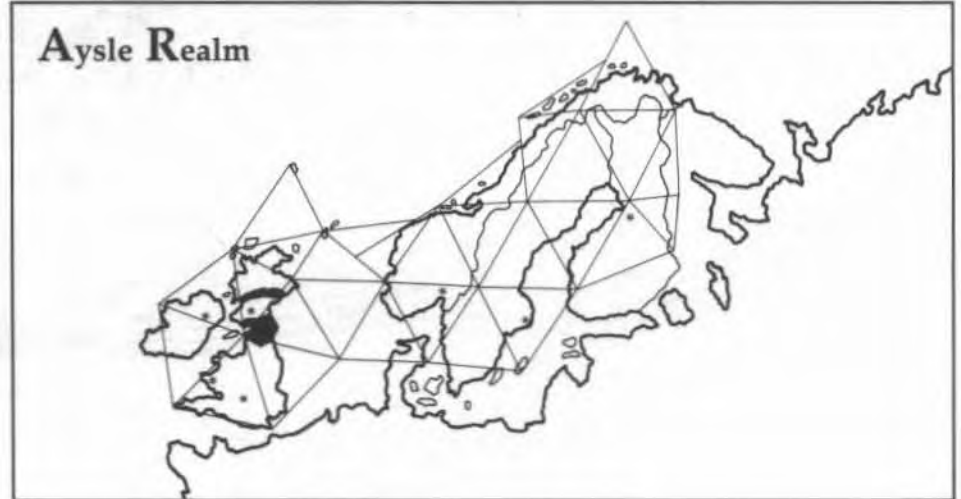
Spells: *invisibility*

Natural Tools: fangs, damage value STR+2/15; claws, damage value STR+3/16

DOMAIN



Aysle Realm



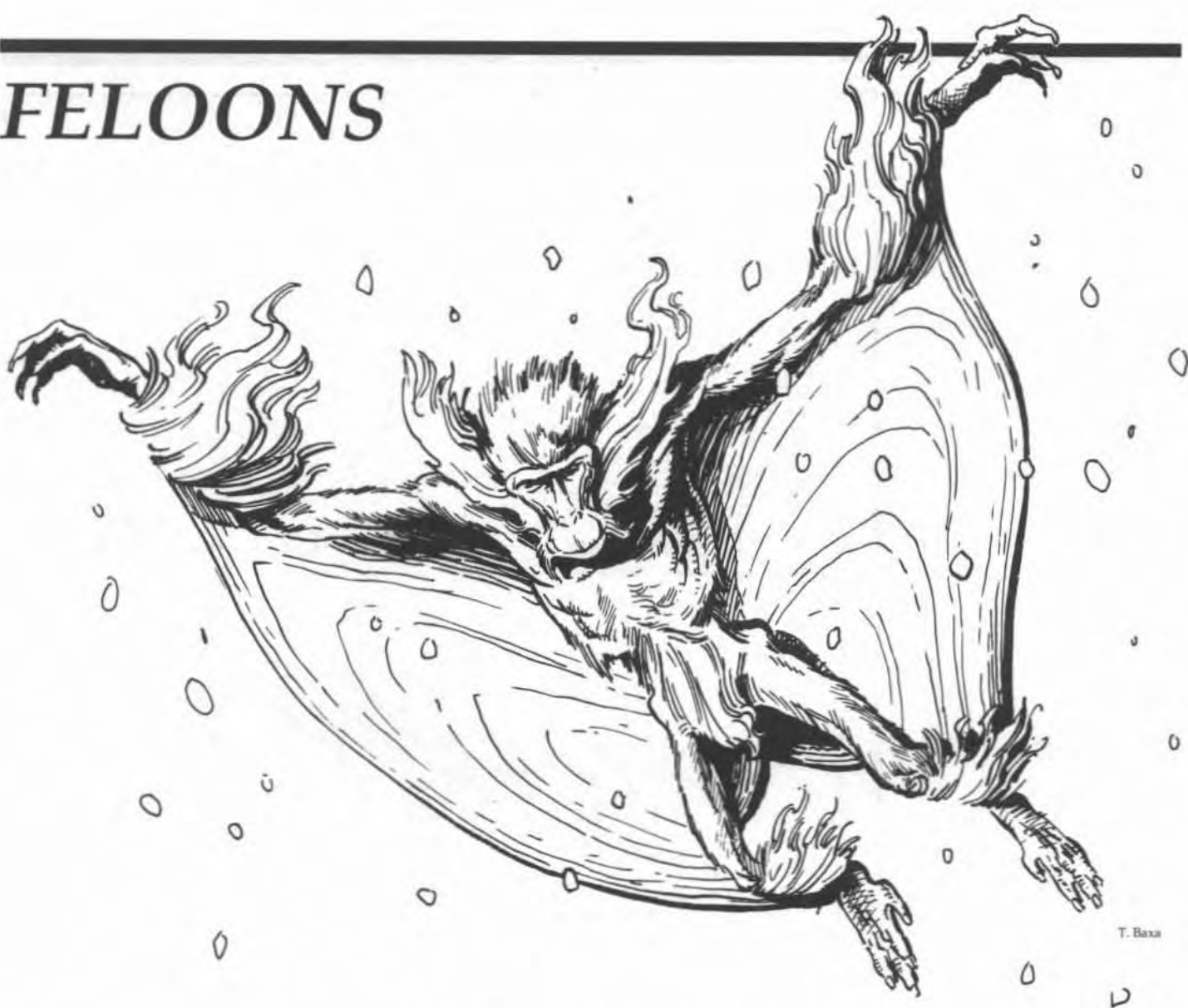
SIZE REFERENCE



*Discovered by
William Vaughan*



FELOONS



Feloons, or "frost monkeys" are white-furred primates approximately 75 centimeters in height, fully grown. They have flaps of thin skin extending from wrist to ankle, which allow them to glide without actually being able to fly. The feloon is a nocturnal hunter, preying on whatever it can find in its harsh habitat.

The feloon "clan" consists of a single couple and their offspring. As a young male reaches maturity, he "steals" a mate from another clan and, after only six months to a year with his own family, strikes out on

his own with his mate. The gestation period for feloons is six months, and all of the young are fraternal twins, one male, one female. Due to the males leaving and the females being taken as mates about three years after birth, the average clan is usually no more than eight to 10 at any one time. The clan does its hunting together.

Besides its teeth and claws, the feloon possess an arctic blast breath weapon similar to that of the Draconis Teutonica, though considerably weaker and with shorter range. The feloon stores arctic air in two internal sacs, and can fire

two blasts in quick succession (one per round). Each sac takes two rounds to refill. The breath weapon can be defended against using elemental air magic.

Domain

Feloons are indigenous to the Frozen Land in the Aysle cosm, living in mountainous ice caves. A number of clans and individual males came over the maelstrom bridge near Vareth to Finland. From there, they migrated to Lapland and the Kjolen Mountains of Norway and Sweden.



Felons

DEXTERITY 13

Acrobatics 15, dodge 14, flight (gliding) 14, maneuver 14, stealth 16, unarmed combat 14

STRENGTH 7

Climbing 11

TOUGHNESS 7

PERCEPTION 8

Find 9, tracking 10, trick 9

MIND 7

Test (10)

CHARISMA 7

Charm 12, persuasion (13), taunt (11)

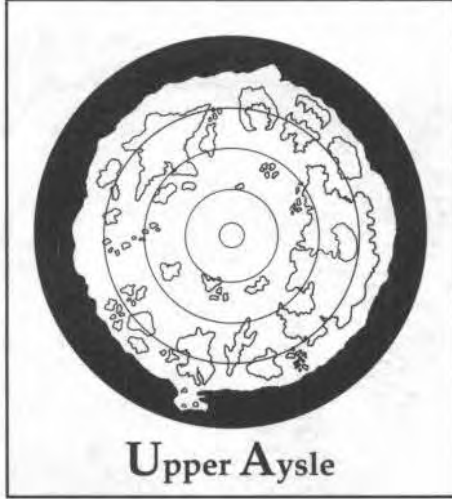
SPIRIT 7

Intimidation 9

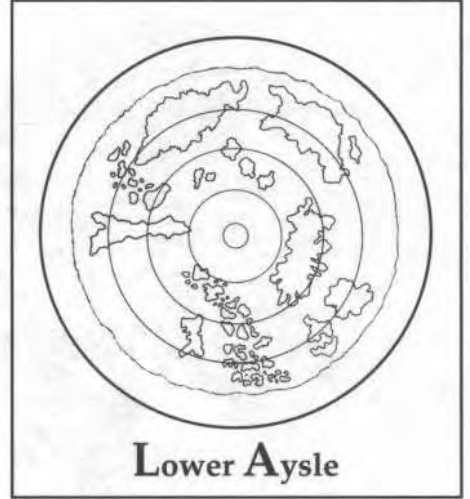
Possibility Potential:
none

Natural Tools: claws, damage value STR+3/10; teeth, damage value STR+3/10; arctic breath, damage value 16, range 1-4/10/20

DOMAIN

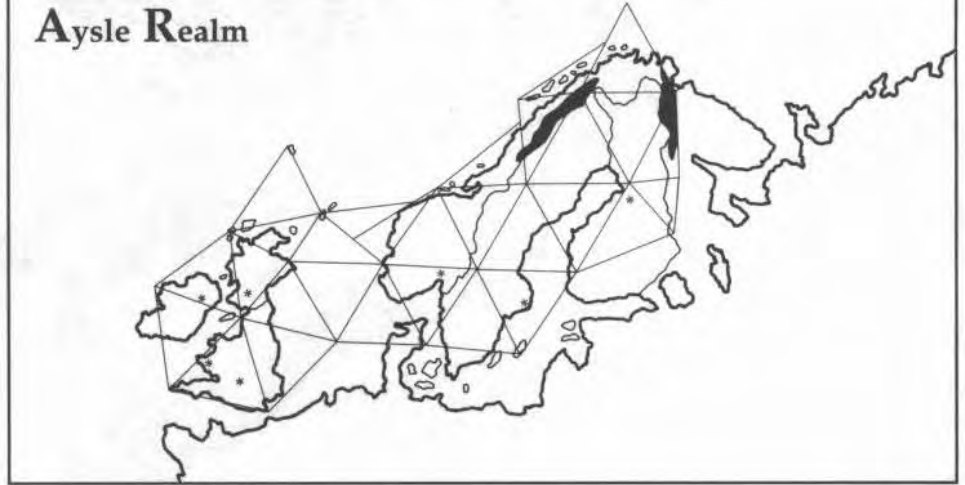


Upper Aysle

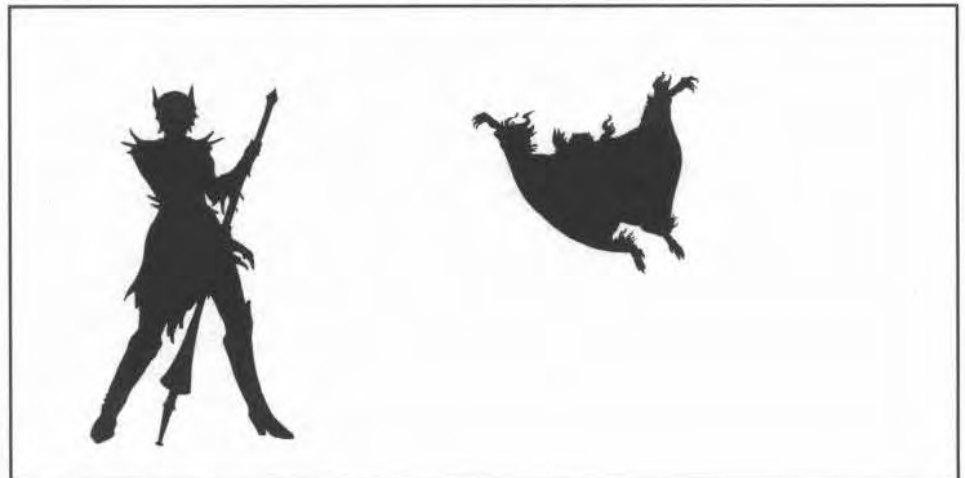


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by Larry Bucher



THE FENRIS WOLF



T. Bixa



The Fenris Wolf is a monstrous, deadly animal, six meters at the shoulder. It has matted gray fur, eyes that blaze red, and huge teeth and claws capable of taking the life of the mightiest warrior. It is a fierce hunter, capable of following the scent of its prey through a raging river and never resting until it has made its kill.

According to Norse legend, the Fenris Wolf is the offspring of Loki, the god of evil, and the giantess Angrboda. As a god's child, none had the right to slay it

— but Odin, the king of the gods, demanded that it be bound for the safety of all. Such was done, but not without cost: the Fenris Wolf refused to be bound unless a god placed his hand in its mouth as a show of trust. Tyr, the god of war, did so, and the Wolf tore his hand off with his mighty teeth.

The legends go on to state that the Fenris Wolf will be bound until Ragnarok, the day the gods battle each other and the Earth is destroyed.

But legends can be used for one's own purposes. Both Uthorion and Cyber-

pope Malraux stand to gain from a fearful populace convinced the end of the world is nigh, and so the two High Lords are cooperating on a plan to seek out the Fenris Wolf and persuade it to aid them in return for its freedom.

Domain

The Fenris Wolf is currently bound to a huge boulder at the base of Mount Glittertinden in Norway. Would-be rescuers are warned that there are easier ways to seek one's death.



Fenris Wolf

DEXTERITY 14

Dodge 15, long jumping 16, maneuver 15, running 21, stealth 16, unarmed combat 21

STRENGTH 20

Climbing 23

TOUGHNESS 25

PERCEPTION 9

Find 14, tracking 18, trick 12

MIND 9

Survival 15, test 15, willpower 16

CHARISMA 10

Charm (20), persuasion (22), taunt 17

SPIRIT 11

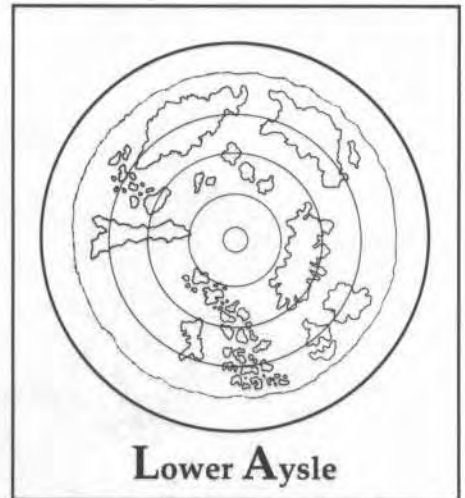
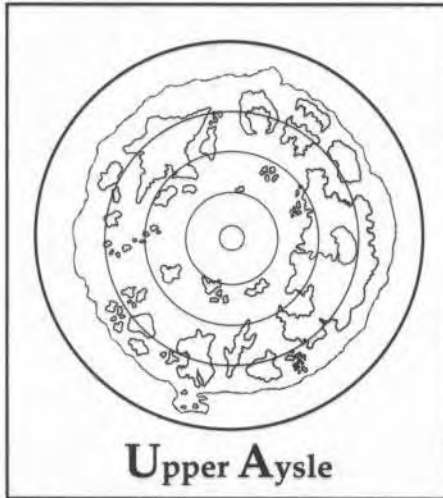
Faith (Norse) 18, intimidation 25, reality 15

Possibilities: 15

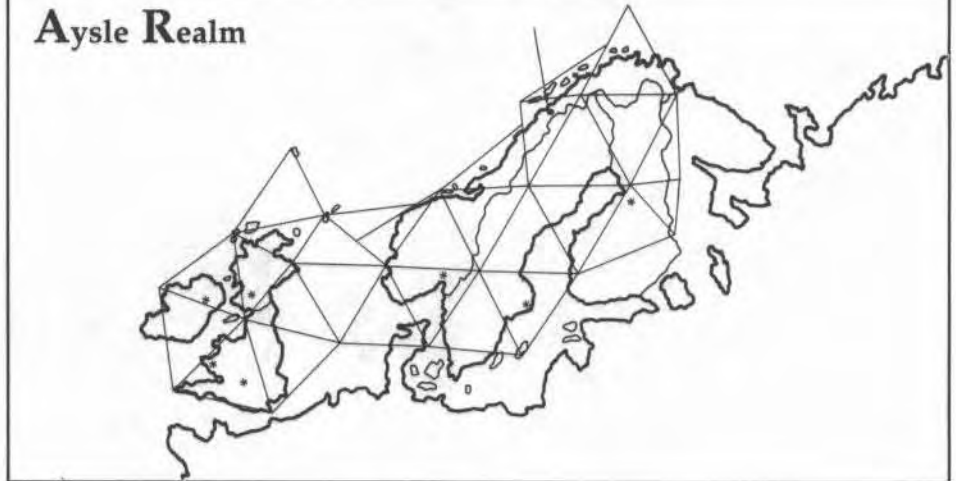
Natural Tools: claws, damage value STR+6/26; teeth, damage value STR+5/25

Note: attackers receive a +3 bonus to all attempts to hit the Fenris Wolf, due to its huge size.

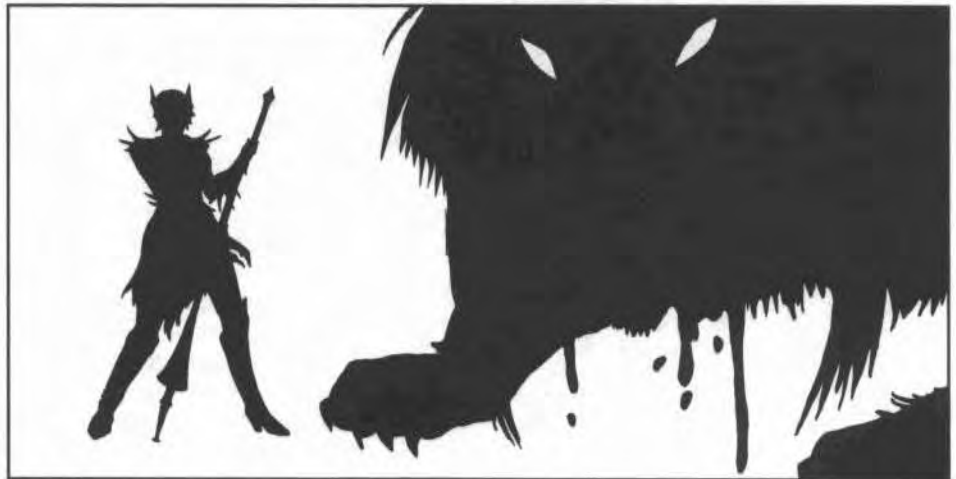
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan



FIRE GIANTS



Another of the Norse myths made reality by the Ayslish axiom wash is that of the Fire Giants, the children of Surtur the Fire Demon and the denizens of Muspelheim, land of fire and ash. The increase in the *Magic* axiom allowed for the creation of an extradimensional gate between Muspelheim and Earth, and the giants now walk the planet once more.

Fire Giants stand roughly four meters tall. They are massive creatures with flaming red hair (literally) and reddish skin. Their very essence is that of fire, and they appear wrapped in sheets of yellow flame.

After the Frost Giants, Fire Giants posed the greatest threat to the rule of Odin, according to Norse legend. They live only to destroy, and, when they are not at war with any other race, will gladly battle amongst them-

selves. With their discovery of a means to return to the mortal plane, the Fire Giants have made numerous forays into Sweden, looting and burning entire villages. They have been opposed by Storm Knights, Swedish army units, and even some of Uthorion's Viking legions. Though the Dark High Lord would like to recruit Surtur's troops, the Fire Giants have thus far been unwilling to stop fighting long enough to talk.

Domain

Fire Giants reside in a pocket dimension known as Muspelheim, currently accessible only through an extradimensional gate in Sanfalet National Park in Sweden. The gateway resembles a blazing bonfire, which both firemen and sorcerers have been unable to douse.



Standard Fire Giant

DEXTERITY 9

Dodge 10, maneuver 10, melee weapons 14, missile weapons 12, running 13, unarmed combat 15

STRENGTH 17

Climbing 18, lifting 19

TOUGHNESS 19

PERCEPTION 7

Find 10, tracking 12, trick 9

MIND 7

Survival 11, test 10, willpower 15

CHARISMA 8

Charm 10, persuasion 14, taunt 9

SPIRIT 11

Faith (Norse) 17, intimidation 18

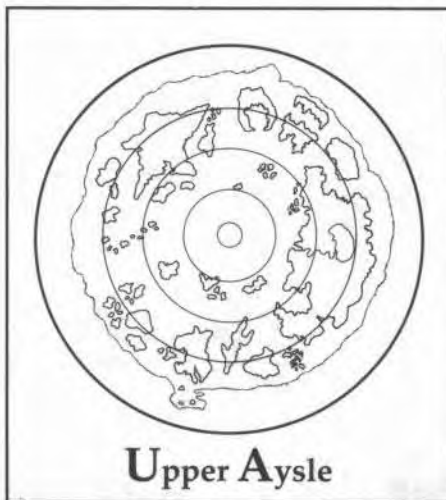
Additional Skills: two at +2 adds

Possibility Potential: some (50)

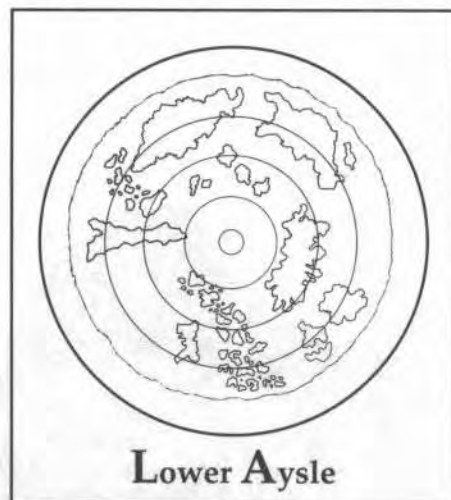
Natural Tools: flaming skin, damage value STR+3/20 in *unarmed combat*. Anyone making a successful *unarmed combat* attack on a Fire Giant with an unprotected fist suffers an automatic damage value 18 from the flames.

Equipment: hides, armor value TOU+1/20; flaming sword (enchanted), damage value STR+7/24

DOMAIN

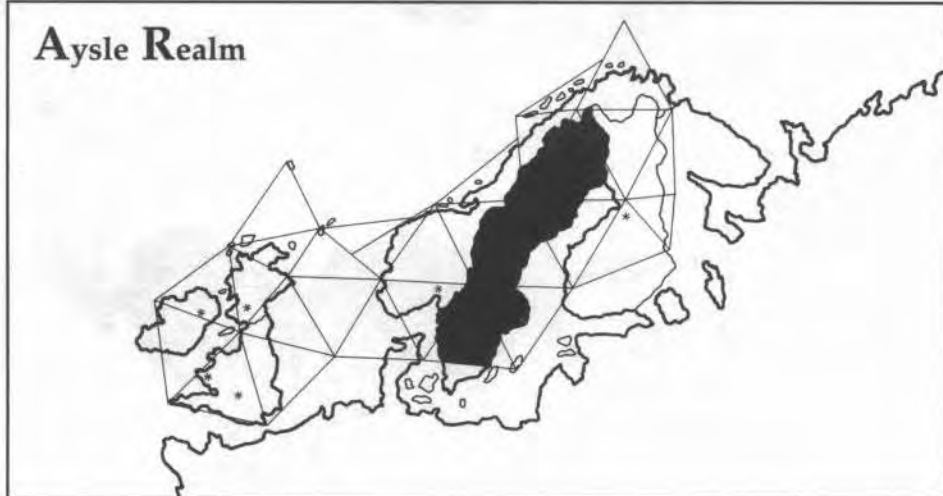


Upper Aysle



Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan

THE FLYING DUTCHMAN



The Flying Dutchman is a ghost ship, a Core Earth legend which sprang into existence when the Aysle axioms washed over the North Sea. The crew of the vessel consists of one man, its accursed captain, Jonathan Vanderdecken, and the ship is condemned to sail the seas for all eternity.

Centuries ago, Vanderdecken, a cruel, spiteful man, sold his soul to the Devil in exchange for a wind

to fill his ship's sails. The Devil complied with a wind which would not cease, and so the *Dutchman* could never find a port. Both the ship and its master became ethereal entities, stalking the waters and driving mariners to their doom.

Although both the *Dutchman* and Vanderdecken are non-corporeal, they are very much a threat — the ship's cannons boast *altered fireball* (improved) spells focused within them, and Vanderdecken himself has the ability to call down

lightning upon a vessel or speed it to its destruction upon a rocky coast.

The Flying Dutchman is surrounded by a dense fog 100 meters in diameter, which provides high concealment to the vessel.

Domain

The *Flying Dutchman* plies the waters of the North Sea near the coasts of Denmark and Norway.



Captain Jonathan Vanderdecken

DEXTERITY 3

Stealth 23

STRENGTH 1

TOUGHNESS 15

PERCEPTION 16

Alteration magic 20,
find 17, tracking 17,
trick 18, water vehicles
17

MIND 15

Apportation magic 19,
test 17, willpower 17

CHARISMA 9

Charm (15), persuasion
13, taunt 15

SPIRIT 15

Intimidation 19, reality
18

Possibilities: 18

Arcane Knowledges: fire
6, water 4, inanimate forces 4

Spells: Aeluin's water val-
ley, lightning, altered fireball

Note: Both Vander-
decken and the Dutchman
are immune to, and inca-
pable of inflicting, physical
damage. Both are vulner-
able to magic and miracles.

The Flying Dutchman

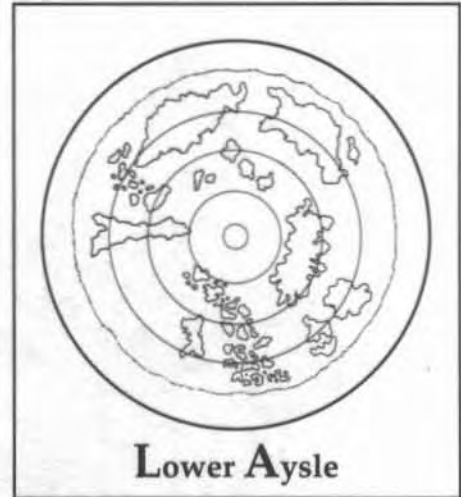
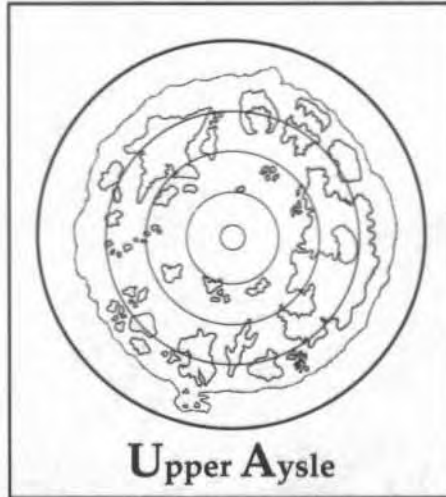
Tech: 18

Speed: 55/35/11

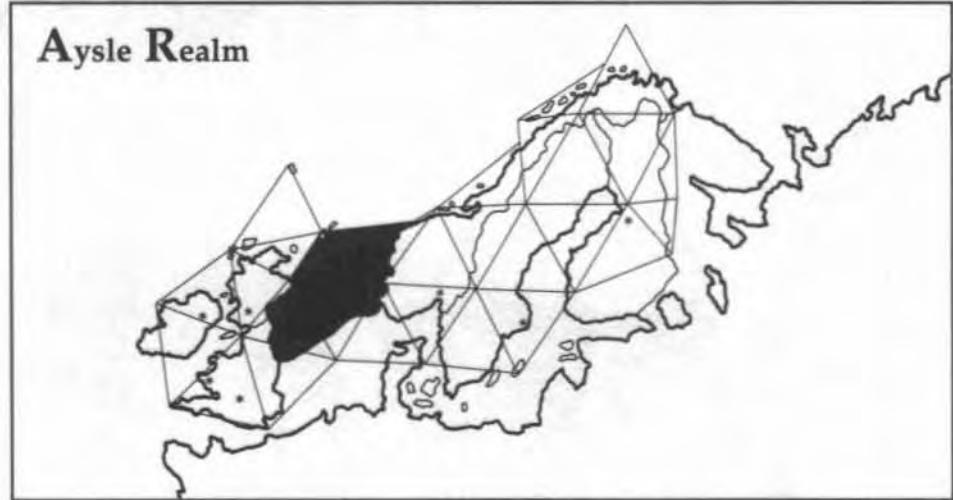
Passengers: 0

Toughness: 25

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Paul Balsamo



GHOST WARRIORS



Ghost Warriors are the reanimated forms of soldiers whose devotion to a cause transcended death. Upon being struck down, the spirits of these warriors refused to depart their bodies, believing the fight not yet won. But since physical death is disorienting, decades or centuries often go by before the bodies rise again, too late for the battle, and proceed to engage any threat in the vicinity.

Ghost Warriors appear as they did in life, but with

a ghastly pallor and a fixed expression of fury. They are impossible to reason with, understanding nothing but battle. Most of their number tend to be the fallen members of elite units who thoroughly believed their struggle was just. Their ability to become ethereal means no fortress is safe from them, for they can pass through the walls and solidify for the fight. Ghost Warriors do not struggle for the Light or the Dark specifically, but often aid one side or the other while in the process of refighting old wars.

Domain

Ghost Warriors have been sighted on the continent of Aysle in the cosm, particularly in the vicinity of the Valley of the Sword, where the final battle between Uthorion and Ardinay's forces was fought. In the realm, Ghost Warriors in medieval garb have risen in England, while others in World War II-era uniforms have staged guerrilla attacks in the mountains of Norway.

T. Baxa



Ghost Warrior

DEXTERITY 10/3

Dodge 13, fire combat 12, melee weapons 12, missile weapons 12, unarmed combat 12

STRENGTH 10/1

TOUGHNESS 10/15

PERCEPTION 9

Evidence analysis 12, find 11, tracking 10, trick 11

MIND 8

Survival 10, test 14, willpower 12

CHARISMA 7

Charm (25), persuasion (25), taunt (25)

SPIRIT 11

Intimidation 16

Possibility Potential:

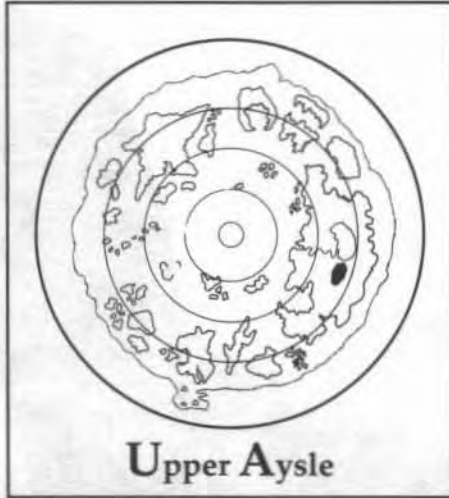
none

Natural Tools: incorporeality. Ghost Warriors have the ability to transform their bodies and equipment into an ethereal form which can pass through solid objects. In this form, they are incapable of doing physical damage to an opponent or suffering same, save by enchanted weapons. To achieve this state, a Ghost Warrior must generate a successful *willpower* total of 10. The number of result points achieved equals the number of rounds the Ghost Warrior can remain incorporeal. Note that attribute numbers listed after the slash refer to their ethereal state.

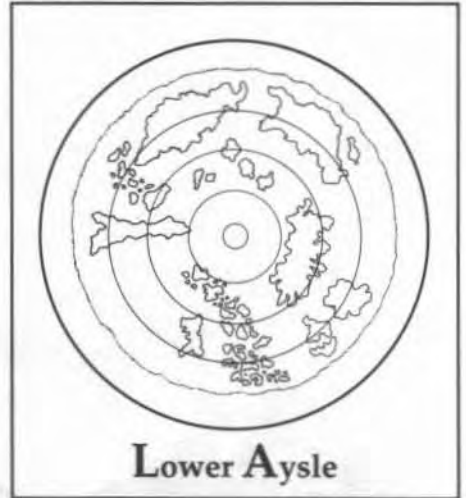
When solid, Ghost Warriors are immune to shock and KO damage save from enchanted weapons.

Equipment: varies, depending on era of soldier

DOMAIN

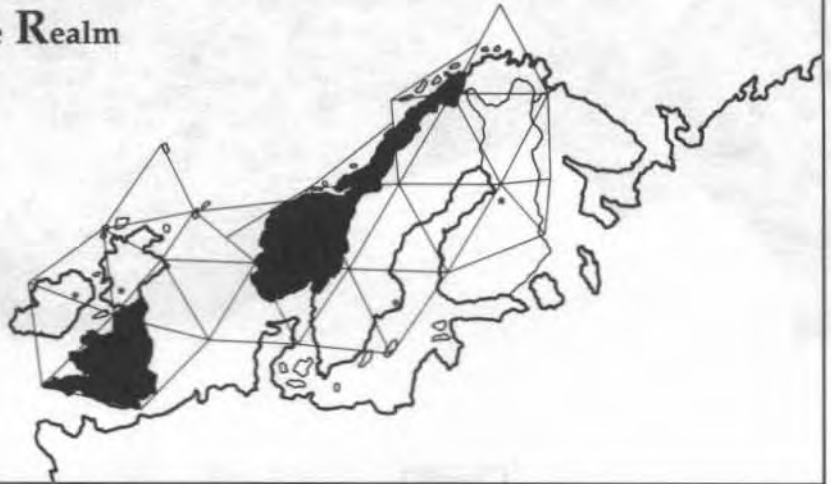


Upper Aysle

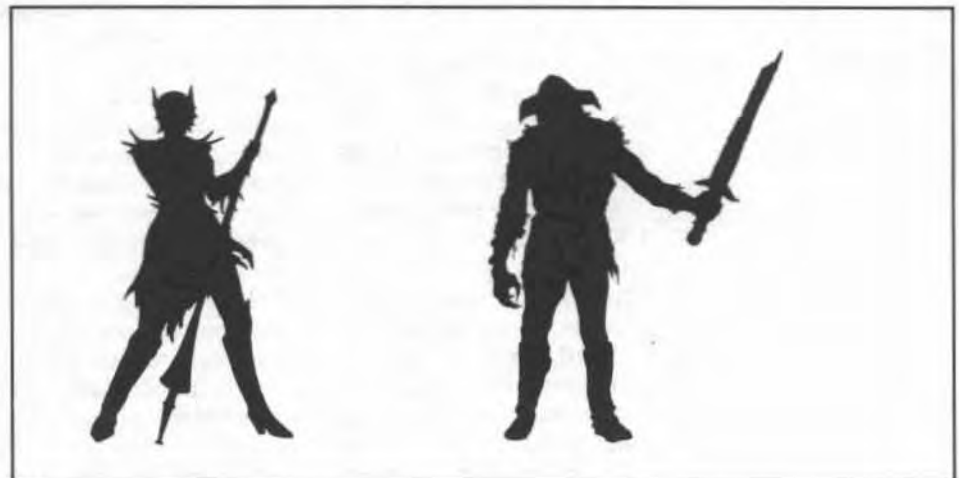


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan



GIANT CAVE BAT



D. Gelon



Giant cave bats are one of the more prevalent dangers in the Land Between and Lower Aysle, and those who travel by night through much of Scandinavia are learning to fear the loud screech and the beating of leathern wings that presages the arrival of these creatures.

Giant cave bats average 2.5 meters in length, with wing spans up to 5 meters. They live in tunnels and caverns, emerging at night to hunt for food. Unlike Core Earth bats, which subsist primarily on insects, giant cave bats feast on larger prey, such as sheep, cattle, and humans. They

attack in swarms of up to 20, forcing their victim to the ground and eating him alive.

Giant cave bats use a powerful sonar to enable themselves to navigate. They rely on stealth to allow them to approach an enemy undetected, and will carry prey home if it is small enough. Otherwise, they simply eat their fill and leave the rest for scavengers (bleylars often feed off of cave bat kills).

Interestingly enough, cave bat victims often seek the creatures out! In Lower Aysle, particularly, giant cave bat meat is considered a delicacy, and many a giant has braved the caverns

of the Broken Land on a hunt. In the realm, goblins are often seeking cave bat lairs, and will pay dearly, in trades or information, for directions to one. Of course, if they are feeling especially malicious, they may ask someone seeking information to actually slay the bats and bring them back in exchange for the answers they need.

Domain

The giant cave bat is a denizen of Aysle's Land Between and the Broken Land in Lower Aysle. In the realm, it is found in Denmark, Sweden and Finland.



Giant Cave Bat

DEXTERITY 10

Dodge 11, flight 12,
maneuver 15, stealth
15, unarmed combat 13

STRENGTH 11

TOUGHNESS 11

PERCEPTION 7

Find 13, tracking 12,
trick (9)

MIND 5

Survival 11, test (10)

CHARISMA 4

Charm (21), persuasion
(25), taunt (12)

SPIRIT 4

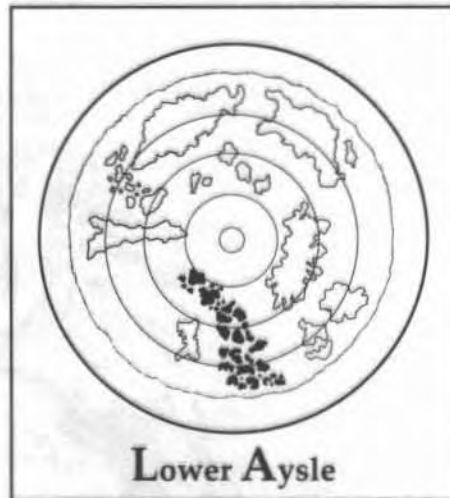
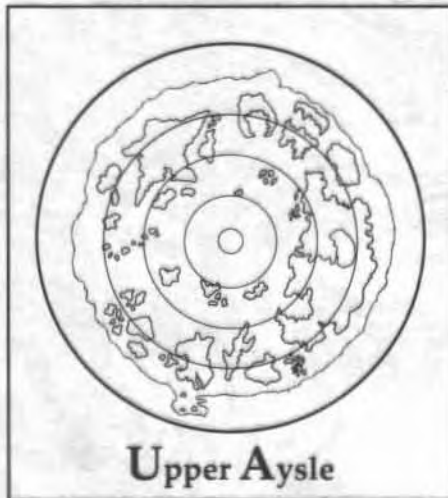
Intimidation 12

Possibility Potential:

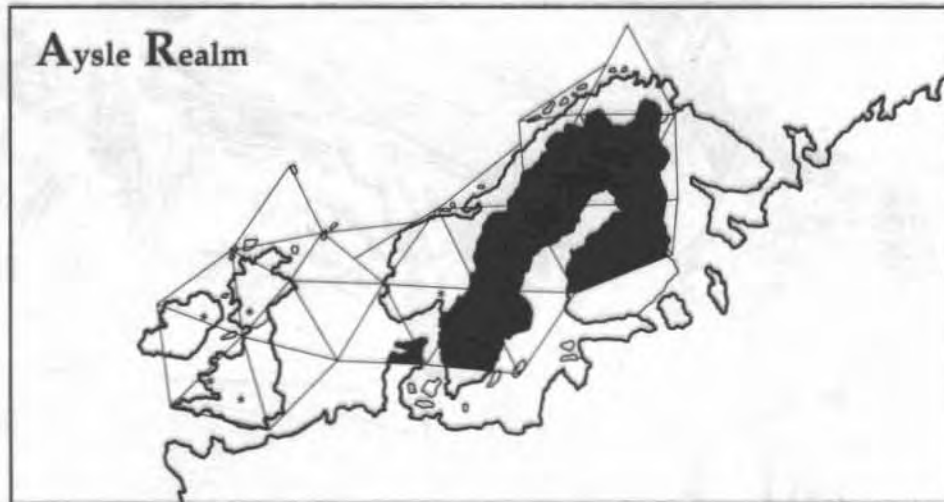
none

Natural Tools: teeth,
damage value STR+3/14;
wings, speed value 11

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



GRENDEL



T. Baza



A creature of Danish mythology, the lake beast known as Grendel was given living form by the Ayleaxioms. Standing three meters tall, Grendel is a humanoid covered with matted brown hair and vegetation from the lake bottom. It has been rumored that the shape of a man is not natural to him, but it is not known if this is so.

Grendel is a nocturnal monster who feeds on the bones and blood of men. He prefers to challenge the mightiest of warriors, reveling in his ability to defeat them with ease. Grendel has

never been known to refuse an invitation to combat, and has lost only once in recorded history, to the Danish hero Beowulf.

Unfortunately for the Danes, Beowulf has not been seen about, and Grendel has been killing and maiming at will. He has nominally allied himself with the Dark Forces, who are bogged down in Denmark, and has intimidated or slain a number of landowners sympathetic to Ardinay's cause. Grendel is not subtle about his attacks — his normal method is to crash through a wall or door, grab his victim, tear his head off, and drink the

warm blood that gushes from the neck. In the morning, the combination of the horrific scene and the lingering stench of Grendel's wet hide leaves no doubt in anyone's mind who was responsible for the killing.

If Grendel is being badly beaten, he will retreat to the safety of a vaulted chamber on the lake bottom.

Domain

Grendel lives in a lake near Alborg, Denmark, emerging in the evening to hunt. Whether there are any others of his kind in the area is unknown.



Grendel

DEXTERITY 12

Dodge 13, maneuver 14, melee weapons 14, swimming 14, unarmed combat 16

STRENGTH 17

TOUGHNESS 18/19

PERCEPTION 8

Find 10, tracking 14, trick 9

MIND 8

Survival 15, test 14

CHARISMA 7

Charm (23), persuasion (31), taunt 10

SPIRIT 12

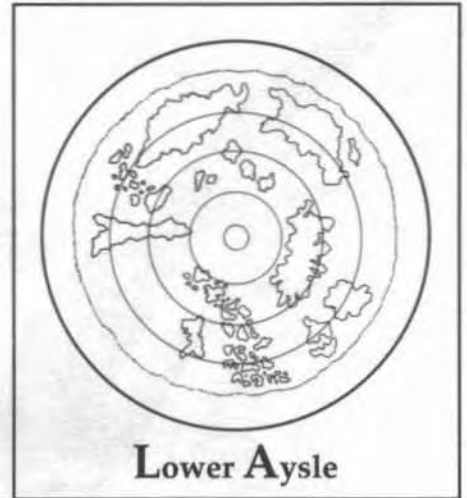
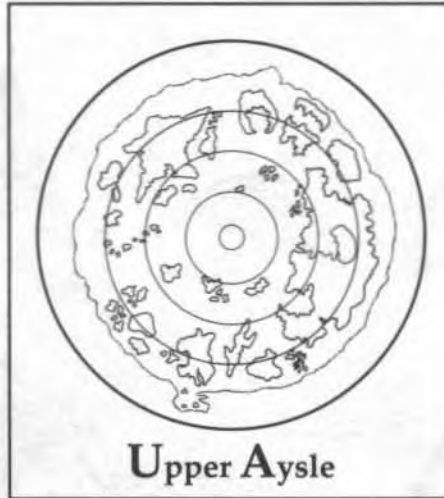
Intimidation 22, reality 16

Possibilities: 25

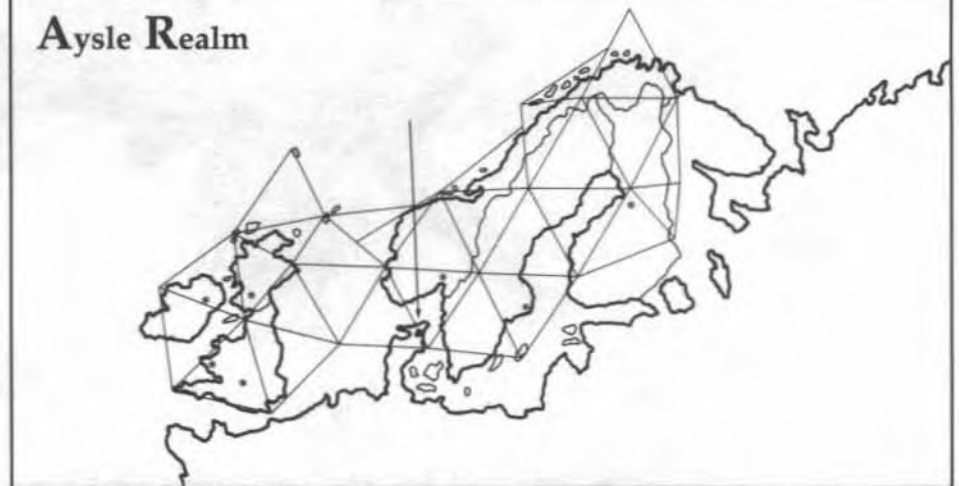
Natural Tools: hide, armor value TOU+1/19

Equipment: spiked club, damage value STR+3/20

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



HELL BATS



E. Geier



Hell Bats are the sorcerous creation of dwarven mages in the pay of House Vareth. At present, there are only 10 of these entities extant in the realm, but the mages are said to be creating more at a rate of one every two weeks.

Hell Bats are creatures which thrive on darkness, and hate the touch of light. They spend the daytime hours asleep in vast caverns, emerging after dark to carry out the wishes of their masters. Hell Bats are humanoid creatures, 2.5 meters in height, ebony in hue with jet-black wings and crimson eyes. Their

wingspans reach 5 meters in length. Wickedly sharp claws extend from their hands to allow them to disembowel their victims.

The attack of a Hell Bat is easy to distinguish from that of any other creature. Its distaste for light will lead it to attempt to extinguish any source of light in the possession of its victims, either through physical action or the use of its *mage dark* spell. Once its prey is trapped in darkness, the Hell Bat will emit a piercing shriek to freeze them with fear, and then strike with startling swiftness.

Hell Bats are relentless fighters, relying on speed, cunning and strength to

carry the battle. They normally attack solo, although as many as two of the creatures have been seen to work together. It is believed that the Hell Bats' masters are reluctant to risk very many on any one assault, due to their scarcity.

Domain

Hell Bats are most often found in the vicinity of York, England. They have been pressed into the service of House Vareth, making nocturnal raids against the forces of House Liandar and House Bendes.



Standard Hell Bat

DEXTERITY 16

Flight 17, maneuver 18, stealth 22, unarmed combat 18

STRENGTH 16

TOUGHNESS 16

PERCEPTION 15

Find 18, tracking 20, trick 17

MIND 12

Conjuration magic 13, test 15, willpower 14

CHARISMA 11

Charm (17), persuasion 13, taunt 16

SPIRIT 15

Corruption 18, intimidation 22

Possibilities: some (25)

Arcane Knowledges:

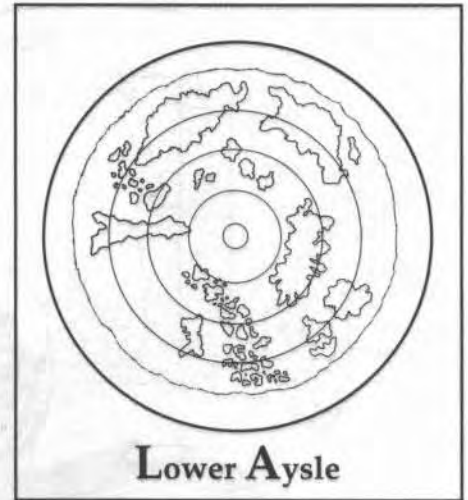
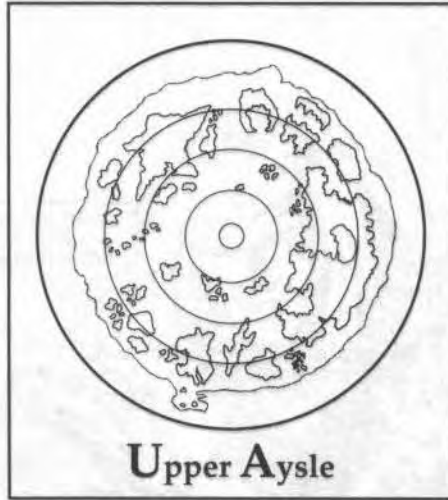
darkness 9

Spells: *mage dark*

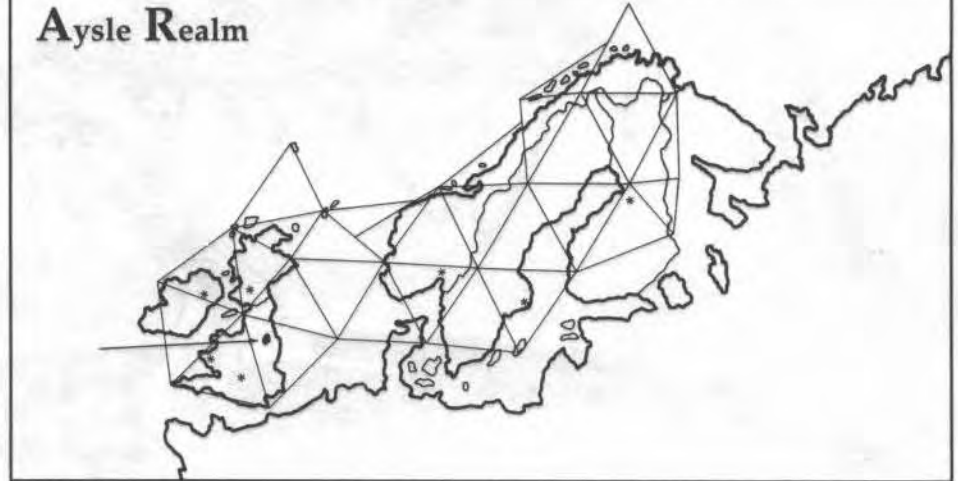
Natural Tools: claws, damage value STR+3/19; wings, speed value 14

Note: Immune to shock and KO damage from non-magical weapons. Suffers a shock point per round when exposed to strong light (torches, flashlights, etc.)

DOMAIN



Aysle Realm



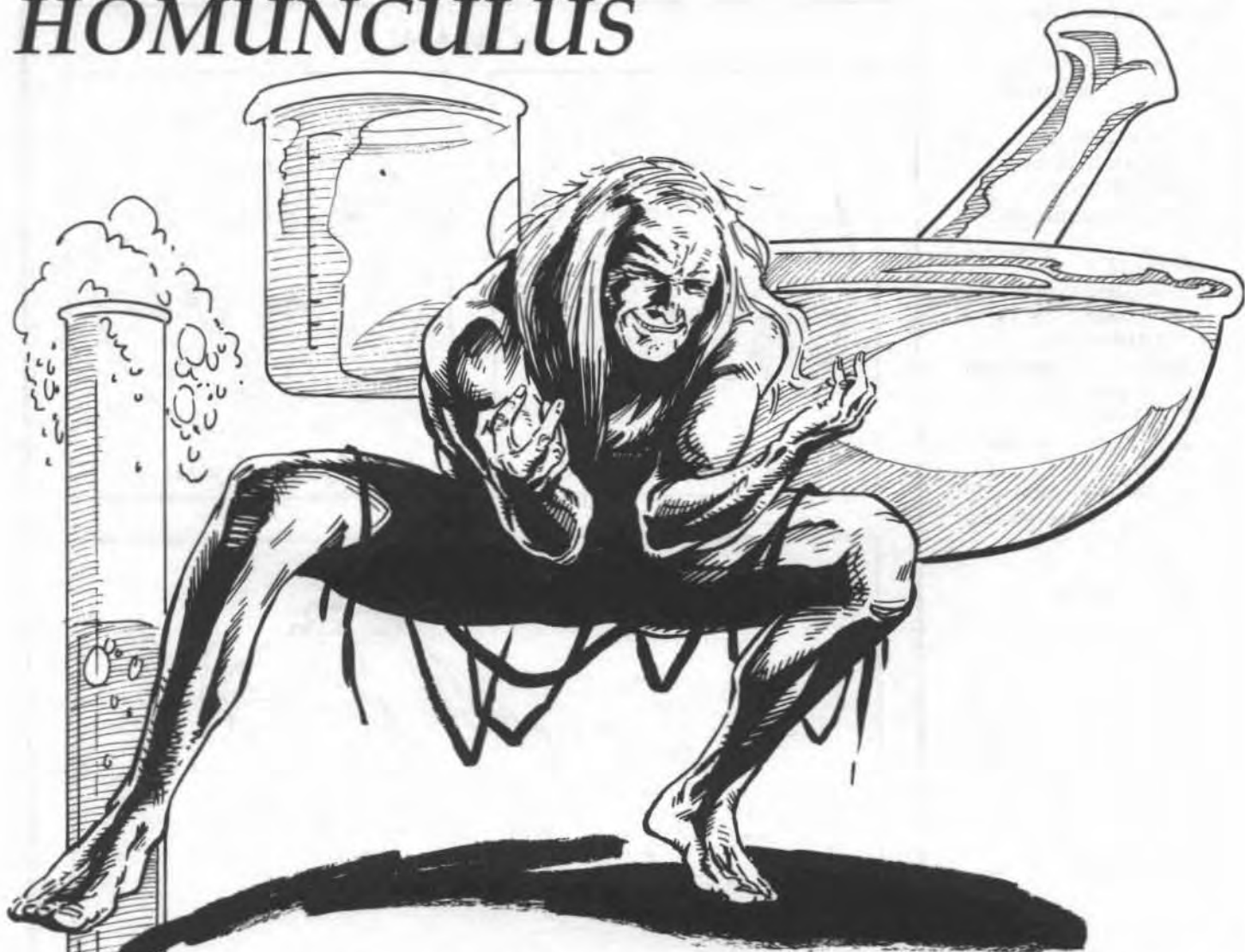
SIZE REFERENCE



Discovered by James Leffert



HOMUNCULUS



T. Bava



Homunculi are tiny men created by Ayslish alchemists from bits of human hair and skin, various herbs, and mysterious chemical compounds known only to practitioners of that art. All of these elements are mixed together and sealed away for 40 days, and at the end of that time, a perfectly formed man no more than 15 centimeters in height emerges.

Unfortunately, once the alchemist has achieved his objective, he often has no use for his creation. Homunculi require a diet of human blood, necessitating the alchemist commit

foul acts to keep them fed, and they are constantly underfoot. So the little creatures are often driven out into the world, finding homes in drain pipes, eaves, and abandoned mouse holes.

Many homunculi meet tragic ends, but a few have found employment as spies or even assassins in Aysle and other realms, due to their ability to slip past guards and security systems.

Homunculi have been known to ally themselves with faeries, but often find their "partners" untrustworthy and end up as their slaves. Experiences such as this have led homunculi to regard all other species as

their enemies, and inspired them to betray others for their own gain whenever possible.

Along with half-folk, homunculi face the most prejudice of any Ayslish group, both because of their diet and the fact that many regard them as a mockery of life.

Domain

Homunculi can be found throughout southern and central England. They are often clustered around the homes of the alchemists who served as their creators, hoping to be allowed back inside.



Standard Homunculus

DEXTERITY 12

Dodge 14, long jumping 13, maneuver 14, melee weapons 15, missile weapons 14, stealth 16, unarmed combat 13

STRENGTH 5

TOUGHNESS 6

PERCEPTION 11

Find 12, trick 14

MIND 9

Survival 11, test 12

CHARISMA 9

Charm 10/(13), persuasion 11, taunt 10

SPIRIT 10

Additional Skills:

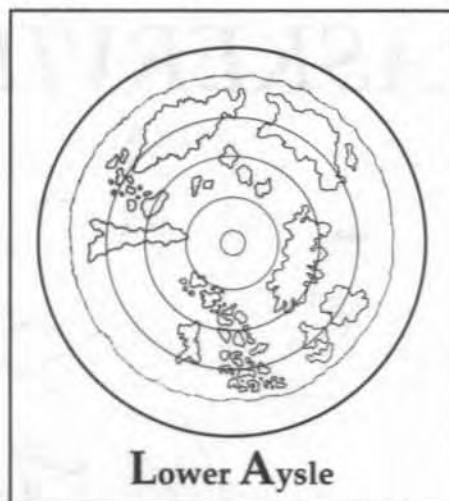
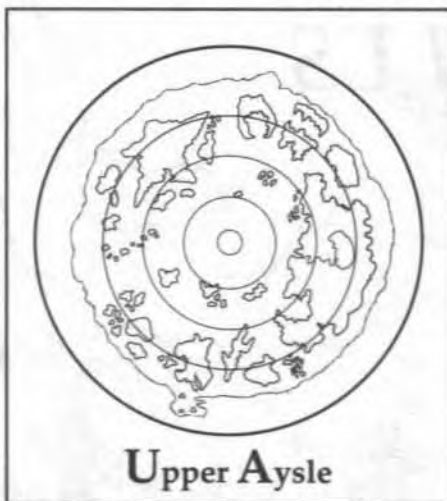
three at +1 adds

Possibility Potential:

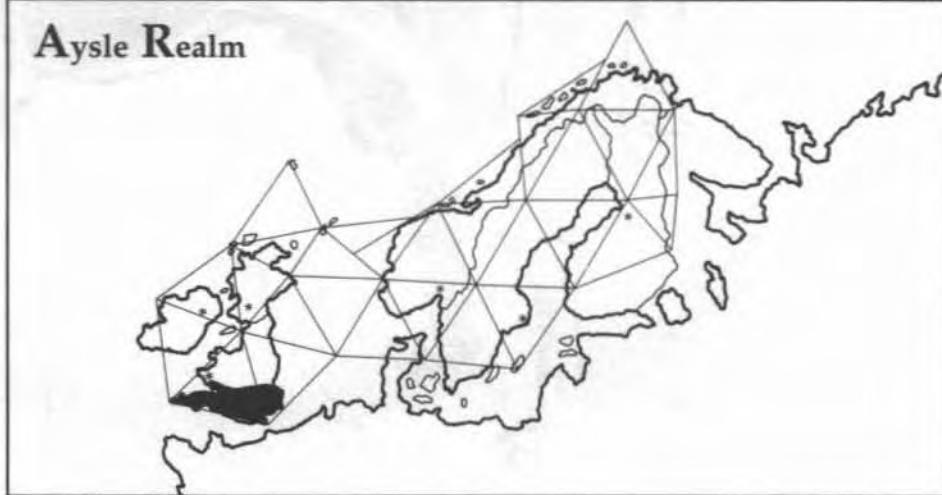
some (35)

Equipment: varies

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



THE HOUND OF THE BASKERVILLES



The Hound of the Baskervilles was the menace in a classic British mystery tale, a "hound from Hell" who drove the members of an aristocratic family to their graves. Its home was the moors, a barren, desolate spot marked by the ruins of prehistoric civilizations and the treacherous, lethal bogs.

The Aysle axiom wash made the Hound much more than a creature of fiction. It now truly lurks among the tors that surround the great Grimpen Mire, its unearthly howl chilling the blood of all who hear it.

The Hound stands 1.5 meters tall at the shoulder and weighs 250 kilograms. It is surrounded by a strange glow, the source of which is not known. With no Baskervilles in the area for it to slay, it has taken to terrorizing the general population. Most of the area's residents now refuse to cross the moors at night, for fear their throats will be torn out, as were those of three unwary sheep farmers shortly after the Hound's return.

Whether the Hound is acting independently or is under the direction of someone (someone living in the Stone Age ruins, perhaps)

is unknown. What is certain is that the climate of fear is slowly paralyzing the people of Devon and impairing the efforts of House Gerrik to administrate the area. Agents of the Dark are exploiting the situation, hoping to create a potent "fifth column" in Dartmoor that can be of service to Uthorion when the time comes to make a push toward Oxford.

Domain

The Hound of the Baskervilles stalks the moors of Dartmoor in the English county of Devon.



The Hound of the Baskervilles

DEXTERITY 12

Dodge 15, maneuver 17, running 13, stealth 15, unarmed combat 16

STRENGTH 13

TOUGHNESS 10

PERCEPTION 12

Find 15, tracking 16, trick 13

MIND 5

Survival 12, test (14), willpower 14

CHARISMA 5

Charm (30), persuasion (25), taunt (14)

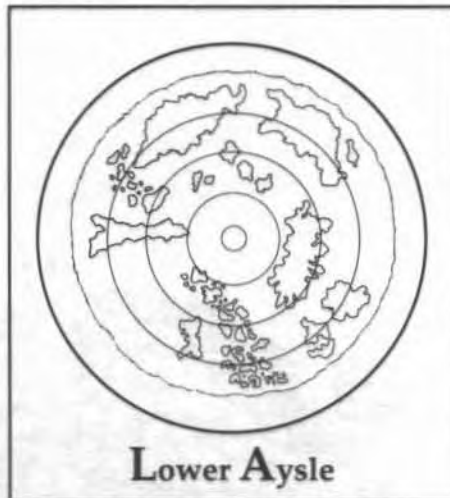
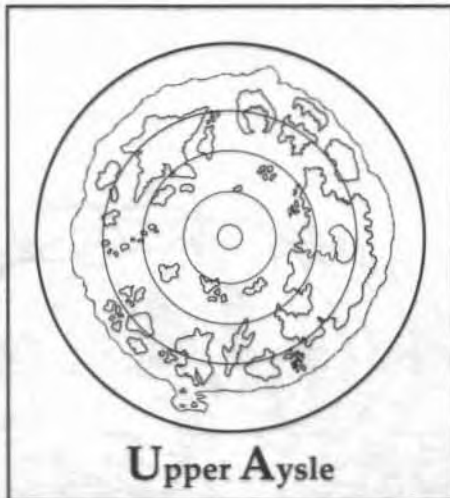
SPIRIT 5

Intimidation 16, reality 13

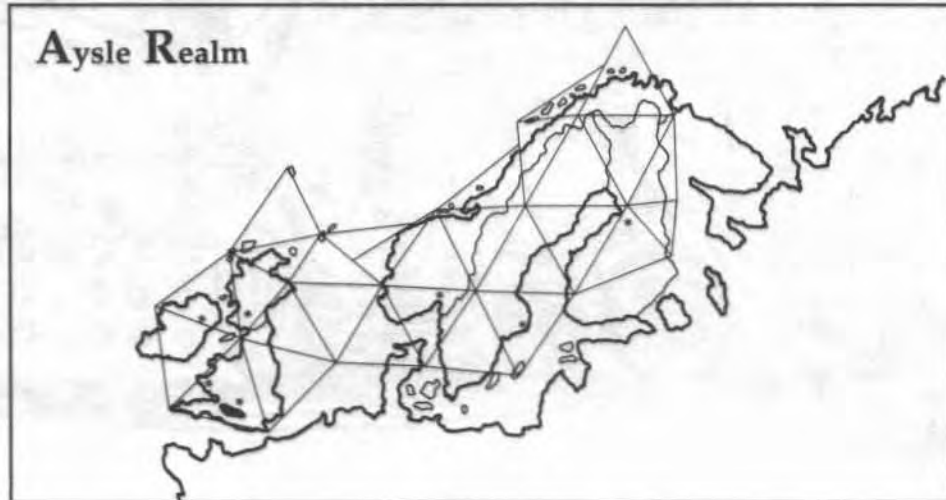
Possibilities: 14

Natural Tools: claws, damage value STR+2/15; teeth, damage value STR+3/16; howl, once per combat, acts as an *intimidation* act with a value of 19. Find the effect on the Interaction Results Table.

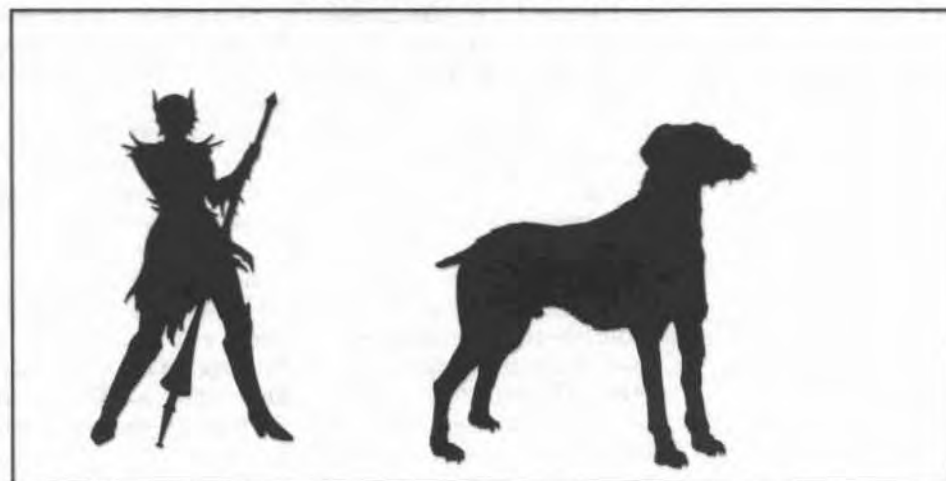
DOMAIN



Aysle Realm



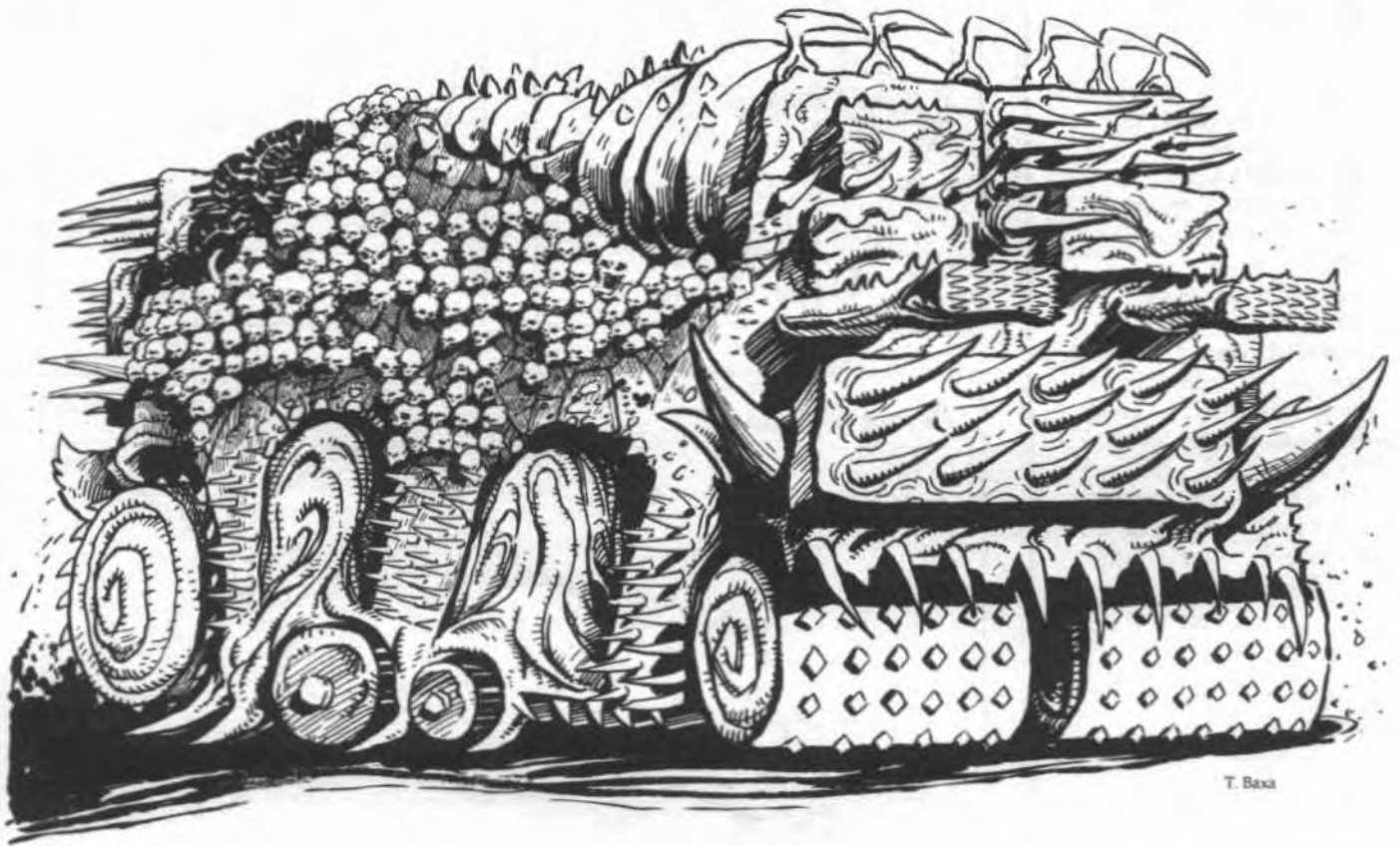
SIZE REFERENCE



Discovered by
Kim M. Schoeffel



JUGGERNAUT



T. Baxa



Juggernauts are bizarre entities created by Darkmages to serve as weapons of war, guardians of treasure, or assassins. They are phenomenally powerful and considered to be virtually unstoppable by the legions of Light.

Juggernauts vary in both size and appearance, but most frequently resemble rolling towers or monoliths. They can stand anywhere from two to five meters tall, and generally weigh from .9 to 2.25 metric tons. In the forms mentioned above, they are lined with spikes and twin rollers, also covered with spikes, provide

their locomotion. Juggernauts are occasionally equipped with a mesh armor constructed of human skulls.

A juggernaut's primary form of attack is simply running over its target, but often the intimidation value of its appearance is sufficient to rout opposing forces. Its major drawback is that it moves very slowly, and often hampers the advance of Dark armies.

Tolwyn of Tancred has spent a great deal of time briefing her troops about the juggernaut, explaining that the best defense against the behemoth is simply to outmaneuver it until a mage can be brought up to dis-

patch it. Above all, it is foolish to attempt to take shelter, for the entity will simply destroy the building to reach its prey.

It is believed that a trio of juggernauts were instrumental in the defeat of Ardinay's armies at the Scottish border in months past.

Domain

Juggernauts are found in both the Aysle cosm and realm, most often in territories controlled by House Daleron. Juggernauts are always at the forefront of Daleron armies when they are on the march.



Juggernaut

DEXTERITY 7

Maneuver 8, unarmed combat 13

STRENGTH 18

TOUGHNESS 30/35

PERCEPTION 8

Find 9, tracking 10, trick (11)

MIND 4

Test (25)

CHARISMA 4

Charm (30), persuasion (30), taunt (20)

SPIRIT 4

Intimidation 20

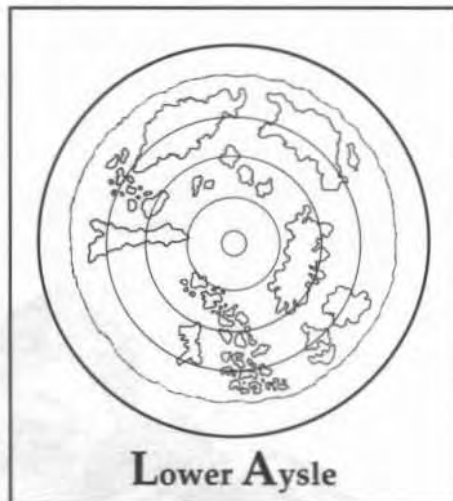
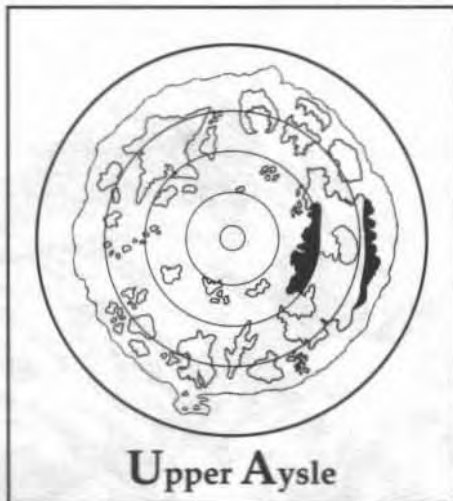
Possibility Potential:

none

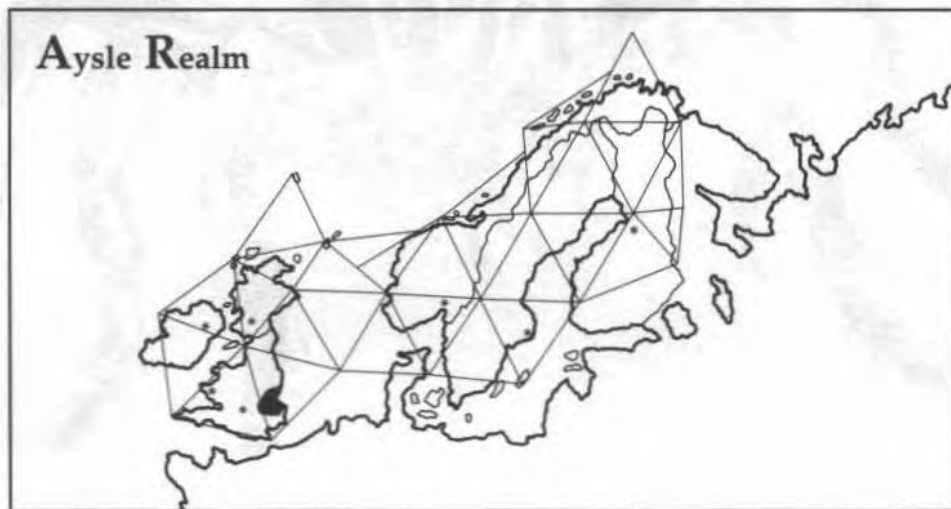
Natural Tools: spikes, damage value STR+2/20; spiked rollers, damage value STR+10/28, speed value 5; skull armor, TOU+5/35

Note: immune to shock and KO damage from non-magical weapons.

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Brian Reeves

JUMP SPIDERS



T. Baxa



An Ayslish jump spider is similar to a Core Earth spider, although considerably larger (roughly one meter in diameter, with eight legs one-third of a meter long). Its fur is a dingy brown in color, with yellow and black markings.

The jump spider is a solitary creature, highly territorial in nature. It is by nature afraid of folk, but has been known to attack children who wander into its domain.

The jump spider is not a web spinner, but relies on its agility, stealth and speed.

It will remain in hiding until prey is very near, then jump out and attack, hence its name.

The ichor of a jump spider is highly prized by Ayslish sorcerers, who use it as a component in *jump* spells in place of frog or cricket legs. *Jump* spells using this ichor receive a +3 bonus to their effect value.

Jump spiders live for approximately 10 years, and mate twice in that span. The female has a three month gestation period, and lays 50 eggs at a time. After the eggs hatch, the female abandons the young, leaving them to fend for themselves.

Only about 10 percent of the litter survives to maturity.

Domain

Jump spiders are found in all areas of the Aysle cosm, save for the arctic zone. They have migrated to the realm, but have never been seen more than 150 kilometers from the site of a maelstrom bridge. They can be found in urban and rural areas, and prefer sewers and empty warehouses when living in cities.



Jump Spider

DEXTERITY 9

Dodge 10, long jumping 12, stealth 12, unarmed combat 11

STRENGTH 8

Climbing 14

TOUGHNESS 11

PERCEPTION 9

Find 12, stealth 14, tracking 12, trick (12)

MIND 5

Test 10

CHARISMA 4

Charm (18), persuasion (18), taunt (12)

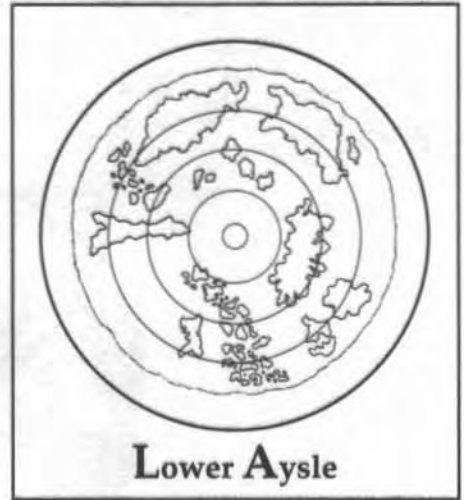
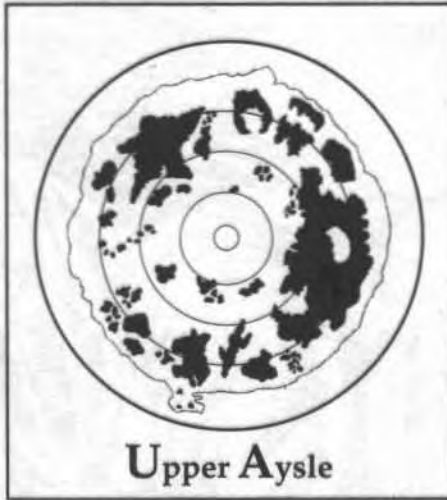
SPIRIT 5

Intimidation 11

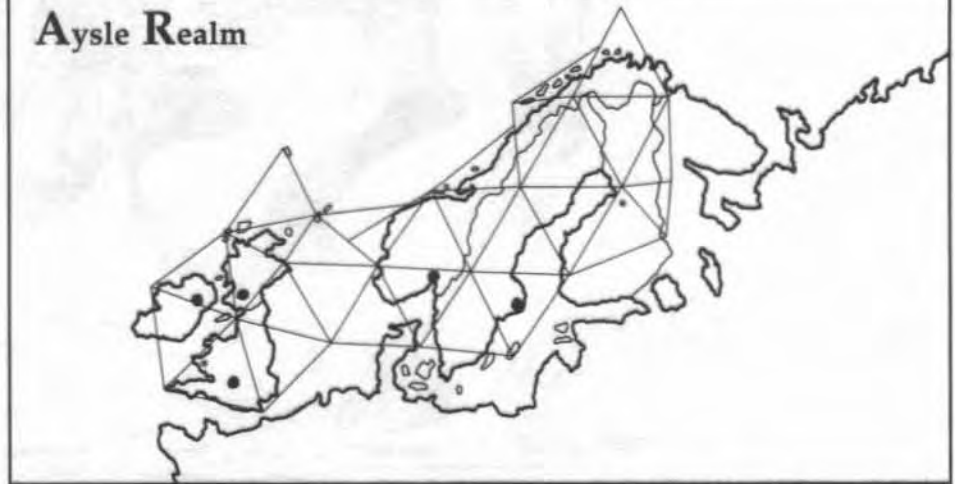
Possibility Potential:
none

Natural Tools: pincers,
damage value STR+4/12

DOMAIN



Aysle Realm



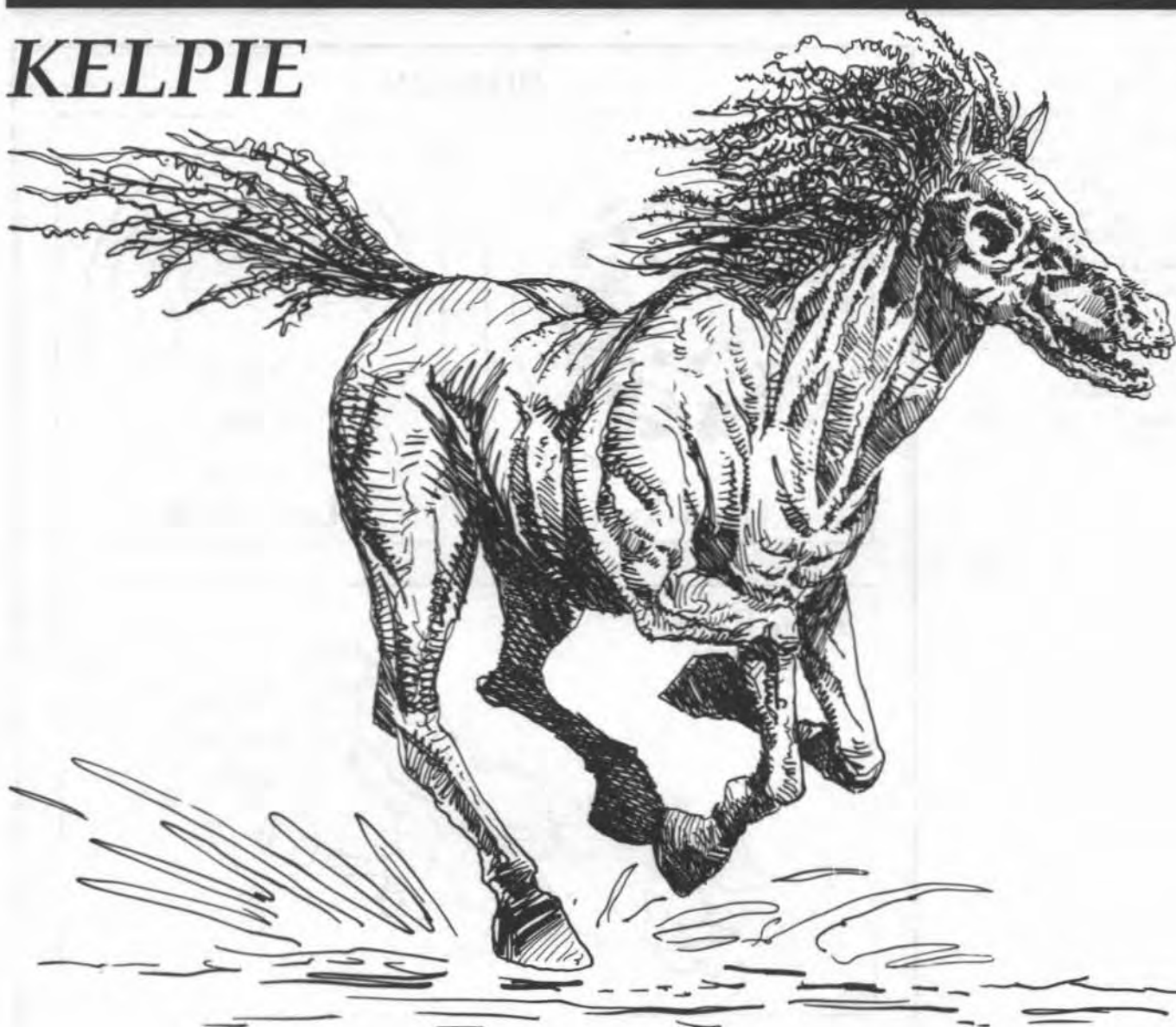
SIZE REFERENCE



Discovered by Steve Crow



KELPIE



A kelpie is a magnificent beast that looks like a white stallion, full of spirit and strength. But this is an illusion—its true form is that of a rotting, water-bloated horse, with a mane and tail of seaweed and hollow eye sockets.

Kelpies live at the bottom of lakes and bays. When they emerge from the surf, they use their magical abilities to change their appearance to one more appealing to humans. It then gallops along the water's edge, seeking a rider.

If a corrupt person approaches it, the kelpie will allow him to ride until the next sunrise or sunset, whichever comes first. However, if an honorable person attempts to ride the kelpie, the creature will dash into the water with the intention of drowning him.

Kelpies are amphibious, but must remain within six kilometers of the body of water from which it emerged. If the kelpie came from the seas, it must remain within six kilometers of a shoreline which touches that sea.

Kelpies frequently act as

mounts for Dark sorcerers or other troops of Uthorion. Their ability to detect honor or corruption in folk (a product of their high *corruption* value), they have rooted out a number of spies in the ranks of the High Lord.

Domain

Kelpie are creatures of the Aysle realm, having no counterparts in the cosm. They are most often found near Scottish lochs, although a few have been spotted in Ireland.



Standard Kelpie

DEXTERITY 10

Dodge 12, long jumping 12, running 14, swimming 14, unarmed combat 12

STRENGTH 13

TOUGHNESS 11

PERCEPTION 7

Alteration magic 16, trick 14

MIND 6

Test 12, willpower 14

CHARISMA 6

Charm 12, persuasion (15), taunt (12)

SPIRIT 13

Corruption 21, intimidation (15)

Additional Skills: two at +2 adds

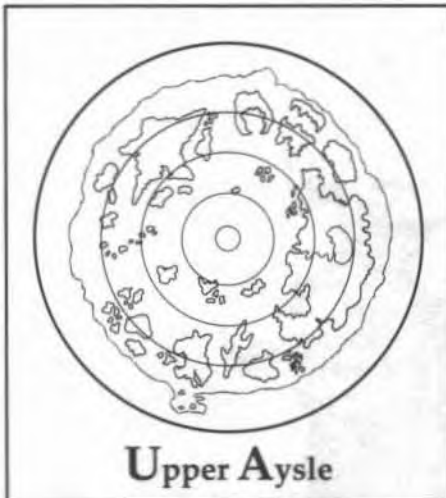
Possibility Potential: some (30)

Arcane Knowledges: *enchan*ted 11

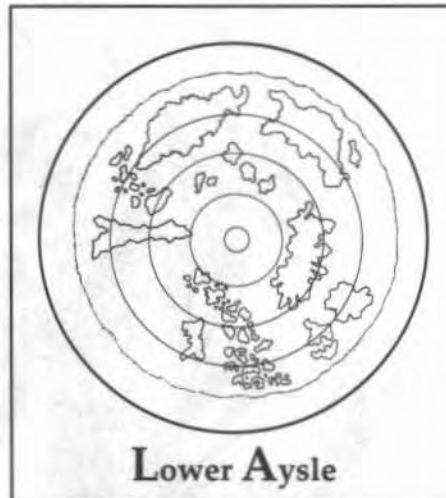
Spells: *disguise self*

Natural Tools: hooves, damage value STR+2/15; teeth, damage value STR+3/16

DOMAIN



Upper Aysle

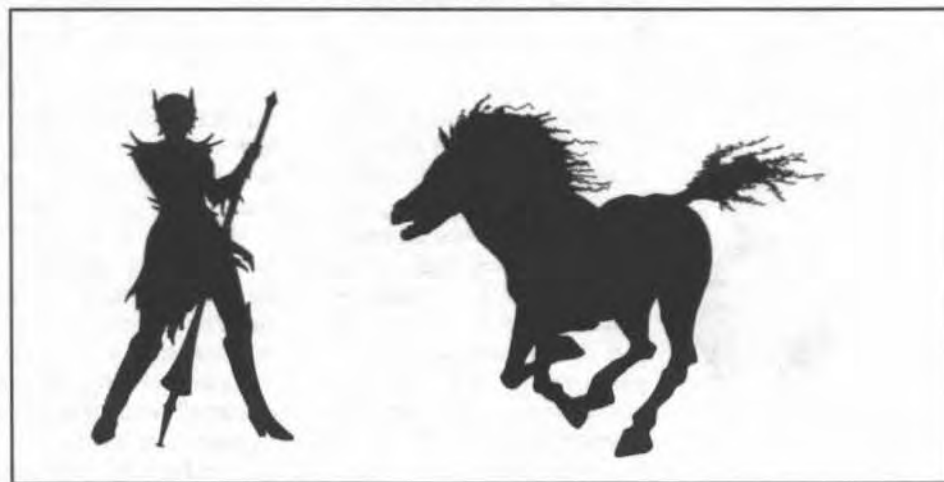


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Mark L. Chance



KOBOLD



Kobolds are mischievous imps who take up residence in the homes of folk and prove to be a help or a hindrance, depending on how they are treated. A kobold who is given scraps from the table to eat and trinkets to play with will be a tireless servant, sweeping, polishing and chasing away mice during the night. But a kobold who is ignored or attacked by its hosts will put its formidable magical powers to work — a homeowner may find his strength gone, his thoughts muddled, or his fingers burnt by the vengeful mite.

Kobolds range in size from 15 centimeters to a third of a meter. They resemble wrinkled old men, wear drab, green outfits, and most have long red hair and beards. They are perfectly capable of speaking and understanding English, but will often speak to people in gibberish just to watch their confusion.

With the advent of the Ayslish civil war, it has been discovered that kobolds make excellent spies. From their vantage points in the walls and ceiling, they can gather all sorts of useful information to exchange for food and other goods. There are currently kobolds serv-

ing both sides in the conflict.

The only places generally safe from kobold infestation are the homes of wizards. This is because many sorcerers keep cats or other small animals as pets, and these are considered mortal enemies by the imps.

Domain

Kobolds are found in the chimneys, broom closets, and basements of houses throughout England and Scotland. It is believed that a similar race once existed in Lower Aysle, but were exterminated by the giants.



Kobold

DEXTERITY 12

Dodge 14, lock picking 13, long jumping 13, maneuver 14, melee weapons 13, prestidigitiation 14, stealth 15, unarmed combat 13

STRENGTH 6

Climbing 8

TOUGHNESS 7

Alteration magic 16, find 14, trick 15

MIND 9

Test 11, willpower 11

CHARISMA 10

Charm 11, persuasion 12

SPIRIT 8

Intimidation 9

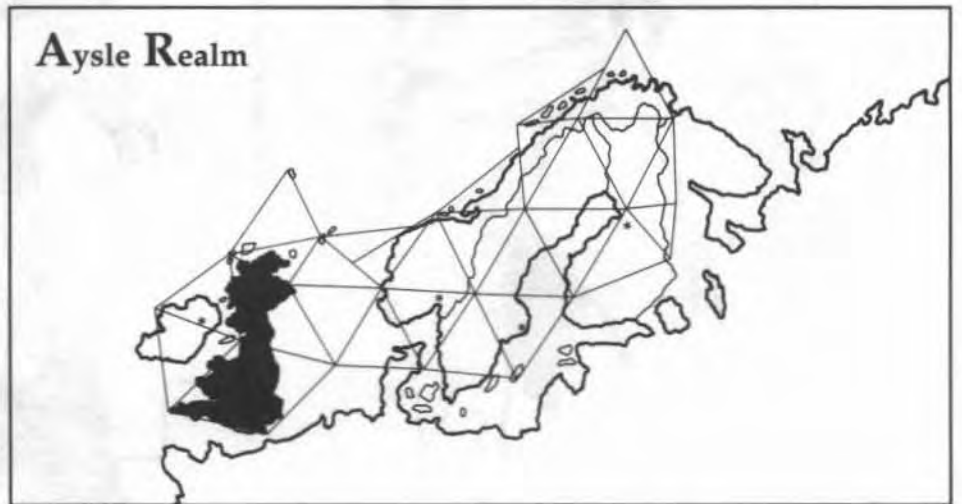
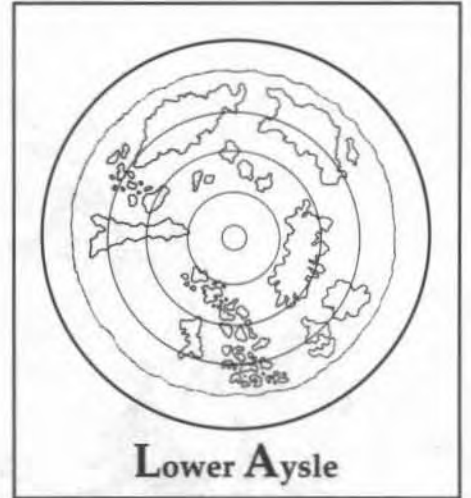
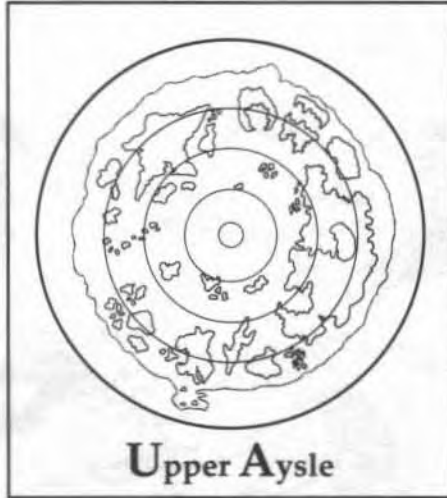
Possibility Potential:

none

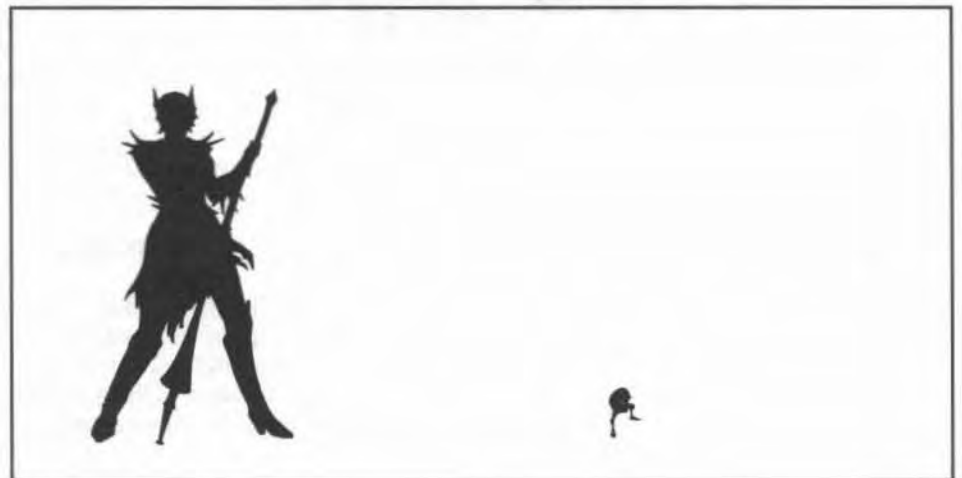
Arcane Knowledges: folk 8, fire 3

Spells: slow, snail wit, weakness, altered fireball

DOMAIN



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



LEAHAUN SHEE



T. Baxa



Leahaun Shee is a beautiful and malevolent faerie who thrives on life energy drained from mortal men. Her power is such that, should a man succumb to her wiles, he will be in thrall until death or he is able to find another to take his place. It is believed that the kidnappings of a number of young, strong men from Irish coastal villages have been the work of Leahaun Shee's slaves, seeking replacements so they can regain their freedom.

Leahaun Shee is renowned in legend as the muse of poets and artists, who have been inspired by her beauty but have died young due to her voracious hunger. These same legends state that if a man were to resist her power, she would become his slave.

Domain

Leahaun Shee haunts a solitary glen on the Isle of Man in the Irish Sea. She is a creature of the Aysle realm only, not the cosm.

Leahaun Shee

DEXTERITY 13

Dodge 16, flight 15, maneuver 14, stealth 15

STRENGTH 7

TOUGHNESS 7

PERCEPTION 15

Alteration magic 19, find 16, trick 17

MIND 17

Conjuration magic 18, test 19, willpower 20

CHARISMA 18

Charm 21, persuasion 19

SPIRIT 12

Intimidation 13, reality 17

Possibilities: 15

Arcane Knowledges: *living forces* 10, *folk* 5, *fire* 5

Spells: *charm person, command obedience, increase cha-*

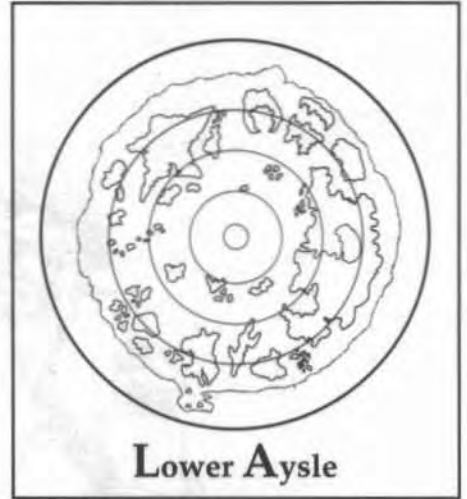
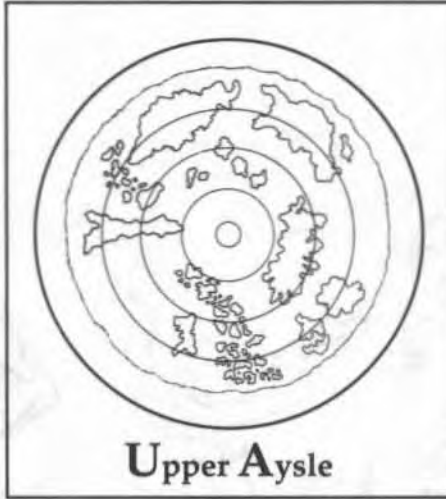


risma, conjured fireball, Atlack's instant immolation

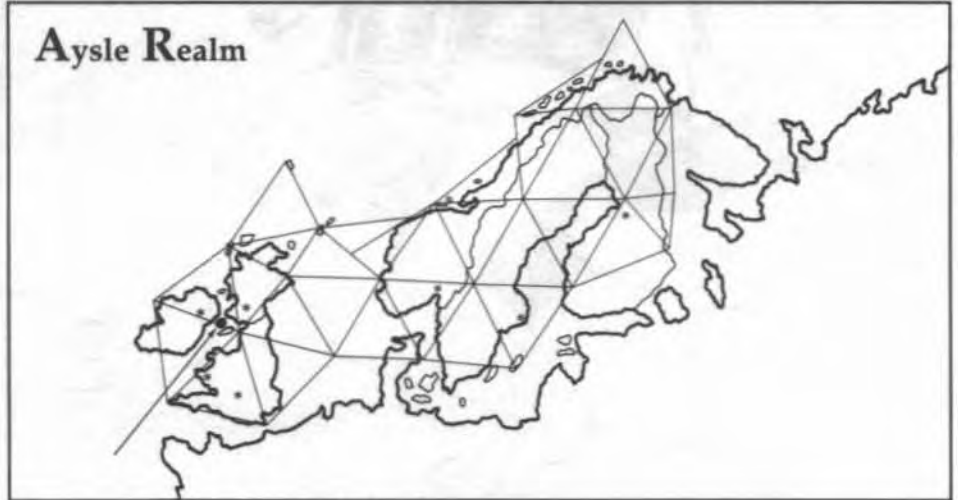
Note: Leahaun Shee will first attempt to *charm* a male into kissing her through normal interaction. If she succeeds, her kisses act as the triggers for her *charm person* spell. She will continue casting this spell on her victim until his attitude becomes *loyal*. From that point on, each succeeding kiss acts as a *willpower* attack against the target's *Mind* or *willpower*. Every successful attack reduces the target's *Dexterity* and *Strength*-related skills by 1.

The victim can break free of her influence by successfully resisting an attack or by generating a successful *Mind* or *willpower* total against a difficulty number of Leahaun Shee's *willpower* (allow one "shake-off" attempt per attack). Once freed, the victim becomes immune to the faerie's power, and can command her to do his bidding. Once he has departed the island, his skills will return to normal levels. If the target escapes by providing Leahaun Shee with another victim, his skills will remain at their reduced levels.

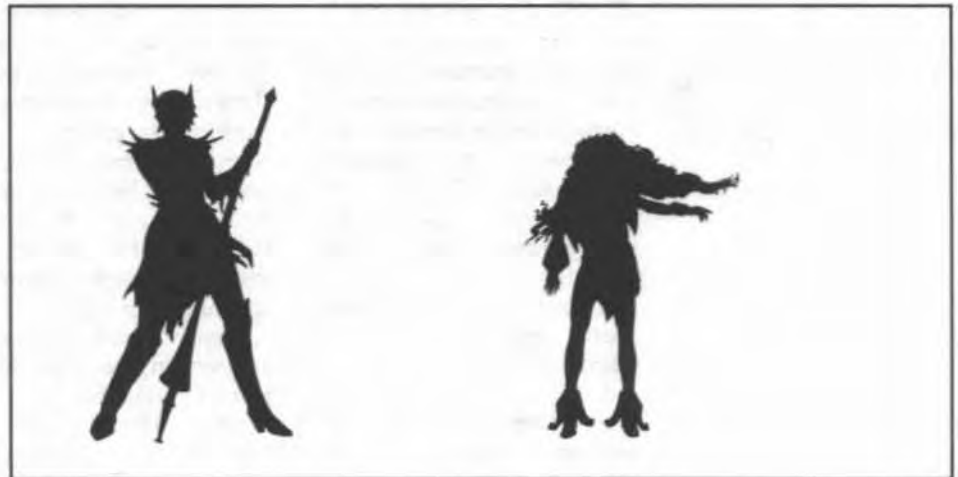
DOMAIN



Aysle Realm



SIZE REFERENCE



LEPRECHAUNS



T. Baza



The same surge in magic which returned the faeries to Earth did the same for the leprechauns, the mischievous creatures of Irish folklore. Leprechauns stand slightly under a meter tall, and wear old-fashioned Irish clothing. Thus far, only males have been seen, sporting long brown beards and smoking pipes.

Leprechauns are tricksters, often purchasing goods with gold they have created using a *fools' gold* spell. They will leave an encounter with tobacco and other treasures, leaving

their unwitting victim with "gold" that will change back to lead in a matter of hours.

The leprechaun's weaknesses are his curiosity and love of gossip. Leprechauns are often captured while they are rummaging through the goods of travelers in the dark of the night, and can be held enthralled by a good story. A tall-tale teller can be spared the tricks of a leprechaun by spinning a good yarn.

Leprechauns have taken no part in the Light-Dark war in Aysle, but do seem to play their tricks on Uthorion's men a great deal more than on Ardinay's. But

overall, they are more concerned with their own fun and profit than with the invasion of Earth.

Domain

Leprechauns are found throughout Ireland, primarily in the countryside. They will usually reside near a road or major thoroughfare, but never in crowded areas. They live in either small burrows or houses that have been abandoned. Leprechauns are not native to the Aysle cosm, though some may have migrated there.



Leprechaun

DEXTERITY 13

Acrobatics 15, dodge 17, lock picking 15, running 15, stealth 18

STRENGTH 7

Climbing 10

TOUGHNESS 11

PERCEPTION 11

Alteration magic 16, divination magic 14, find 12, language 13, trick 14

MIND 9

Apportation magic 13

CHARISMA 12

Charm 13, persuasion 15, taunt 14

SPIRIT 11

Reality 14

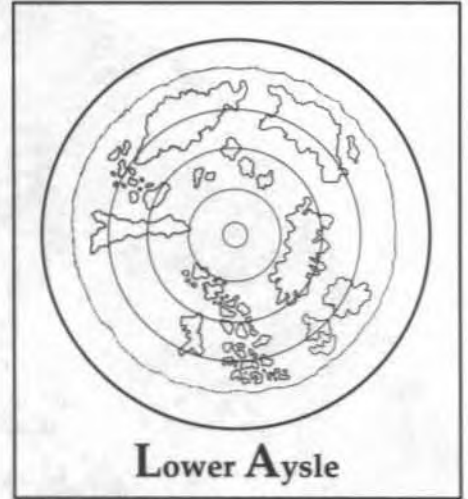
Possibility Potential:

all

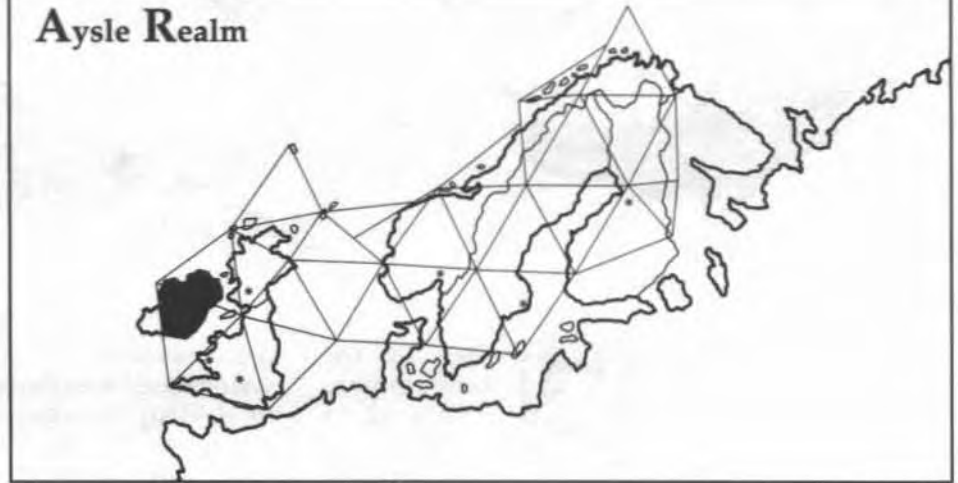
Arcane Knowledges: folk 3, metal 3, plant 2, magic 2, air 1

Spells: arm of air, detect magic, fools' gold, increase charisma, plant shackles

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Steve Crow



LEVIATHAN



One of the most bizarre creatures to emerge from the Possibility Wars, the Leviathan is a monstrous fusion of beast, cybernetics, and religious fervor, a product of the fierce reality storms that rage in the English Channel. It is an aquatic juggernaut, leaving total devastation in its wake.

The Leviathan's original form was that of a Draconis Aquatica from the cosm of Aysle who traveled down the water bridge to Stockholm. While journeying through the English Channel in the early days of the invasion, it was transformed by the Magna Veritan axiom wash which flowed over France. The dragon became the monstrous Leviathan, a tremen-

dous whale-like creature, one obsessed with the need to destroy heretics (as Aquaticas are intelligent and evil by nature, this did not represent a radical change in attitude, but the finding of a purpose).

When the Tech Surge struck the Cyberpapacy shortly after, the Leviathan was transformed again. Its fins became rudders and ramjets and torpedo bays appeared in its abdomen. The combination of Cyberpapal nanotechnology and Ayslish magic allows the Leviathan to constantly replenish its stock of torpedoes, as well as boosting its body's production of energy a thousandfold.

The Leviathan attacks all Ayslish shipping, as well as any ships leaving France which do not exhibit the

Cyberpope's seal somewhere on their hull. Uthorion has protested to Malraux about the beast's predations, but although the Cyberpope is loathe to admit it, he has no control over the creature. Inquisitors sent to hunt it down and give it instructions from Malraux have been seen as heretics by the Leviathan and killed. Pella Ardinay has placed a 250,000 trade bounty on the creature's head.

Domain

The Leviathan has been sighted most frequently in the English Channel and the North Sea. It can often be found near the Cyberpapal-Ayslish reality storm fronts in the Channel.

T. Baxa

Leviathan

DEXTERITY 14

Heavy weapons 16, swimming 25, unarmed combat 28

STRENGTH 32

TOUGHNESS 35/41

PERCEPTION 14

Find 16, tracking 17

MIND 19

Survival 20, test 20,

willpower 21

CHARISMA 15

Charm (25), persuasion (19)

SPIRIT 15

Faith (Cyberpapacy) 25, intimidation 30, reality 20

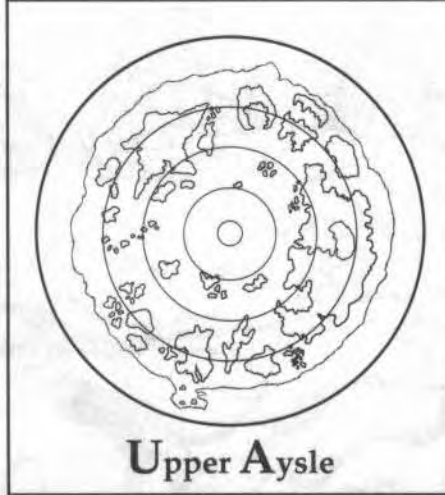
Possibilities: 6

Natural Tools: blubber, armor value TOU+6/41; tail, damage value STR+3/35; teeth, damage value STR+2/34

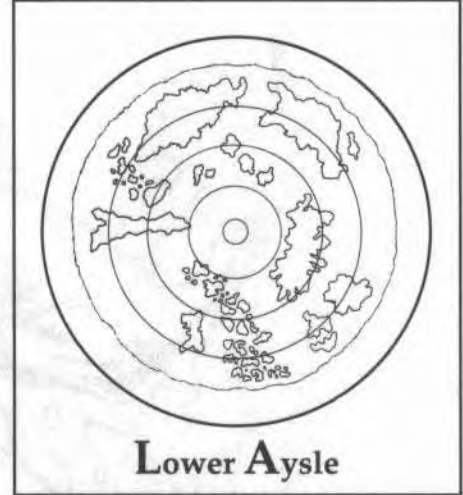
Equipment: torpedoes, damage value 34, range —/1k-20k/40k; rear propellers, speed value 11

Note: Due to its tremendous size, attacks on the Leviathan receive a +10 modifier to their action values.

DOMAIN



Upper Aysle



Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan



LLAWEREINT



Llawereint is an ancient and powerful entity who was once revered as a sea god by the Celts under the name of "Lud." Ludgate Hill in London is named for him.

When the old religions fell, Llawereint retreated to a cavern beneath the sea and went into a centuries-long sleep. He was roused by the axiom wash, and now enjoys the worship of many Welsh fishermen, who respect his power and invoke his name to survive storms and bring in greater catches.

Llawereint's name means "silver-handed," for in his

youth he lost his left hand to a kraken, and now has a silver one in its place. His powerful *weather control* spell is focused into this hand.

Llawereint stands 10 meters tall. He is humanoid in shape, with webbed hands and feet, and though amphibious, far prefers the water to the land. He is quick to anger, and has been known to wreck entire fleets in his rage. But he is also capable of great compassion, and looks with particular favor on the *Uwwe*. In the weeks following the mass killing of those creatures at Land's End by

agents of Dr. Mobius, not one Nile vessel was able to successfully navigate St. George's Channel, even those of innocent traders. Survivors reported seeing a great silver hand rise from the waves and strike their ships, splintering them. Many of the passengers and crew were reportedly dragged to the bottom by the angry sea deity.

Domain

Llawereint lives in the depths of St. George's Channel, which separates Wales and Ireland.



Llawereint

DEXTERITY 8

Maneuver 10, swimming 16, unarmed combat 15

STRENGTH 22

TOUGHNESS 25

PERCEPTION 13

Alteration magic 17,

find 14, scholar (sea

lore) 16, trick 14

MIND 9

Test 14, willpower 15

CHARISMA 9

Persuasion 12

SPIRIT 10

Intimidation 19, reality

14

Possibilities: 18

Arcane Knowledges: *air*

10, water 9, inanimate forces 7

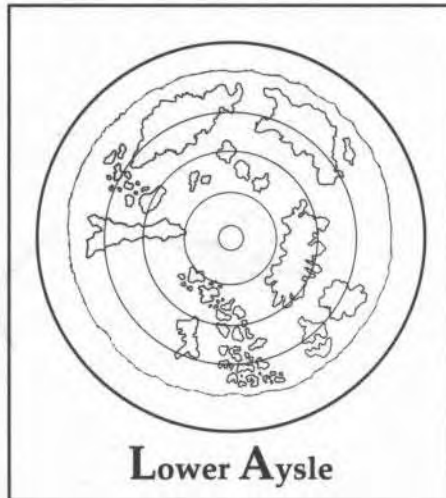
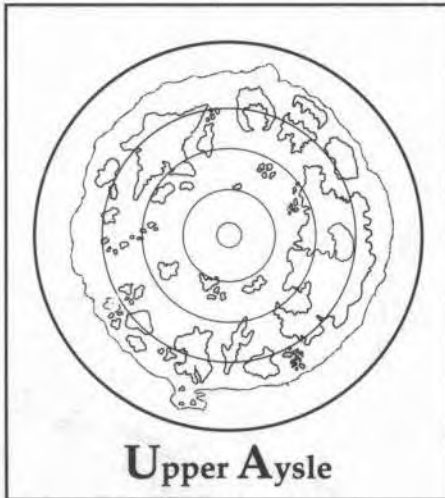
Spells: *weather control,*

water spray, lightning

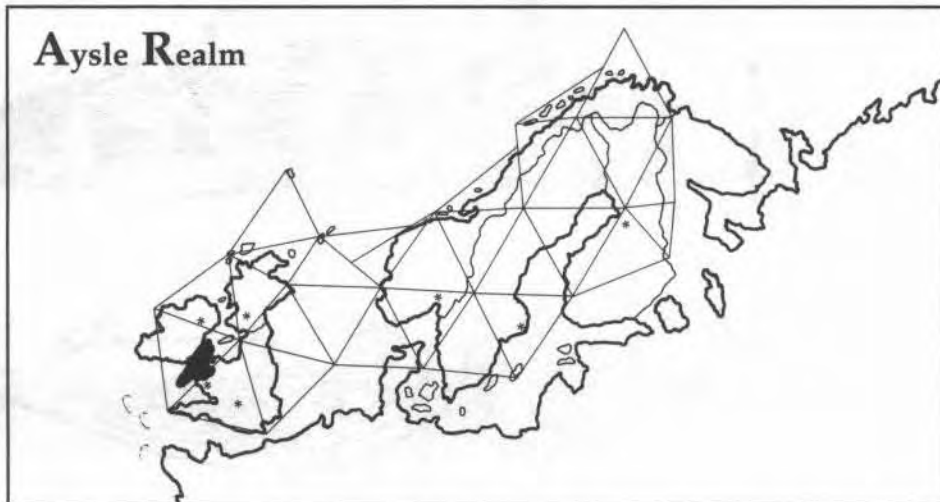
Equipment: *silver hand,*

damage value STR+3/25

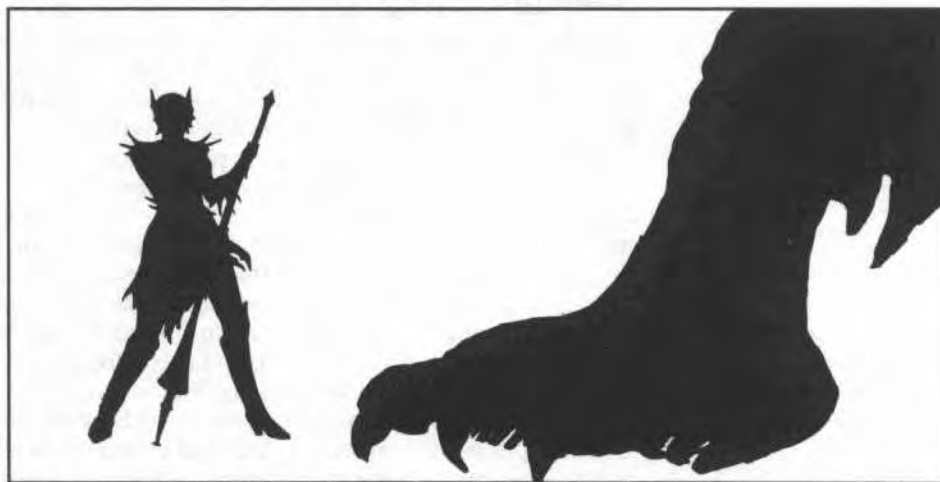
DOMAIN



Aysle Realm



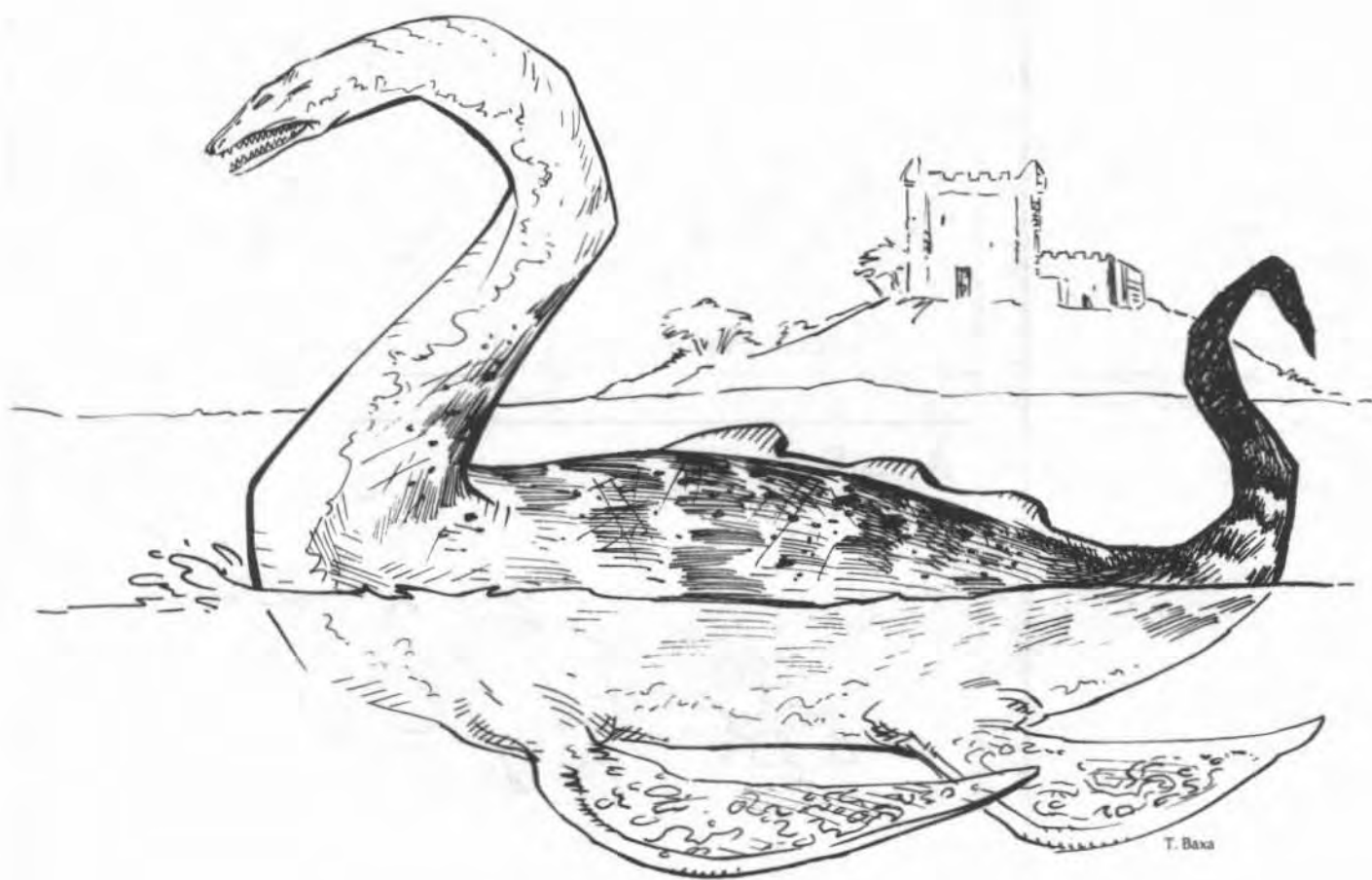
SIZE REFERENCE



Discovered by Greg Farshtey



LOCH NESS MONSTER



The Loch Ness Monster has been a part of Core Earth mythos for hundreds of years, inspiring countless reports of sightings and massive expeditions intended to confirm or deny the creature's existence. Sightings of the monster have increased dramatically since the Aylsh invasion — whether this means that the monster truly did exist prior to the Possibility Wars, or came into being due to the Aysle axiom wash, is unknown.

Descriptions of "Nessie," as the creature is known, vary widely. Some claim it

is an elephant-like monster with four short legs. Others claim it is similar to a sea serpent, with a long neck, calf-like head, and humps. Still others claim it is a descendant of the prehistoric plesiosaurs, a great sea beast with fins it uses for propulsion, roughly 18 meters in length.

So numerous and diverse are the descriptions, in fact, that many believe there may be more than one type of creature living in Loch Ness, and Loch Morar as well. This, too, is a mystery — a Storm Knight foray to the loch led to a confrontation with a *Draconis Aquatica* posing as the monster, but

no sign of anything matching Nessie's descriptions.

What kind, and how many, beasts exist in the lochs of Scotland, and which side, if any, they will take in the Light-Dark war, are questions that can only be answered by further exploration.

Domain

The serpentine creatures known collectively as the "Loch Ness Monster" can be found (naturally) in Scotland's Loch Ness, and there are reports of sightings in Loch Morar as well.



Standard Loch Ness Monster

DEXTERITY 12

Dodge 17, maneuver 15, stealth 19, swimming 16, unarmed combat 14

STRENGTH 20

TOUGHNESS 18/26

PERCEPTION 16

Find 17, trick 20

MIND 19

Survival 21, test 20, willpower 20

CHARISMA 10

Charm (15), persuasion (18), taunt (17)

SPIRIT 9

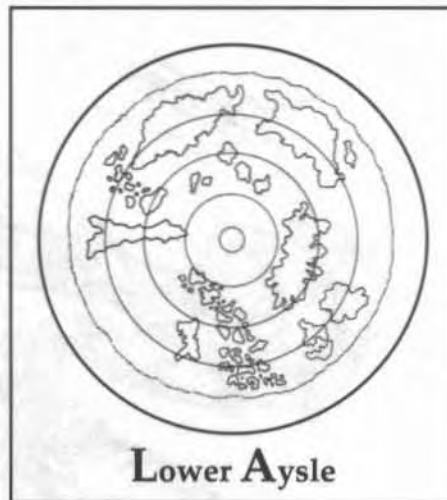
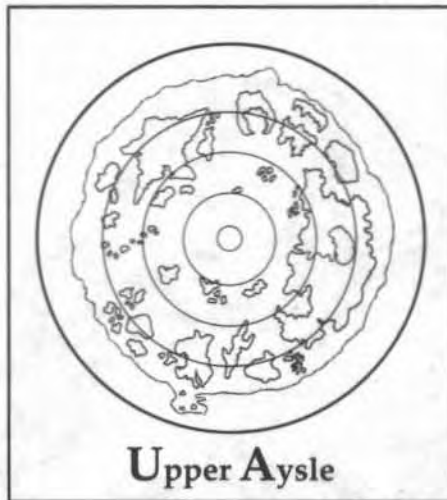
Intimidation 14

Additional Skills: two at +1 adds

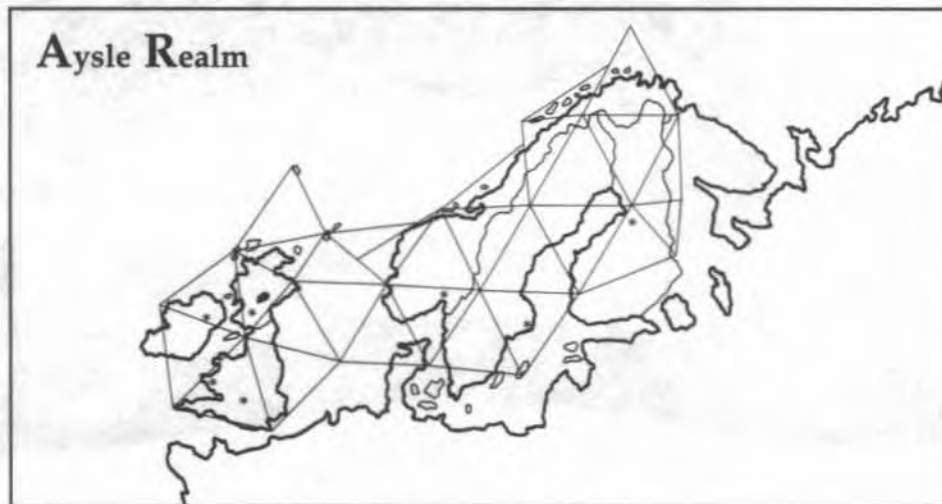
Possibility Potential: some (30)

Natural Tools: armor, TOU+8/26; tail, damage value STR+3/23, speed value 10; teeth, damage value STR+3/23

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



MAGE-KILLER



T. Baxa



Demonic assassins whose ability to resist or destroy many forms of sorcery makes them deadly foes of wizards, mage-killers are thankfully rare. The creatures average two meters in height, with gray skin and hairless bodies. They are humanoid in shape, but have thick tentacles in place of arms, and these and their legs are covered with powerful suckers for grasping foes. They are commonly equipped with a spiked gauntlet which straps on to the end of one arm. Their mouths are filled with sharp teeth.

Little is known about the

mage-killer, not even the true name of their species. They can be called only by using the *summon demon* spell, and then must be persuaded to serve the cause of the conjurer. They will accept a contract to kill any mage, providing their terms of payment are met — the mage-killer will determine what is most dear to his prospective employer and demand that in payment. Should the summoner fail to pay, the mage-killer will murder him and return to the netherworld from which it came.

Mage-killers normally do their evil work by openly challenging a sorcerer, then

watching with pleasure as he hurls ineffective spell after ineffective spell. Finally, the mage-killer grabs the sorcerer with a tentacle and rams the spiked gauntlet through his head.

No mage-killer has ever failed to kill its target.

Domain

Mage-killers are natives of an extradimensional realm, the name of which is known to only a select few sorcerers. They have been sighted in both the Aysle cosm and realm, but vanish after fulfilling their contracts.



Mage-Killer

DEXTERITY 11

Dodge 13, maneuver 13, melee weapons 14, stealth 12, unarmed combat 13

STRENGTH 14

Climbing 15

TOUGHNESS 13

PERCEPTION 15

Alteration magic 18, divination magic 17, find 16, trick 18

MIND 14

Conjuration magic 17, test 16, willpower 16

CHARISMA 10

Charm 15, persuasion 16, taunt 12

SPIRIT 11

Intimidation 17, reality 14

Possibility Potential: all
Arcane Knowledges:

magic 15

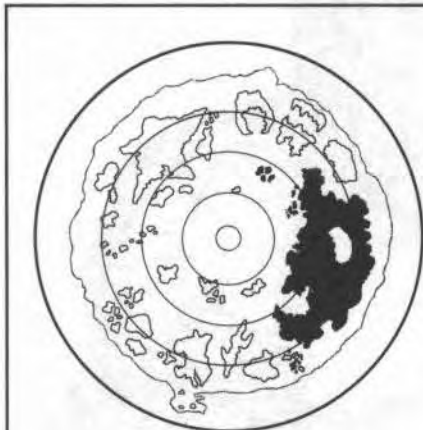
Spells: *cast lasher, destroy magic, detect magic, dispel magic, hide from magic, mystic shield*

Natural Tools: suckers, STR+2/16 for purposes of holding on to victim; teeth, damage value STR+3/17

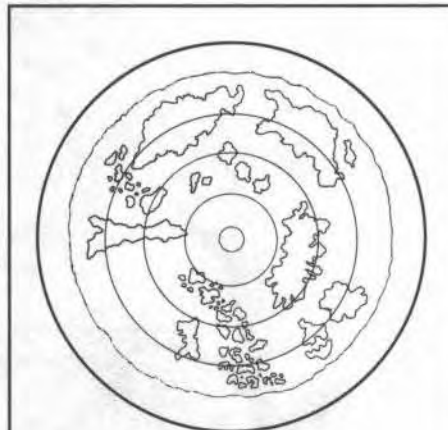
Equipment: spiked gauntlet, damage value STR+6/20

Note: immune to shock and KO damage from non-magical weapons.

DOMAIN

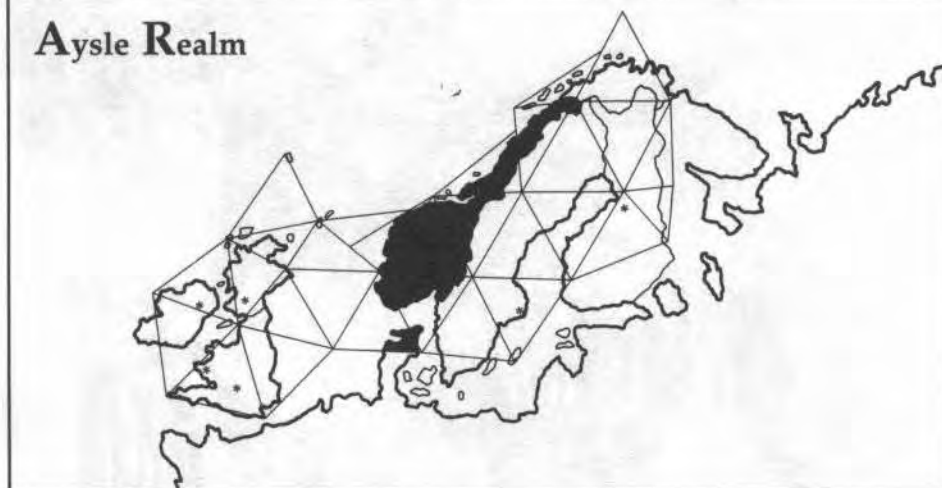


Upper Aysle



Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



MIMIR



Mimir is an aged giant who is credited in Norse mythology with being the uncle of Odin, king of the gods, a story he will neither confirm nor deny. His wisdom is said to have made him invaluable to the gods, who allowed him to live among them despite his being part of the giant race.

Mimir is the guardian of Odherir, a cauldron which is believed to have divinatory abilities. In truth, it is Mimir who has the power, but he has found it useful to let his enemies believe the legend, thus deceiving them into trying to destroy the cauldron rather than himself.

Despite his vast age, Mimir is still a fierce warrior, and is most famous for battling three Frost Giants to a standstill using his battle-axe, Rahlung. In general, he prefers to avoid combat if possible, and relies on his divinatory abilities to warn him of the approach of enemies.

Mimir will use his magic for anyone who asks, provided they are willing to grant him a boon in return. His requests have ranged from the gathering of an herb from the mountainside to the sacrifice of an eye.

Domain

Mimir resides in a cavern at the top of Mount Kebnekaise in northern Sweden, a region still dominated by the power of the Light.

E. Geier



Mimir

DEXTERITY 9

Dodge 13, maneuver 12, melee weapons 14, unarmed combat 12

STRENGTH 16

TOUGHNESS 16

PERCEPTION 15

Divination magic 21, evidence analysis 17, find 16, trick 18

MIND 9

Test 12 (16), willpower 12

CHARISMA 9

Charm 11 (15), persuasion 16, taunt 15

SPIRIT 10

Faith (Norse) 13, intimidation 14, reality 12

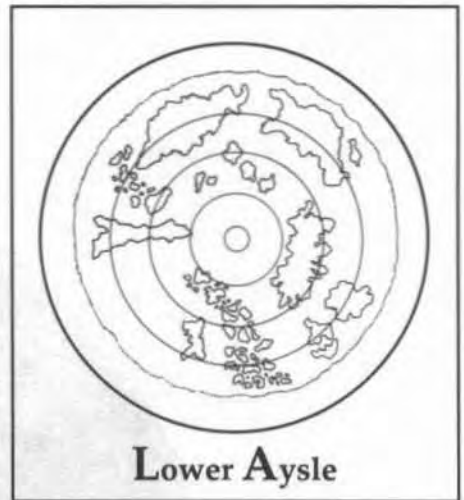
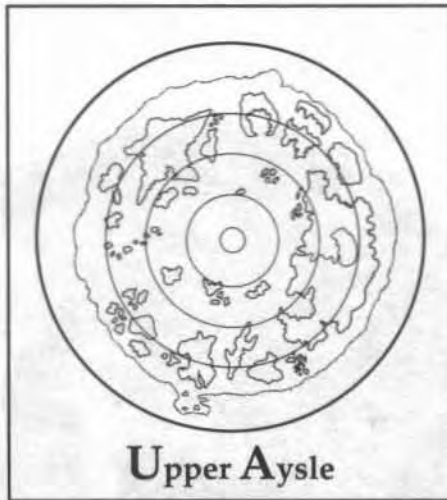
Possibilities: 11

Arcane Knowledges: life 10, true knowledge 10, time 8, folk 6, mixed forces 6, water 5

Spells: sense life, scrying eyes, visions of the past, possibility shadows, water scry

Equipment: battle-ax (Rahlning), damage value STR+3/19

DOMAIN



Aysle Realm



SIZE REFERENCE



MURIDAE



Muridae are giant versions of the common rat, reaching lengths of one meter and weights of 25 kilograms. Their fur is thick and dirty, usually dark brown or black in color. This fur is prized by goblins, who use it for clothing, and rat-tail whips are also in common use among the lesser folk.

Muridae gravitate to the same areas as do their smaller brothers: sewers, basements, and any other dark, cool spot. Though fearsome in appearance and marginally intelligent, muridae are not particularly brave. They have an instinctive fear of fire, and will

avoid both open flames and any creature affiliated with elemental fire.

Muridae of exceptional cunning have been reported over the centuries, creatures capable of gaining control over large packs of their fellows and normal rats. When led by such a beast, muridae packs often show a degree of organization that is both unnerving and deadly.

Muridae feed primarily on insects, but packs of up to 300 have been seen to attack livestock and even humans, in rare instances. Muridae are widely believed to be carriers of disease, and some even believe their presence can turn an area from Light to Dark

(Ardinay's wizards have dismissed this as a myth).

Muridae travel between land masses by stowing away in the bowels of ships, and most sailors are hesitant to try to roust them out of cargo holds.

Domain

Muridae can be found throughout the Aysle cosm, although they are more common in Upper Aysle than Lower. They have emigrated to the realm along with many other creatures, and are currently concentrated in urban areas, such as London, Dublin, Stockholm, etc.

Standard Muridae

DEXTERITY 8

Dodge 9, maneuver 10, stealth 12, unarmed combat 10

STRENGTH 6

Climbing 8

TOUGHNESS 6

PERCEPTION 6

Find 8, tracking 10, trick (8)

MIND 5

Survival 9, test (7)

CHARISMA 3

Charm (25), persuasion (30), taunt (8)

SPIRIT 4

Intimidation 12 (6)

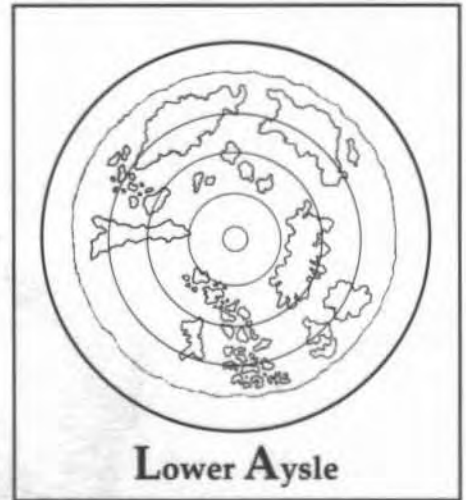
Possibility Potential:

none

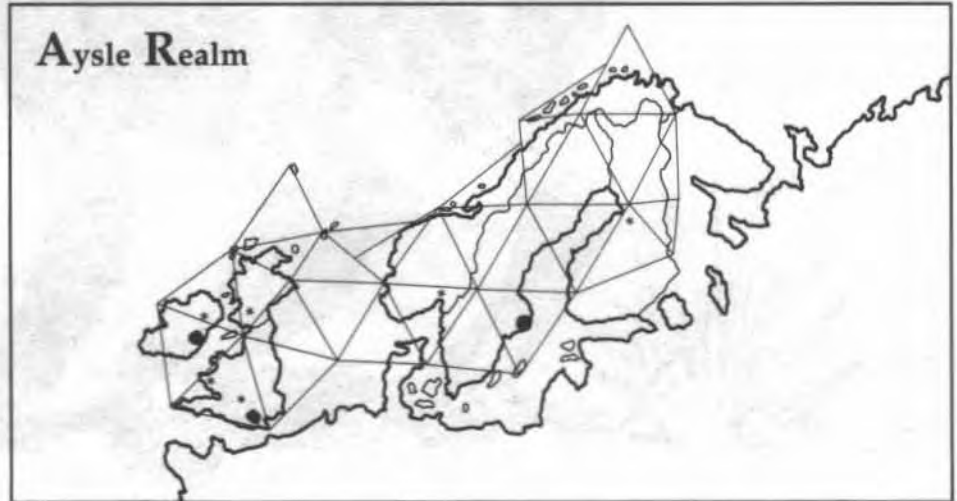
Natural Tools: claws, damage value STR+2/8; teeth, damage value STR+3/9

Note: muridae suffer an automatic *setback* result when exposed to fire.

DOMAIN



Aysle Realm



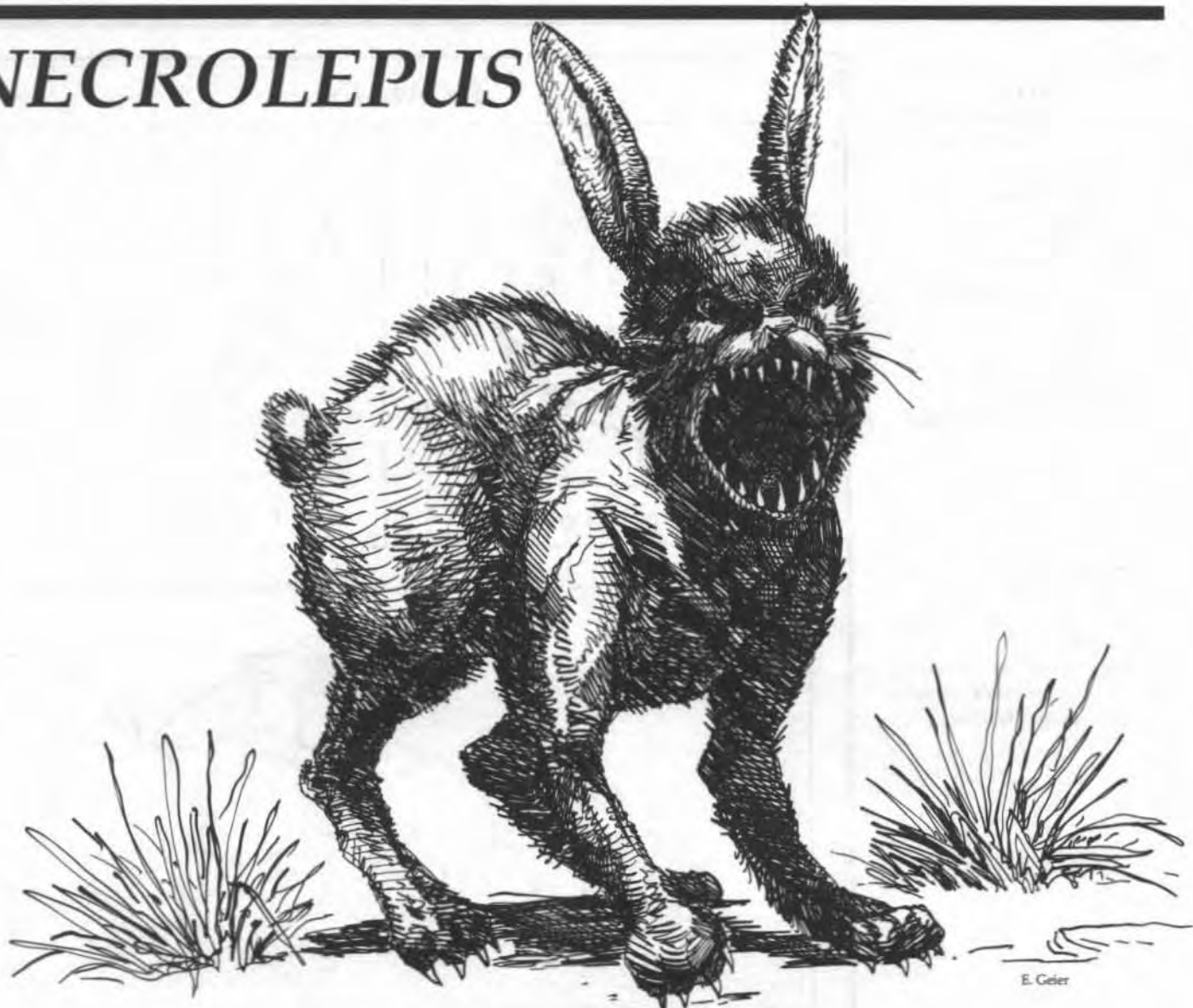
SIZE REFERENCE



Discovered by
Mark L. Chance



NECROLEPUS



The necrolepus is a creature of Scottish mythology, brought to life by the return of magic to the country. The beast relies on stealth, trickery and its deceptively innocent appearance to lure victims close enough for it to attack.

The necrolepus resembles a wild hare, being 41 centimeters in length, with brown fur and long ears. But its mouth is filled with fangs and it is most definitely a meat-eater. A single necrolepus can bring down an Ayslish warrior with little difficulty, launch-

ing itself at him and tearing out his throat (a *vital blow* attack) before the human can even unsheath his sword. The necrolepus benefits from strength and agility of sorcerous origin, and makes quick work of those opponents who do not possess enchanted weapons.

The necrolepus has no one habitat. Some live deep inside caves, preying on explorers and leading to legends of great beasts guarding fabulous treasures within. Others live in huge warrens, occasionally even sharing living space with their vegetarian cousins.

Once their presence is

discovered in an area, entire communities will set out to slaughter anything even remotely resembling a hare. The necrolepus often escapes in the confusion and moves on to another place, to hunt and kill once more.

Domain

The necrolepus can be found throughout Scotland and Ireland, and the islands of the Hebrides. Although no accurate count has ever been made, it is believed their numbers are increasing at a frightening rate.



Standard Necrolepus

DEXTERITY 14

Acrobatics 16, dodge 16, long jumping 17, maneuver 15, running 15, stealth 17, unarmed combat 19

STRENGTH 10

TOUGHNESS 13/14

PERCEPTION 9

Tracking 13, trick 15

MIND 6

Survival 13, test (12)

CHARISMA 6

Charm (20), persuasion (25), taunt (15)

SPIRIT 9

Intimidation (20)

Additional Skills: two

at +2 adds

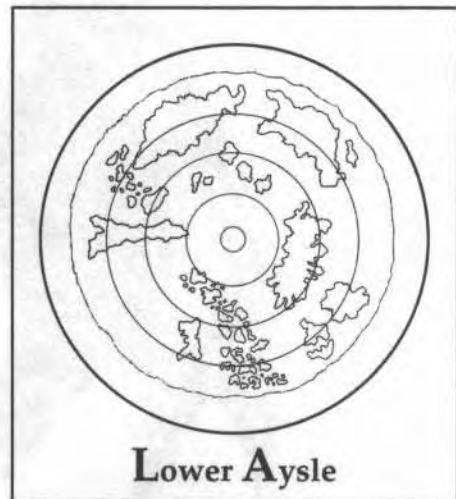
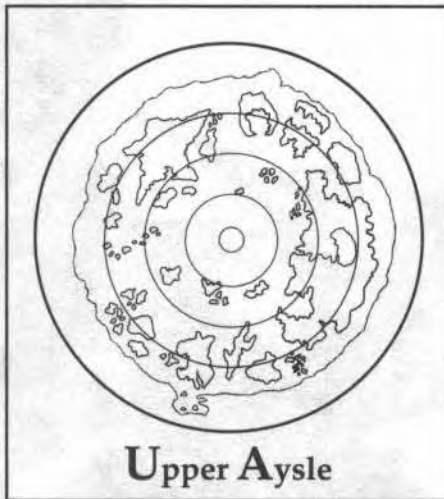
Possibility Potential:

some (45)

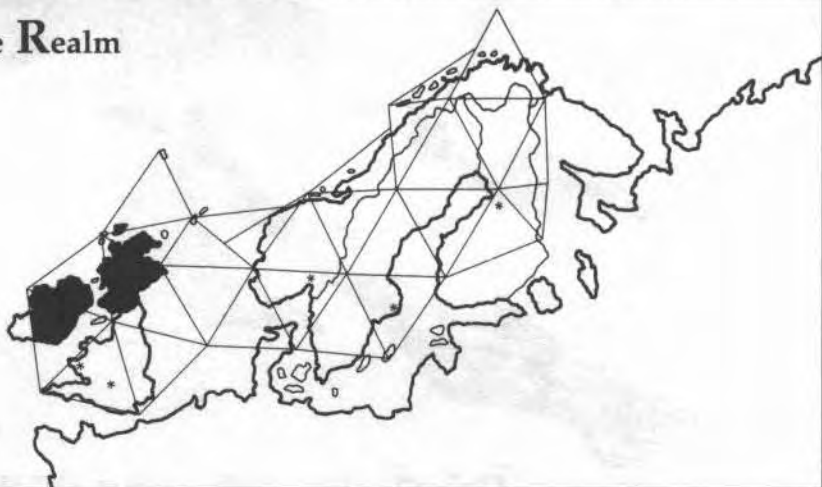
Natural Tools: teeth, damage value STR+6/16; hide, armor value TOU+1/14

Note: immune to shock and KO damage from non-magical weapons.

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



NIGHTHAUNT



The nighthaunt, also known as the "hijacker demon," is feared by all Ayslish for its habit of snatching those travelers foolish enough to walk along the roads at night and carrying them off to its domain.

Nighthaunts are relatively few in number, both in the cosm and the realm, but they have been blamed for hundreds of disappearances since the outbreak of the Possibility Wars. Nighthaunts are small, few growing larger than 1.5 meters, and their bodies are thin and wiry. Despite this, they have extraordinary strength, having been seen

to lift men in full armor off their mounts.

The nighthaunt appears as a shadowy black humanoid with tattered wings resembling those of a bat. It has eyes like burning embers, which are constantly searching for prey. Its arms and legs sport vicious claws, and although no mouth is visible on its face, it is capable of delivering a nasty bite.

Nighthaunts normally attack in parties of 3-5, and prefer solitary victims or small groups. Occasionally, nighthaunts will attempt to lure wayfarers into a trap by simulating the cries of a human child and then pouncing when their vic-

tim comes to investigate. Nighthaunts also enjoy kidnapping only one member from a group and then taunting the others to dare and try to find them.

Just what the nighthaunts do with their victims is unknown. Some legends claim the demons use them for food, but a more likely explanation is that they are sold to Dark folk as slave labor.

Domain

Nighthaunts are found in the more secluded sections of the continent of Aysle, as well as in Ireland, Scotland, and Denmark.



Nighthaunt

DEXTERITY 14

Dodge 15, flight 15,
maneuver 16, stealth
16, unarmed combat 15

STRENGTH 13

Lifting 14

TOUGHNESS 9

PERCEPTION 11

Find 12, language 12,
tracking 13, trick 16

MIND 9

Test 13

CHARISMA 12

Charm 15, persuasion
16, taunt 16

SPIRIT 9

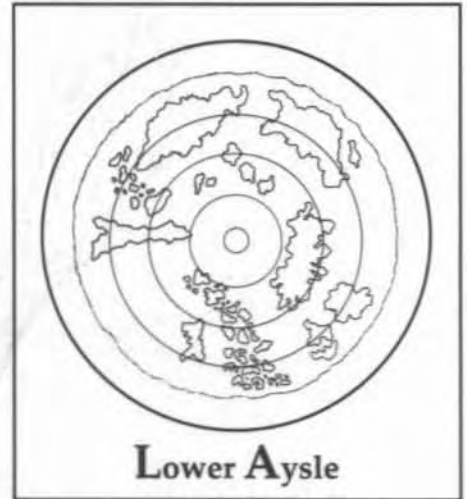
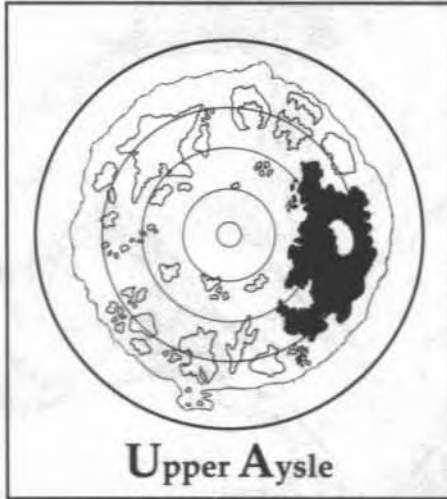
Intimidation 12

Possibility Potential:

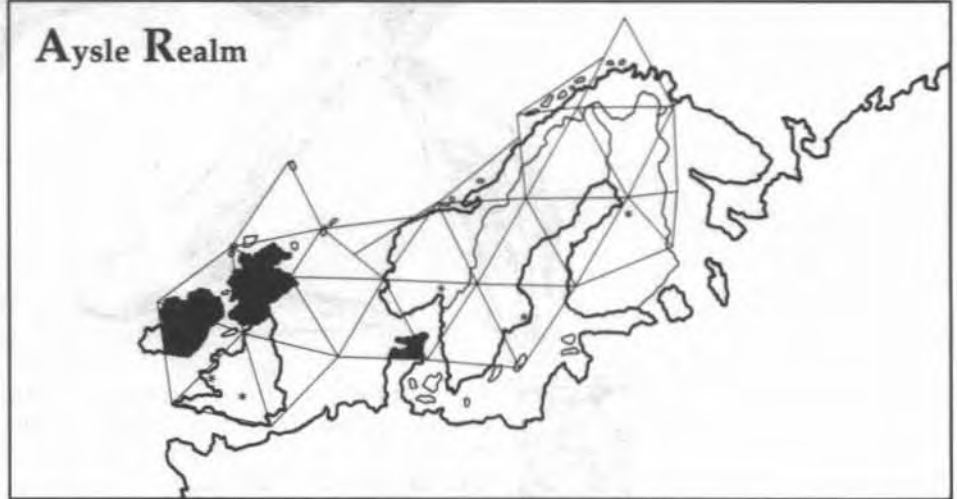
none

Natural Tools: claws,
damage value STR+2/15;
fangs, damage value
STR+2/15; wings, speed
value 15

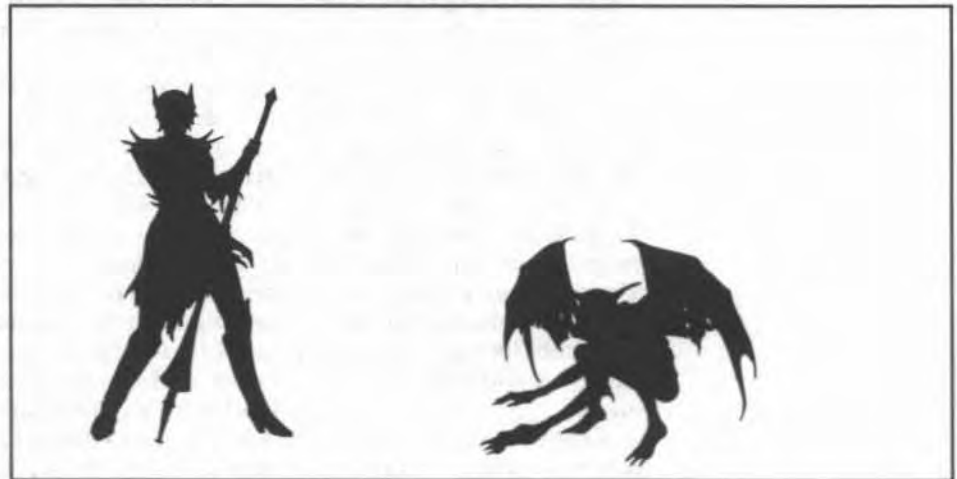
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Jonathan Woodman



NOBBOS



Exactly how to classify the Nobbos — as creature, lesser folk, or something in between — remains a mystery. What is known is that this small, pathetic race of beings has served the dwarven population as slaves for well over five centuries.

Nobbos average one meter in height. They are humanoid in appearance, though spindly and weak, with gray, smooth skin. They are hairless, save for a mop of black on their heads. Their eyes are bulbous and elliptical in shape, and their four limbs terminate in four elongated and triple-jointed digits.

Temperamentally, Nobbos are extremely

timid, and have relied on their ability to run away to survive all these years. They are quick to grow attached to anyone who treats them with kindness, and their small stature and astonishing agility allow them to go places even dwarves cannot penetrate. Nobbos are frightened of most technological devices, but are enamored of some of the food and drink they have discovered in the realm. They are particularly fond of chocolate, something they never tasted in the cosm.

Nobbos have been used primarily for manual labor, serving both the dwarven nobility in the Land Between and the more ruthless House Vareth dwarves. A few have received education or served as soldiers,

but their numbers are extremely small.

Word of Gutterby's rebellion in the realm has inspired some Nobbos to dream of freedom for themselves as well. Increasingly large numbers have escaped their masters in recent months and made their way to London, seeking a more promising future.

Domain

Nobbos are most commonly found in the Land Between and on House Vareth lands in the cosm and realm — the island of Vareth in the Frozen Sea on the disc-world, and the counties of York, Stafford, Derby, Cheshire, and Lancashire in England.



Standard Nobbos

DEXTERITY 9

Dodge 11, maneuver 13, running 11, stealth 11, unarmed combat 10

STRENGTH 7

TOUGHNESS 8

PERCEPTION 9

Find 10, trick 12

MIND 7

Test 8, willpower 8

CHARISMA 9

Charm 11, persuasion 12, taunt 11

SPIRIT 11

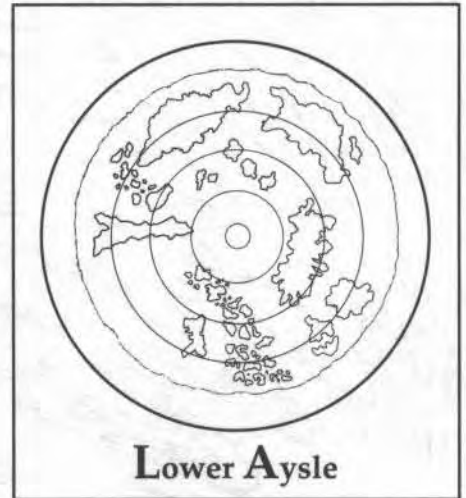
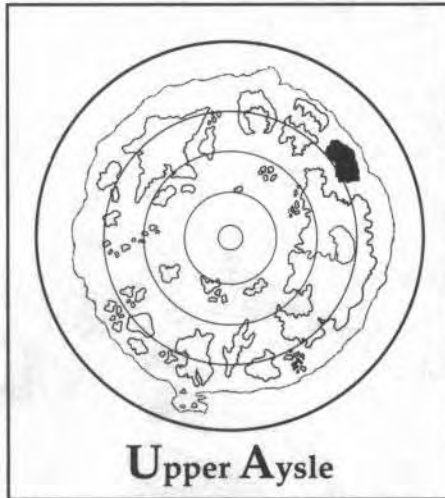
Faith (Darsot/Kalim) 12

Additional Skills:

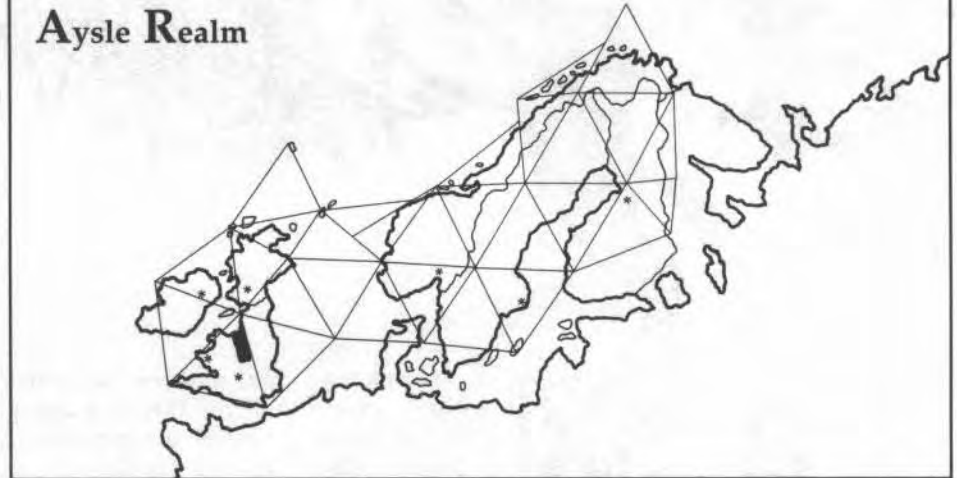
three at +1 adds, one a magical skill

Possibility Potential: some (65)

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan



PEGASUS



A pegasus is a winged horse, believed to be a distant relative of the unicorn. Like its horned cousin, the pegasus is a symbol of purity and honor, and a fierce fighter when roused.

Very little is known about the origins of the pegasus. Some believe they spring full-formed from the blood of slain gorgons, but this has never been proven. They are known for their ability to maneuver while in flight, which gives them and their riders a distinct advantage when battling other creatures of the air, such as the Draconis Teutonica.

The pegasus prefers high places for its home, and can often be found in caverns on mountaintops. A pega-

sus remains with one mate all his life, and she gives birth to one foal, which accounts for the relatively small number of the beasts in existence. This is balanced somewhat by the fact that the pegasus is extremely long-lived, often surviving until the age of 1000. Although the pegasus is a peaceful creature, it will challenge anything which threatens its nest, no matter what the odds.

The pegasus is also an extremely willful creature. It will not take part in any action it considers to be evil, and will buck its rider if he attempts to force it to do so. Efforts to tame the pegasus on the part of elven followers of Estar have been dismal failures.

The pegasus Windrunn-

er had, at one time, been Pella Ardinay's mount. But when Uthorion possessed her body, Windrunner sensed the change and refused to serve. Uthorion/Ardinay ordered Windrunner killed, but the pegasus escaped. Its current whereabouts are unknown.

Domain

The pegasus is a rare and beautiful creature, present both in the Aysle cosm and realm. They are found only in Elveim on the disk-world, and those elves who have not mastered dragon-riding can often be seen astride these beasts. In the realm, they have been seen near the southeastern coast of England.



Standard Pegasus

DEXTERITY 14

Dodge 15, flight 17,
maneuver 18, unarmed
combat 15

STRENGTH 13

TOUGHNESS 11

PERCEPTION 10

Tracking 12

MIND 8

Test (10), willpower 13

CHARISMA 9

Taunt (13)

SPIRIT 7

Intimidation (10)

Additional Skills:

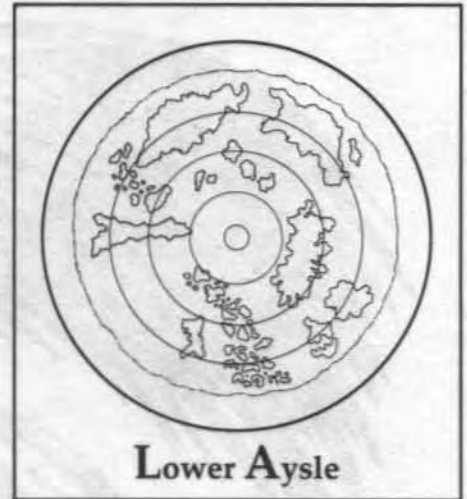
three at +1 adds

Possibility Potential:

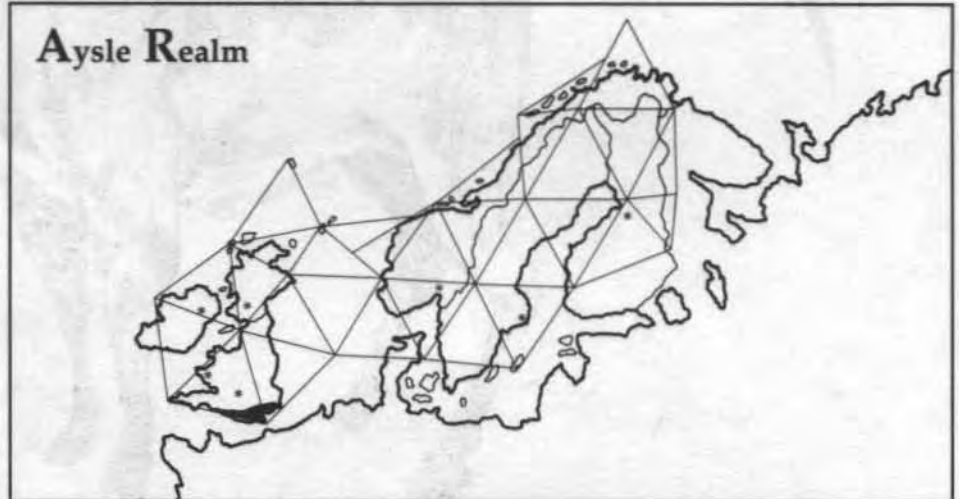
some (15)

Natural Tools: hooves,
damage value STR+3/16;
teeth, damage value
STR+1/14; wings speed
value 11

DOMAIN



Aysle Realm



SIZE REFERENCE



*Discovered by the Bestiary-
Keepers of Aysle*



PERYTON



T. Baxa



The peryton is believed to be a distant relative of the pegasus, somewhat similar in appearance though nowhere near as benevolent in temperament. The peryton is a reindeer-like creature with great brown wings, a man-eater which swoops down on sailing ships and plucks mariners from the decks.

The peryton stands 1.5 meters tall, with a wing span of three meters. It nests on mountain peaks, and travels in flocks of 20-30. The peryton is strictly a daytime hunter, preferring to dive from out of the sun and take

its prey by surprise. Many abandoned ships that have crashed on the shores of Norway have come to that sorry end due to the predations of the peryton upon their crew.

Attempts have been made to domesticate the peryton, with some success, particularly on the part of the dwarves. However, when the peryton has been too long without a meal, it has no qualms about tossing its rider and devouring him. The peryton has even been known to pretend to be tame in order to lure a prospective rider/dinner within reach.

An interesting aspect of

the peryton is that the shadow it casts resembles that of a human man. Why this is so is unknown, but Ayslish sailors have learned to fear the shade of a man cast on the waters.

Domain

Peryton can be found all along the southwestern coast of Norway. They spend much of their time in the air over the North Sea, sometimes flying all the way to Aberdeen before turning back. In the cosm, perytons live in Pelk Cove and on the Mage Islands.



Standard Peryton

DEXTERITY 10

Dodge 14, flight 15,
maneuver 14, running
13, stealth 13, unarmed
combat 14

STRENGTH 18

TOUGHNESS 17/18

PERCEPTION 9

Find 11, tracking 12,
trick 13

MIND 6

Test (12)

CHARISMA 6

Charm (20), persuasion
(26), taunt (16)

SPIRIT 11

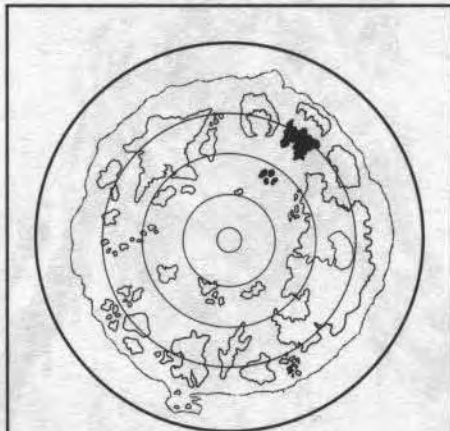
Intimidation 15

Additional Skills: two
at +2 adds

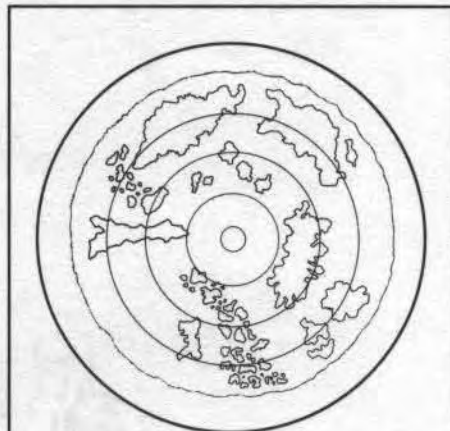
Possibility Potential:
some (25)

Natural Tools: teeth,
damage value STR+3/21;
antlers, damage value
STR+3/21; hooves, damage
value STR+2/20; hide, ar-
mor value TOU+1/18;
wings, speed value 14

DOMAIN

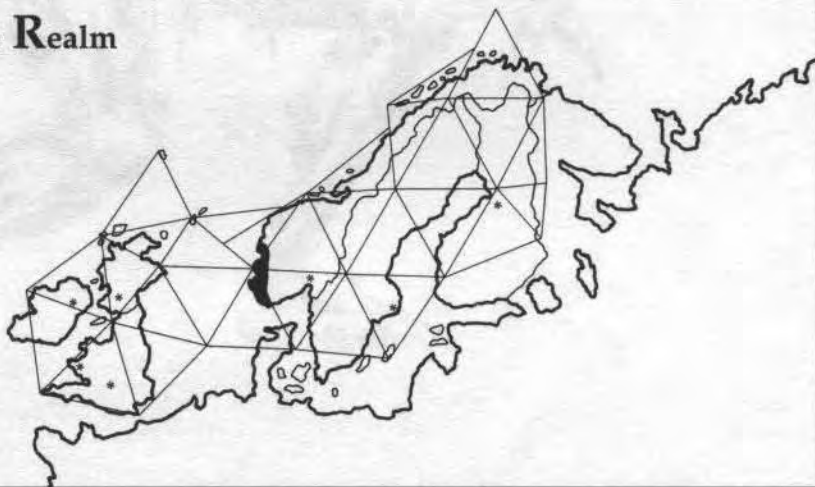


Upper Aysle

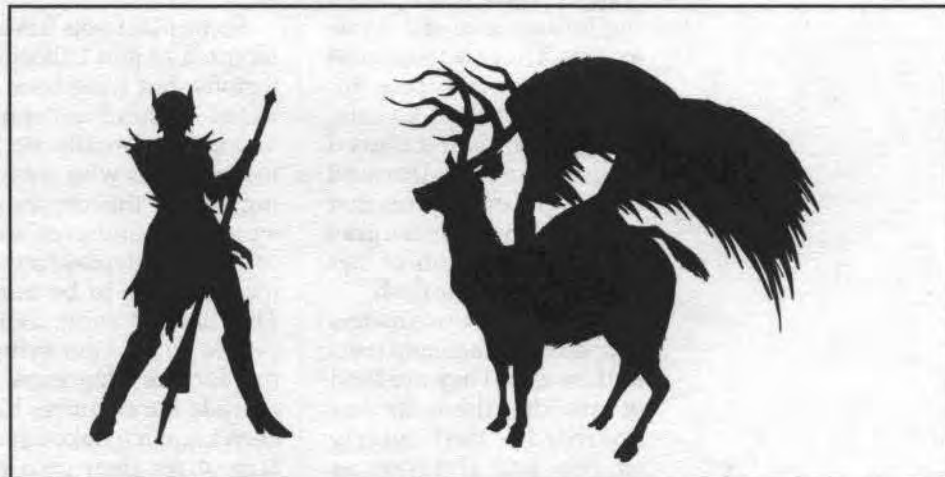


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-
Keepers of Aysle

PLAGUEM



D. Gelon



Plaguems are transformed humans who saw their inner corruption come to the surface under the influence of the Aysle axioms. They are the foulest of the lesser folk, pale humanoids with leprous skin, long, thin arms and clawed fingers, and malformed heads. The open sores that cover their bodies ooze gray pus and a multitude of flies crawl across their flesh.

Plaguems are two meters tall on the average, and revel in their evil. They are fond of attacking the weak and unarmed, particularly women and children, as well as breaking into pan-

tries to spoil foodstuffs. Plaguems are not adverse to making a meal out of a victim after they have beaten and robbed the poor soul.

Some plaguems have attempted to join Uthorion's legions, but have been rejected without exception. There are virtually no living creatures who are willing to share the company of a plaguem, and even some of the undead consider them too revolting to be borne. This has led some foolish people to express sympathy for the plaguems, an attitude the creatures have been known to take advantage of for their own evil ends.

Plaguems are best viewed from a distance. They normally travel in bands of 10-20, since no one else will have anything to do with them. They are an embittered, violent race, and extremely dangerous to anyone who falls into their hideous clutches.

Domain

Plaguems are unknown in the Aysle cosm. Most of those seen in the realm have been found in the poorer areas of large cities, such as London, Stockholm, Oslo, etc.

Standard Plaguem

DEXTERITY 10

Dodge 12, lock picking 11, melee weapons 13, stealth 12, unarmed combat 11

STRENGTH 11

TOUGHNESS 8

PERCEPTION 9

Find 11, trick 11

MIND 8

Test 10

CHARISMA 7

Persuasion 8, taunt 9

SPIRIT 9

Intimidation 14

Possibility Potential:
some (45)

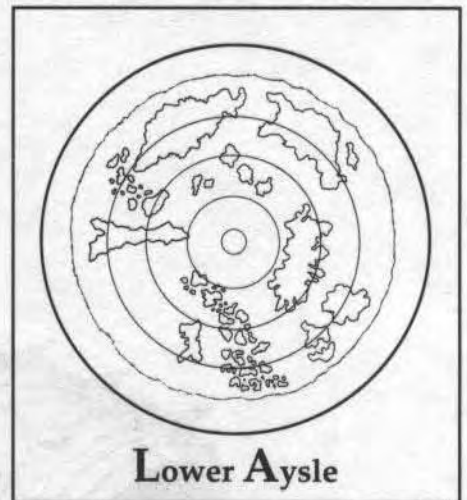
Natural Tools: claws, damage value STR+3/14

Note: due to the filthy, diseased nature of the plaguem, damage inflicted by its claws is harder to treat than normal wounds. Add +3 to the difficulty of *first aid*, *medicine* and recovery checks for plaguem damage.

DOMAIN

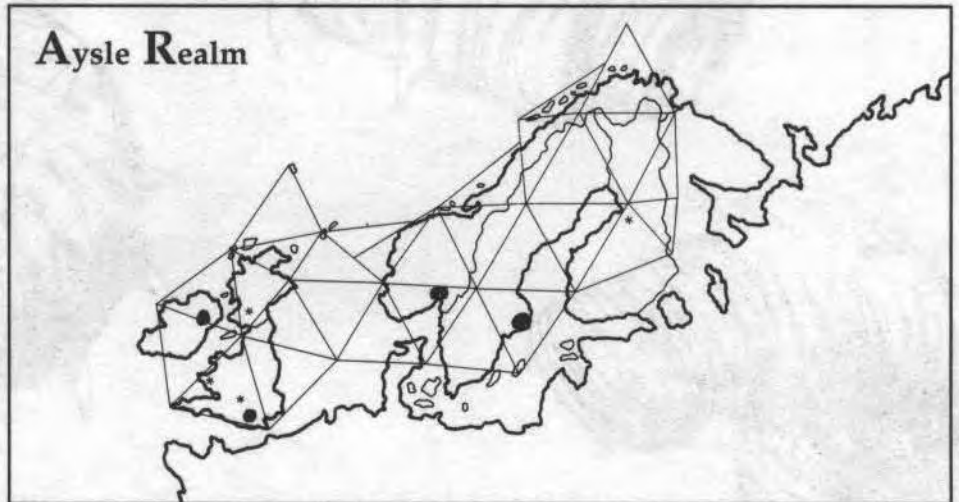


Upper Aysle

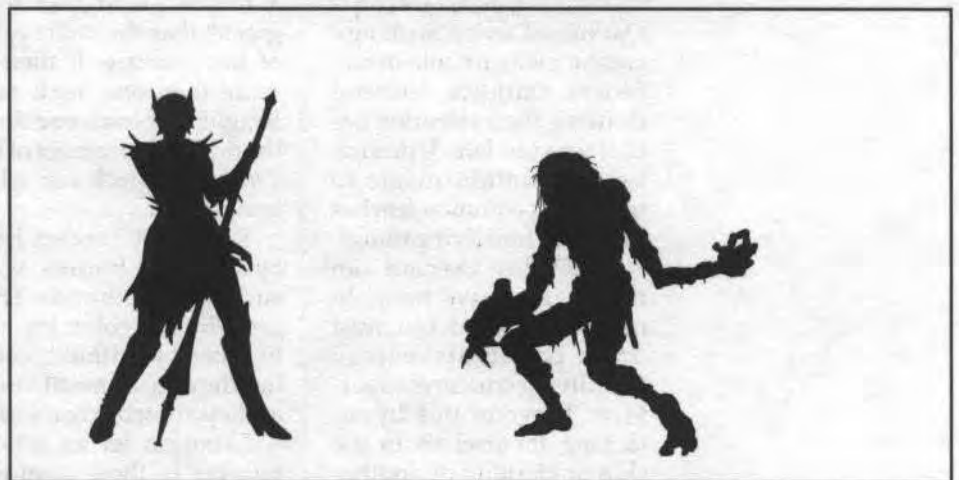


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Mark L. Chance

POSSIBILITY LEECHES



E. Geier



Possibility Leeches were the creation of Angar Uthorion and his Darkness Device. Seeking a creature which could defeat Storm Knights without drawing their attention until it was too late, Uthorion used alteration magic to transform common leeches into these horrifying things.

Possibility Leeches can no longer derive nourishment from blood, but must drain possibility energy from living creatures to survive. They do this by attaching themselves to the skin or clothing or another being and sucking Possibili-

ties until its victim has no more to give.

Spotting a single Possibility Leech on one requires a *Perception* or *find* total greater than the *stealth* value of the creature. If there is more than one leech on a Knight, subtract one from the difficulty number of the *Perception* check per additional leech.

Possibility Leeches have cylindrical bodies with suckers on both ends. They are white in color, but unlike their bloodthirsty cousins, they do not swell in size as they absorb Possibilities.

Uthorion let an untold number of these creatures

loose in the Aysle realm after Ardinay's return, but has never developed an effective means of controlling their actions. Thus they have been known to attack Dark Stormers as well as Light Storm Knights.

Domain

Possibility Leeches can be found only in the realm, in moist, marshy areas. They are amphibious, remaining in the water until a victim passes through and then attaching themselves to him.



Possibility Leeches

DEXTERITY 16

Stealth 17, swimming
17, unarmed combat 21

STRENGTH 1

TOUGHNESS 5

PERCEPTION 10

Find 11, trick (15)

MIND 3

Test (16)

CHARISMA 4

Charm (27), persuasion
(25), taunt (25)

SPIRIT 13

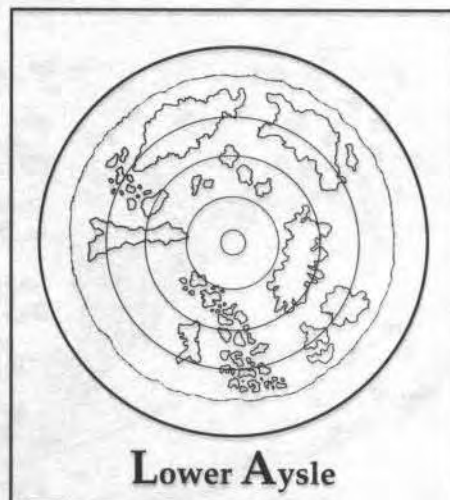
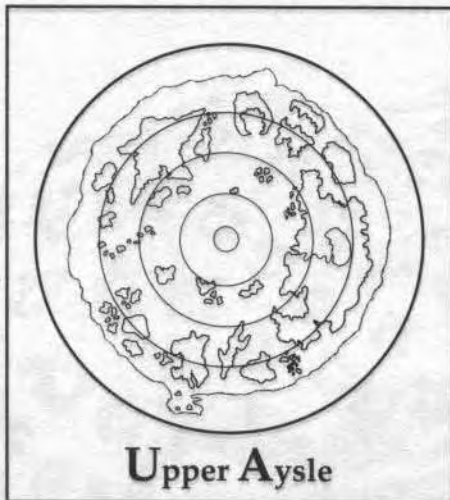
Reality 15

Possibility Potential:

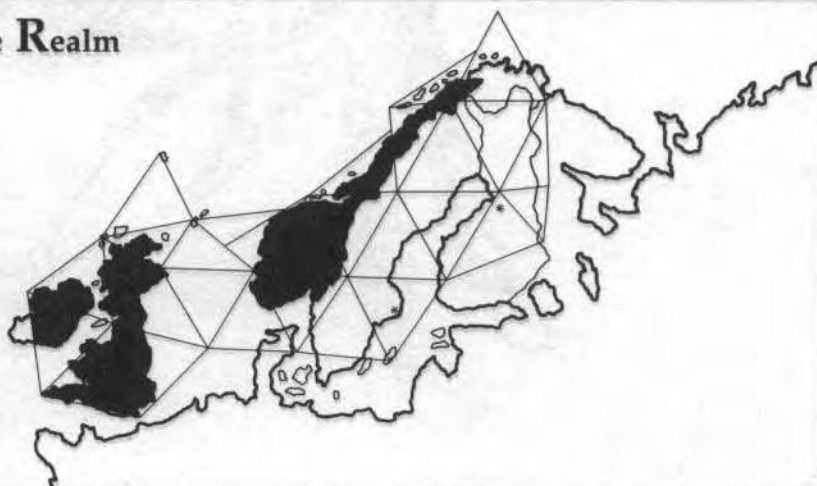
all

Natural Tools: possibility drain. When the leech makes a successful *unarmed combat* attack, it begins to drain Possibilities as per the Storm Results Table (compare *reality* skill totals of leech and victim). Once the leech has drained all Possibilities and reality skill adds from a victim, it will move on to someone else.

DOMAIN



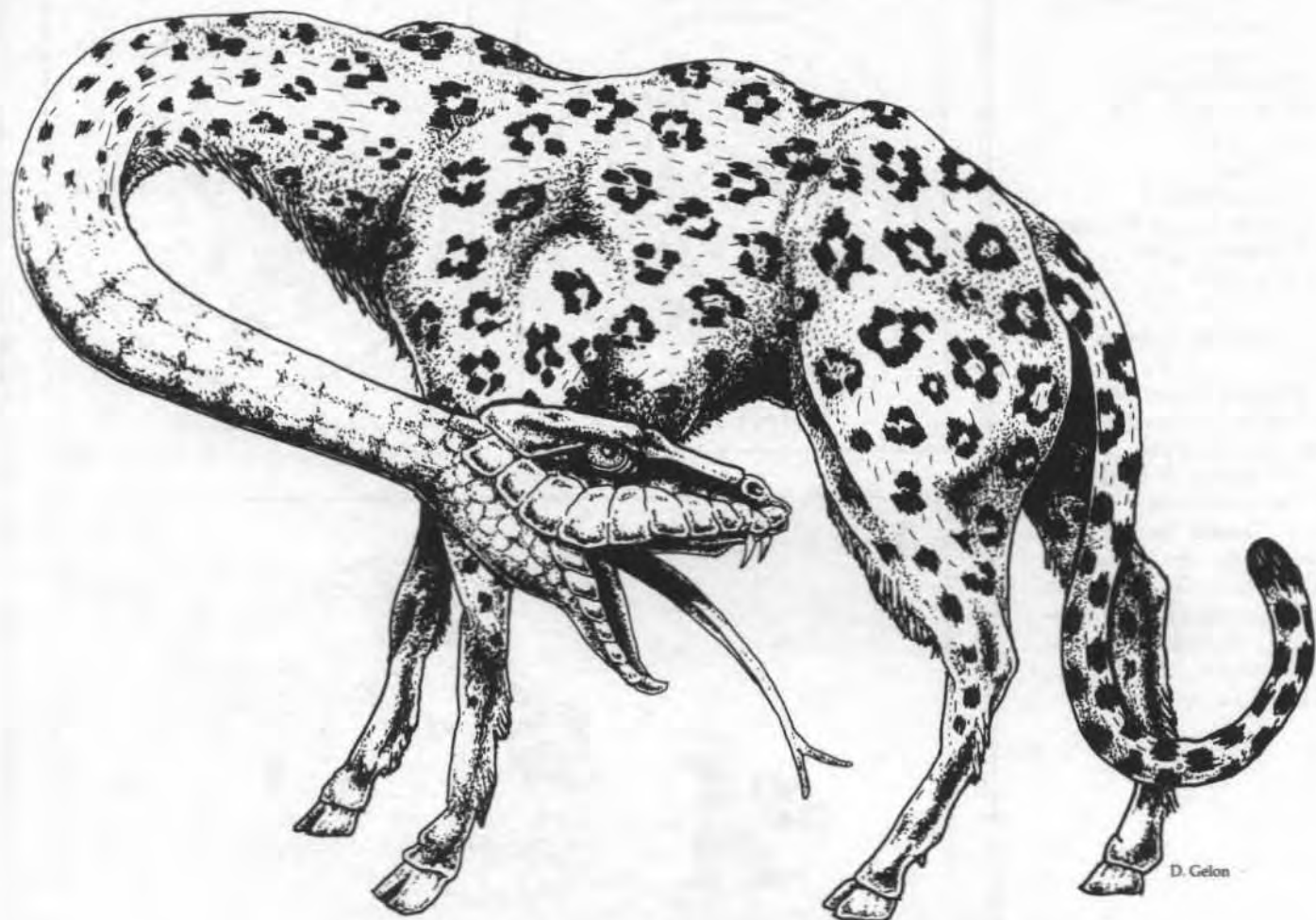
Aysle Realm



SIZE REFERENCE



THE QUESTING BEAST



The Questing Beast is another example of Arthurian legend brought to life by the Aysle axiom wash. With the head of a serpent, the body of a leopard, and the hooves of a deer, the Questing Beast has speed, agility, and unparalleled destructive power.

Lore has it that the Questing Beast announces its presence with a howl that sounds like 60 hounds baying at the moon. It stands two meters tall at the shoulder, and is five meters in length. It lives for the chase, often savaging parties of travelers in hopes of luring the survivors into pursuing

it. Once the hunt begins, the Questing Beast will backtrack and begin stalking the stalkers.

The Questing Beast's most determined foe was King Pellinore who, according to Arthurian legend, was slain by Sir Gawaine. The Questing Beast went into hibernation shortly afterwards, only to be revived by the axiom wash. It immediately set out in search of Pellinore, and as its frustration mounts, it has begun to lash out at anyone it comes across.

Inarticulate, the Questing Beast cannot state its desire to find Pellinore. The only way to mollify the

monster is to convince it one knows where the king resides — but leave the area as quickly as possible afterwards. When the Beast discovers it has been lied to, it will seek you out, and its fury will be terrible indeed.

Domain

The Questing Beast can be found in England, in the area surrounding Glastonbury. It is believed to be searching for Camelot, in hopes of reviving its old feud with King Pellinore. Efforts to hunt it down have ended in disaster, with entire parties annihilated.



The Questing Beast

DEXTERITY 11

Dodge 13, long jumping 14, maneuver 12, running 14, stealth 13, unarmed combat 15

STRENGTH 17

TOUGHNESS 20/21

PERCEPTION 9

Find 12, tracking 14, trick (18)

MIND 8

Survival 16, test 14

CHARISMA 8

Charm (25), persuasion (25), taunt (12)

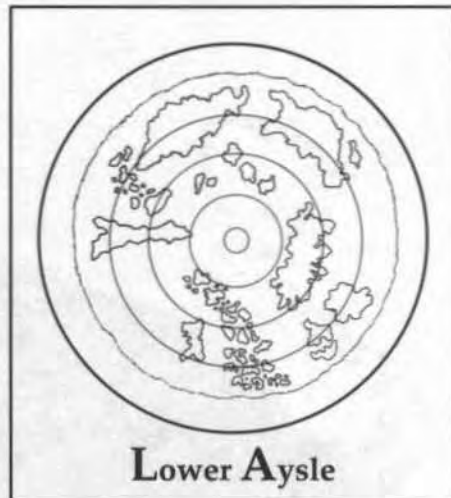
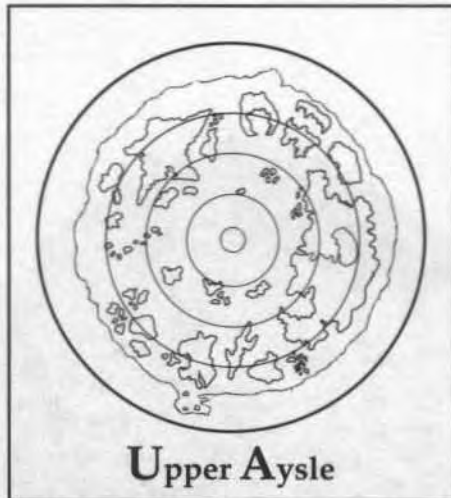
SPIRIT 12

Intimidation 16, reality 15

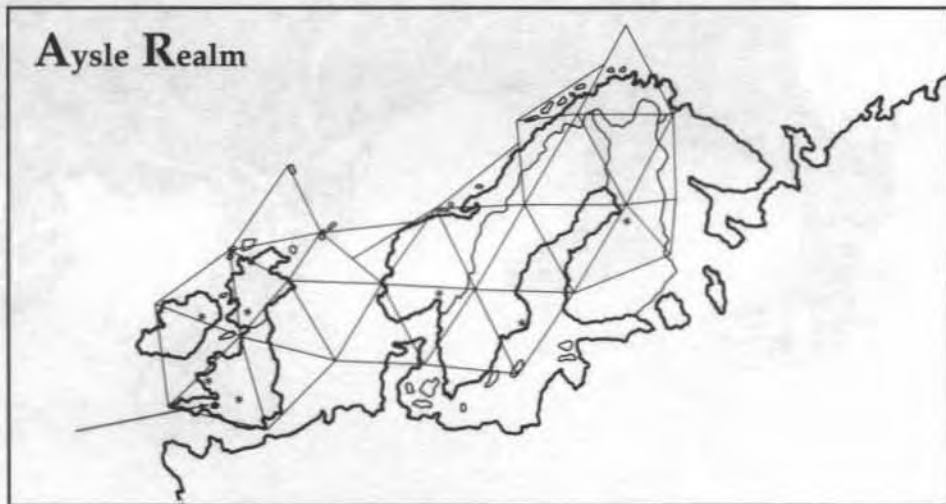
Possibilities: 30

Natural Tools: teeth, damage value STR+4/21; hooves, damage value STR+3/20; hide, armor value TOU+1/18

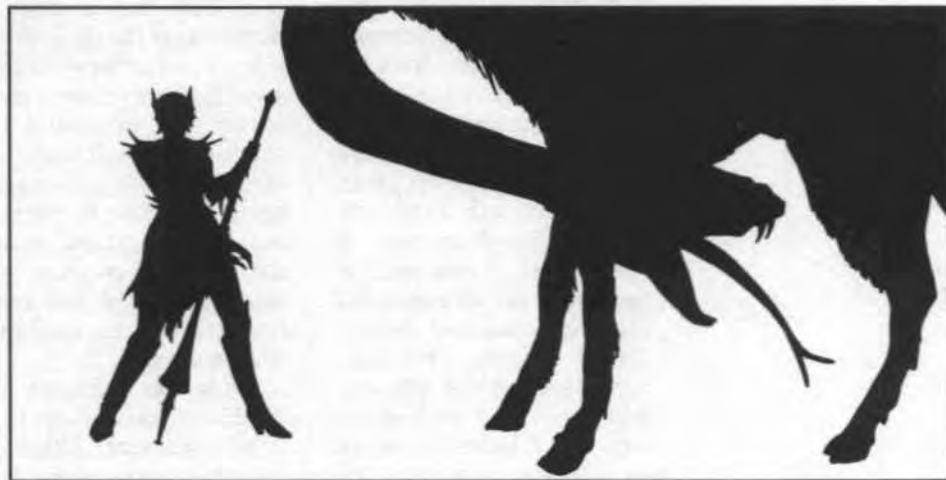
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle

SHADOW DOGS



A shadow dog is an Ayslish creature which resembles a canine to some extent, but is in truth a magical creature gifted with the ability to track virtually anything with uncanny success. The shadow dog's head is a flat wedge split by a great, drooling mouth filled with long, needle-sharp teeth. It has no eyes or ears, and relies solely on its enhanced sense of smell and its sorcerous talents. The lean, hard flesh of the shadow dog is covered with short, wiry black hairs that serve as olfactory receptors. Its

large paws sport thick, curved talons.

Once a shadow dog has picked up a scent, there is little that can be done to throw it off the trail. When it reaches a point where the scent is obscured (a body of water, for example) the shadow dog will make use of its *sense life* or *sense undead* spells to locate its prey. If magic has been used to erase the trail, the creature will cast *detect magic* and often be able to trace the spell back to its source.

As he has relatively few shadow dogs (no more than 10 at last count), Uthorion uses them only against foes

he considers serious threats to his plans.

Domain

Shadow dogs are natives of Aysle's Land Between, where they make homes in the tunnels, venturing out only to feast on the occasional unwary dwarf. House Vareth huntsmen gathered a small number of these creatures and dispatched them to Norway in the realm to aid Uthorion. From there, they have been sent to the Living Land and some Core Earth areas on Baruk Kaah's request.



Standard Shadow Dog

DEXTERITY 13

Dodge 14, long jumping 14, maneuver 15, running 15, stealth 16, unarmed combat 16

STRENGTH 13

Climbing 14

TOUGHNESS 11

PERCEPTION 15

Divination magic 18, find 17, tracking 23, trick (16)

MIND 12

Survival 15, test 13

CHARISMA 6

Charm (20), persuasion (28), taunt (11)

SPIRIT 8

Intimidation 12, reality 13

Possibility Potential: all

Arcane Knowledges: life 9, magic 8, entity 8

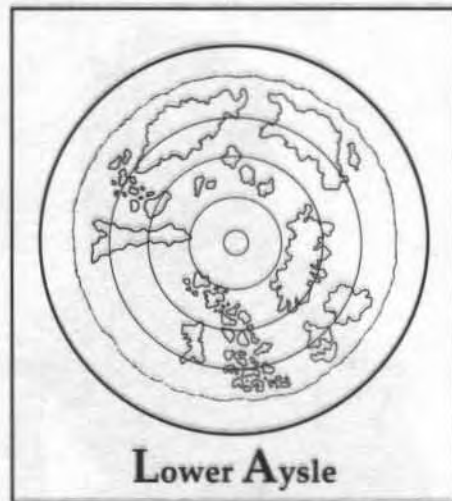
Spells: sense life, detect magic, sense undead

Natural Tools: claws, damage value STR+2/15; teeth, damage value STR+4/17

DOMAIN

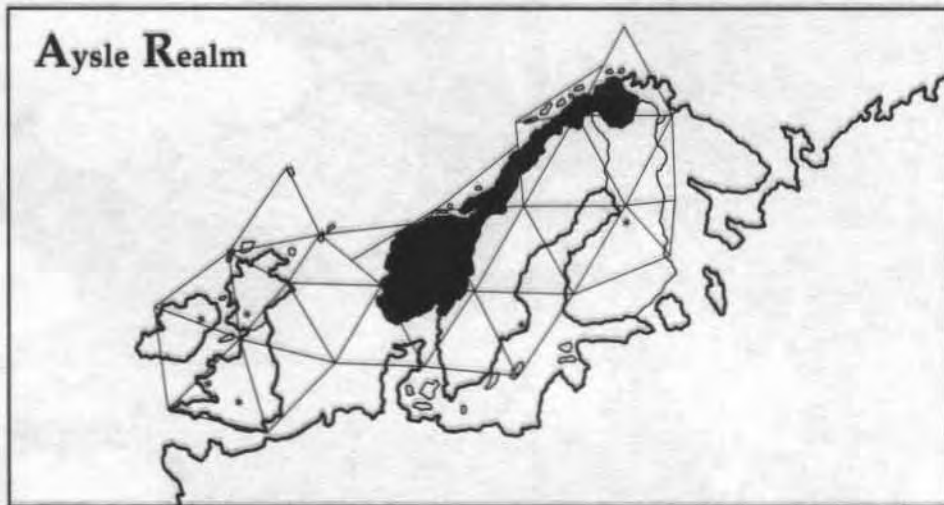


Upper Aysle



Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Mark L. Chance

SIN-SLAYER



An untold number of years ago, the being now known as Sin-Slayer was a minor wizard in Ardinay/Uthorion's court. One day, the High Lord grew enraged at him and cast a spell intended to destroy the offending mage.

But, in his anger, Uthorion had performed the ritual incorrectly, and the spell had the effect of transforming the wizard into a hideous entity. Cursed with a horrible visage and greatly increased

magical abilities, the wizard went into hiding to learn the black arts.

When he emerged, he was the Sin-Slayer—a madened figure in a hooded robe, tainted by corruption and filled with a bitter hatred for Uthorion. Using his powerful sorcery, the Sin-Slayer has murdered a number of Uthorion's advisors, but is equally as prone to killing innocents out of envy of their normal appearance.

Sin-Slayer's most potent tactic is to free his astral self, and then cast a *mystic shield*

about his body. With his spirit invisible to all but those with the *detect magic* spell, he can strike from nowhere and everywhere at once, at least until the duration of the spell expires (24 hours) and he must return to his scarred shell.

Domain

Sin-Slayer was last sighted in Scotland. He apparently traveled down the Glasgow bridge, and is in search of Angar Uthorion.

T. Baxa



Sin-Slayer

DEXTERITY 13

Acrobatics 14, dodge 19, maneuver 15, prestidigitation 16, stealth 24, unarmed combat 17

STRENGTH 10

TOUGHNESS 15

PERCEPTION 17

Alteration magic 21, divination magic 18, find 18, scholar (arcane lore) 19, trick 19

MIND 19

Apportation magic 25, conjuration magic 20, test 20, willpower 20

CHARISMA 10

Charm 12, persuasion 15, taunt 12

SPIRIT 14

Intimidation 17, reality 19

Possibilities: 25

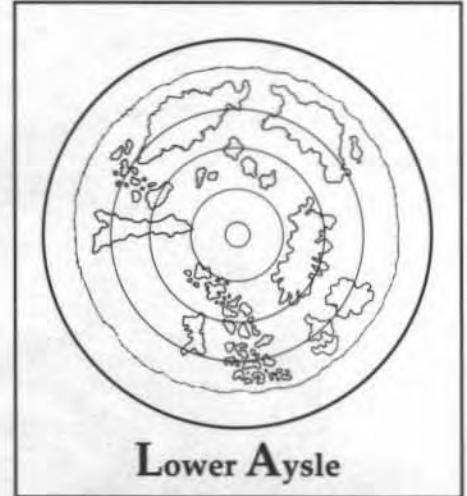
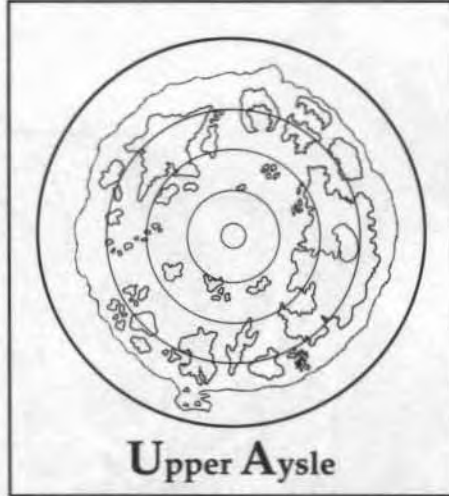
Arcane Knowledges: *entity 10, magic 8, death 8, true knowledge 7*

Spells: *astral entity, mystic shield, imprisonment, detect magic, floor of binding, shards of ice, cast lasher, destroy magic, summon demon, grave assistance, invisibility*

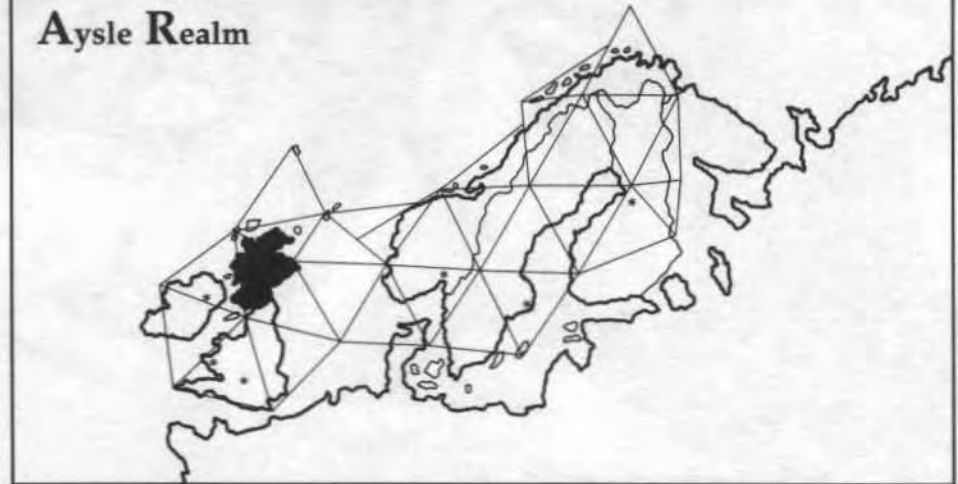
Equipment: robe; Sin-Staff (enchanted), damage value STR+6/19

Note: Immune to shock and KO damage from non-enchanted weapons. Unable to initiate a physical attack while in astral form, can take damage only from magic, miracles, or enchanted weapons in this state. Can use only impressed spells and spells that require mental manipulation when in astral state.

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



STORM WRAITHS

Second Prize



Storm Wraiths are the undead forms of people who died before realizing their possibility energy potential. Reanimated by the Aysle axiom wash, they stalk the night seeking to drain such energy from the living. They travel along the storm fronts on foot, although some have been known to use modes of transportation they were familiar with in life. They attack much like vampires, save that instead of blood flowing from the victim, the

red and blue mist of Possibilities is drained.

Storm Wraiths are vulnerable to magic and sunlight, but are immune to shock and KO conditions in physical combat.

Domain

Storm Wraiths keep to the borderlands of the Aysle realm, and have been sighted in London and the USSR. Reports of sightings in the realm's interior have yet to be confirmed.

Storm Wraiths

DEXTERITY 11

Dodge 14, stealth 13, unarmed combat 13

STRENGTH 15

TOUGHNESS 10

PERCEPTION 11

Alteration magic 12, divination magic 14, find 12, tracking 12

MIND 6

Willpower 9

CHARISMA 5

Charm (20), persuasion (20), taunt (20)

SPIRIT 15

Intimidation 16, reality 16

Possibility Potential: all

Arcane Knowledges:

earth 3

T. Baxa



Spells: *paralyzation*

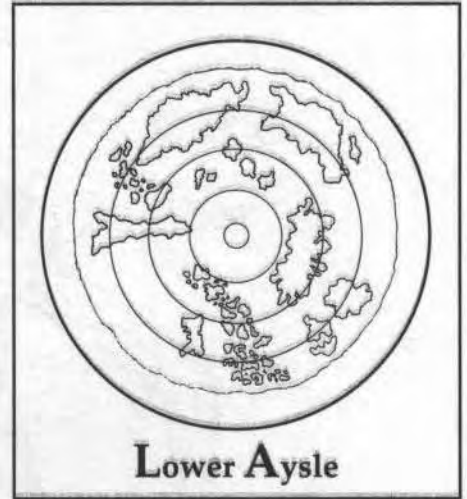
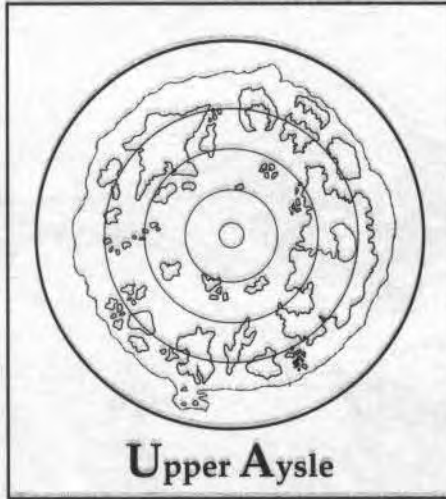
Natural Tools: Storm Wraiths have the ability to sense possibility energy within a radius of 100 meters. The Wraiths must generate a *reality* total against a difficulty number of 8. After the skill bonus has been added, add a second bonus number by finding the number of Possibilities possessed by the target on the Bonus Chart (i.e., a target with only one Possibility would provide a -12 modifier to the skill total).

Storm Wraiths drain Possibilities in the same manner as a reality storm. The Wraith grabs its victim and holds him for one round. In the second round, the Wraith bites, doing physical damage and draining Possibilities as per the Storm Results table (compare reality skill totals of Wraith and victim). The victim can stop the drain only by breaking free of the Wraith. Once the victim's Possibilities are exhausted, he is killed, only to rise again as a Storm Wraith.

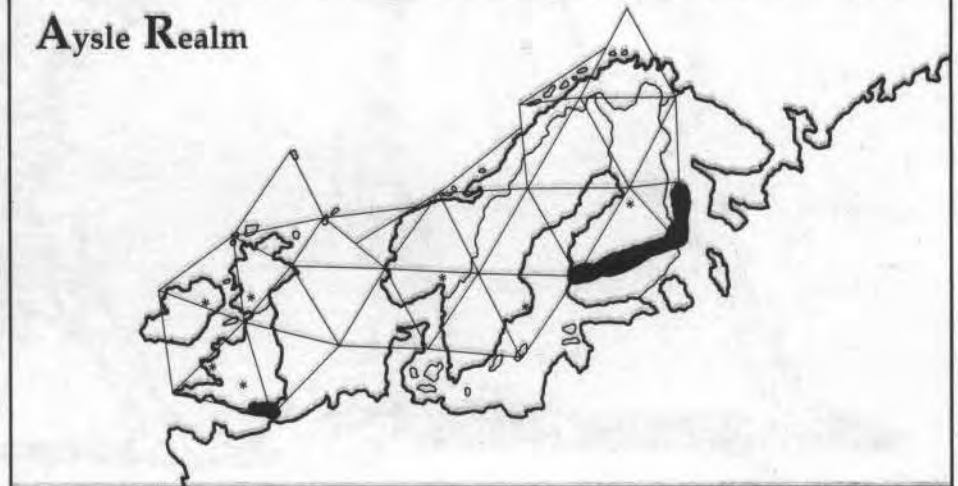
Claws, damage value STR+3/18; fangs, damage value STR+4/19

Note: Immune to shock and KO conditions from non-magical weapons. Storm Wraiths take damage value 25 per round when exposed to sunlight.

DOMAIN



Aysle Realm



SIZE REFERENCE





The Tainted Ones are a foul and malignant type of undead, true followers of Corba'al. They are thoroughly corrupt entities who exist only to corrupt others. Tainted Ones may be of any of the races of Aysle, and first appear as hideous and gaunt versions of their former selves. Over the years, they decompose into shambling and bony wretches, until they eventually — theoretically, at least — crumble into piles of ash and dust.

The existence of the Tainted Ones' stems from the Ayslish Law of Corruption, and their very touch is able to blacken the soul. Tainted Ones do not eat or sleep; they have no emotions or desires beyond the need to twist those of others.

Tainted Ones may only be destroyed completely by purifying them. After one is temporarily immobilized by damage, the body must be blessed by the follower of a god of Honor and then respectfully buried. If this procedure is performed

improperly, the Tainted One will rise and reform. Severing the the head paralyzes the creature, preventing it from taking any action — however, if the aforementioned ceremony is not performed, the head will rejoin the body within three days.

Domain

Tainted Ones have been seen to reside throughout the Aysle realm and cosm.



Tainted Ones

DEXTERITY 9

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

STRENGTH 14

TOUGHNESS 12

PERCEPTION 7

Find 9, tracking 9, trick (13)

MIND 6

Test (12), willpower (13)

CHARISMA 7

Charm (20), persuasion (18), taunt (25)

SPIRIT 9

Corruption 13, faith (Corba'al) 14, intimidation 17

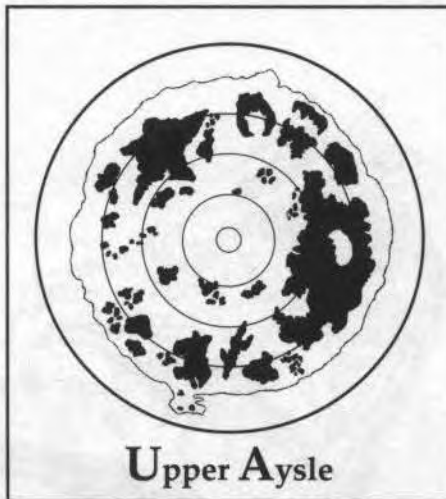
Possibility Potential:

none

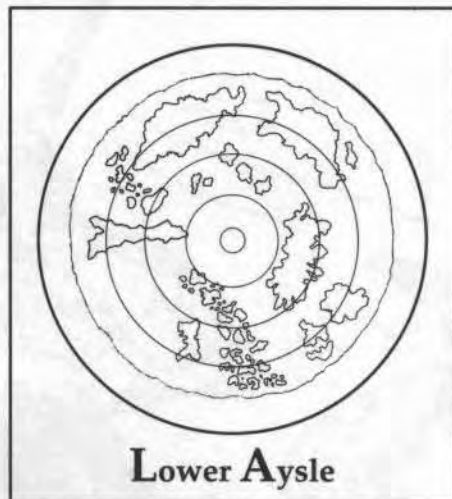
Natural Tools: As per original folk, with the addition of a corruptive touch. A corruption attack is possible whenever a successful *unarmed combat* attack is made. The Tainted One can add corruption points to a victim by generating a successful corruption total against a difficulty number of an opponent's *Spirit*. If this attack is successful, corruption points are added to (or honor points subtracted from — see page 51 of the *Aysle* sourcebook) the target. On a *Minimal* success, one corruption point is added; on an *Average* success, two; on a *Good* success, three; on a *Superior* success, four; and on a *Spectacular* success, five points are added. If the target should die before eliminating all of these corruption points, he will rise again as a Tainted One.

Note: Immune to shock and KO conditions, except when caused by enchanted weapons. Vulnerable to magic and miracles.

DOMAIN



Upper Aysle

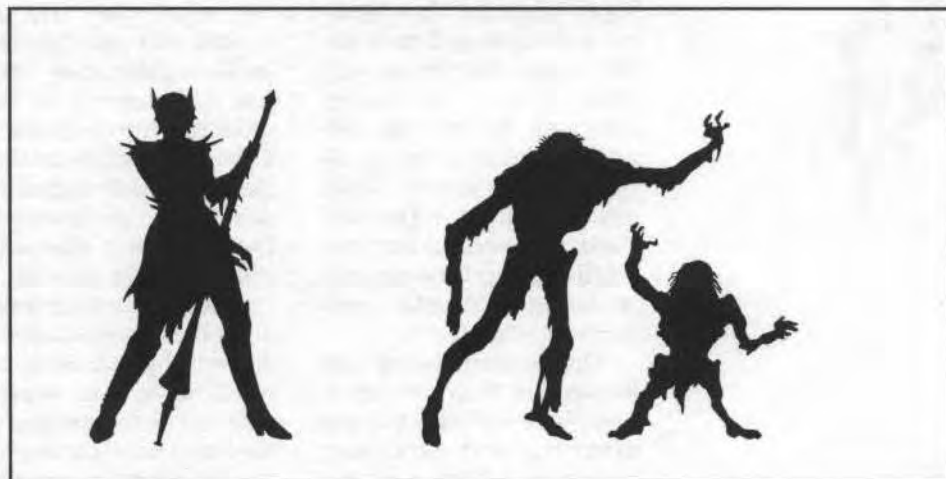


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan

THESSARIANS



T. Baxa



Thessarians are a race of creatures hated and feared in the Aysle cosm for their malicious natures and their potent magic. They are widely believed to be the descendants of Ayslish sea serpents, who evolved to resemble man-lizards. They retain the claws and teeth of their ancestors, but are smaller (roughly two meters in height), bipedal, and more intelligent.

The thessarians are best known for their vengefulness — their chief activity is planning and executing elaborate schemes of revenge against those who

have committed real or imagined wrongs against them. Thessarians are amphibious, but are at their most dangerous in the water, where they will stalk vessels and punch holes in hulls, frighten away fish, or use their sorcery to cause gales to whip up on the sea. Often, they will swim alongside a boat only to taunt the sailors with the knowledge that soon the thessarians will take their revenge.

Thessarians occasionally act as masters of small ships crewed by drounen they have raised (see separate entry). The thessarians will summon winds and waves and attempt to swamp their

foe's boat, or order the drounen to board the other vessel. It is said that no one who encounters a thessarian on the open sea lives to reach shore.

Domain

Thessarians are native to the icy waters on the outer rim of both Upper and Lower Aysle. In the realm, they have been sighted in the Gulf of Bothnia between Sweden and Finland, and there are unconfirmed reports of them along the northern coast of Norway and in cold-water lakes throughout Scandinavia.



Standard Thessianian

DEXTERITY 12

Dodge 15, maneuver 14, prestidigitation 13, stealth 16, swimming 18, unarmed combat 16

STRENGTH 17

TOUGHNESS 10

PERCEPTION 12

Alteration magic 16, tracking 15, trick 17

MIND 12

Conjuration magic 15, test 16

CHARISMA 12

Charm 15, persuasion 17, taunt 19

SPIRIT 13

Intimidation 16

Possibility Potential:
some (20)

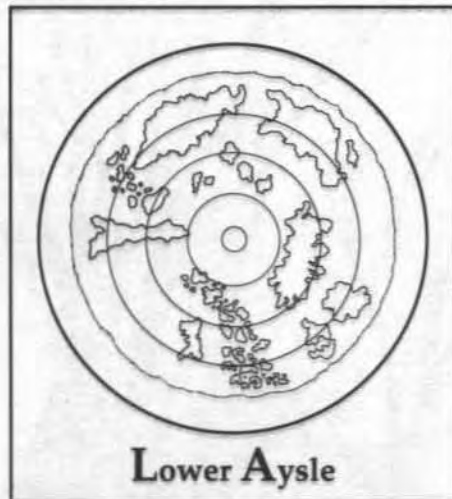
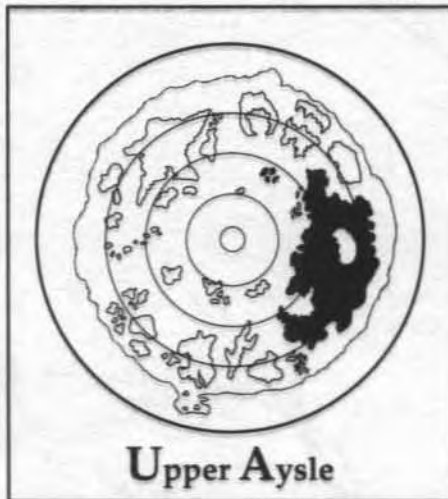
Arcane Knowledges:

water 17, air 15, entity 15

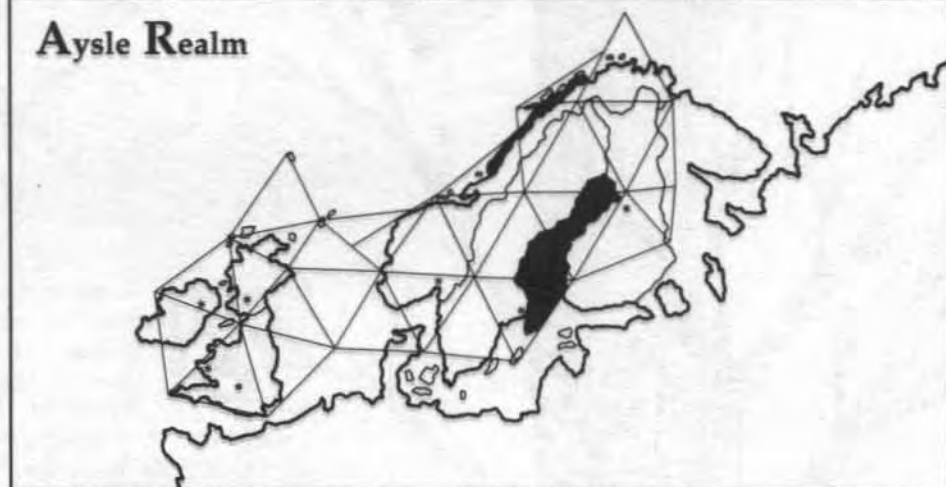
Spells: *water spray, weather control, raise zombie*

Natural Tools: claws, damage value STR+3/20; teeth, damage value STR+3/20

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Brian Schoner



TRELANTOR



E. Geier



Trelantors are tree-like creatures which make their home in the darker parts of Ayslish forests, hoping to snare the unwary as they pass. Although they resemble plants, even to the point of having bark, they are in truth carnivorous animals. Their "branches" are actually arms, their "roots" legs, and though their movement is limited by their bulk, they have found stealth and surprise to be effective weapons.

Trelantors average four to six meters in height, and commonly have a multitude of arms and legs. Typical behavior for the creature is to stand motionless in the forest as a traveler approaches, then reach out with a "branch" and wrap it around the victim. The trelantor will squeeze until

its prey loses consciousness, then drop it and begin tearing off pieces and feed. The trelantor does have a large mouth, but when it is shut, it looks like a gash made by a sloppy woodsman.

If a trelantor's initial attack fails, it runs a great risk of being destroyed. It is difficult for it to elude a pursuer unless it can find a grove of trees which will provide effective camouflage. For this reason, three or four trelantors will commonly hunt together, enabling some to strike while a target's attention is fixed on the others.

Domain

Trelantors have taken root in the more heavily forested areas of Upper Aysle and northern England and Scotland.



Trelantor

DEXTERITY 5

Dodge 7, maneuver 9,
stealth 15, unarmed
combat 13

STRENGTH 21

Lifting 22

TOUGHNESS 15/18

PERCEPTION 10

Find 11, tracking 13,
trick 16

MIND 6

Survival 9, test 11

CHARISMA 7

Charm (20), persuasion
(25), taunt 10

SPIRIT 9

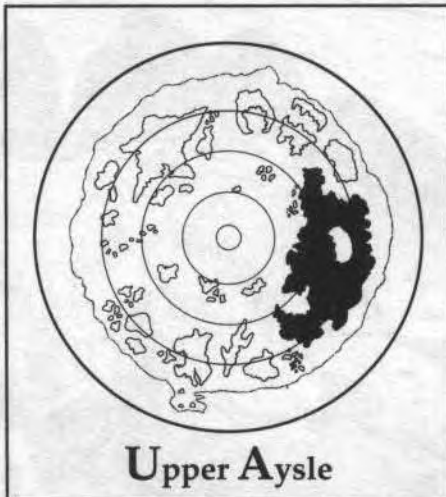
Intimidation 18

Possibility Potential:

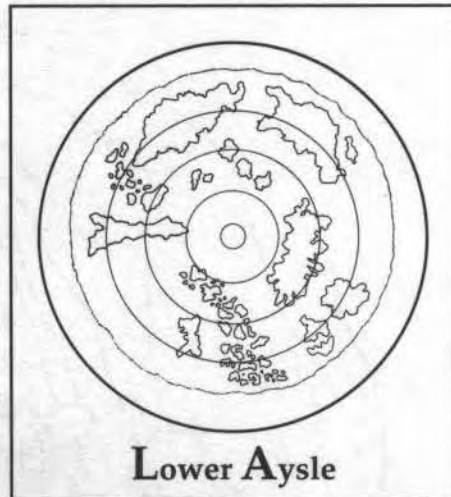
none

Natural Tools: bark, ar-
mor value TOU+3/18;
branches, damage value
STR+3/24

DOMAIN

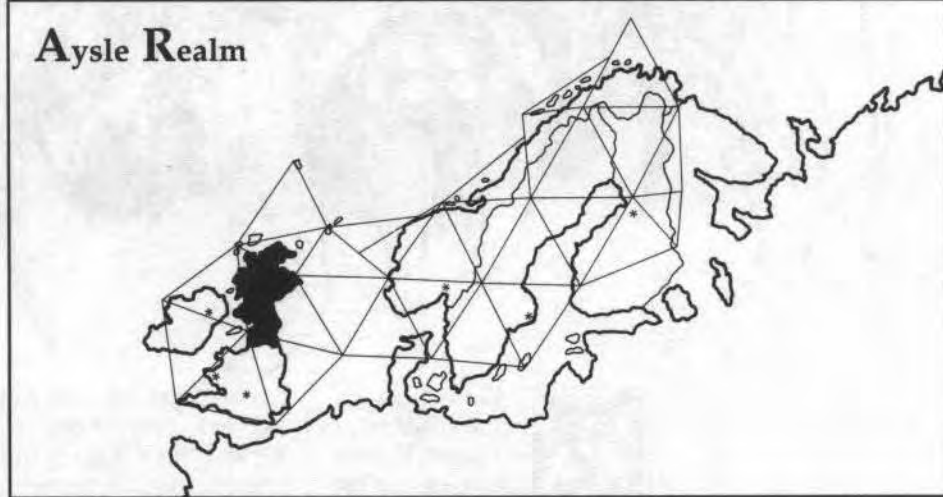


Upper Aysle

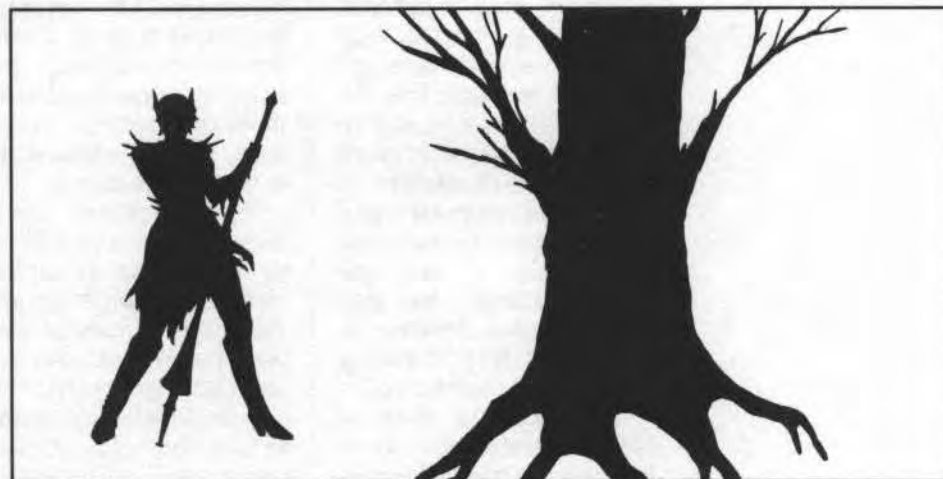


Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-
Keepers of Aysle



TUNNEL SPIDER



T. Baxa



Centuries ago, the leaders of House Vareth hired a corrupt mage of the Seven Towers to use his knowledge of alteration magic to create a creature that could find and destroy dwarven tunnel fighters. The mage succeeded, only too well — what emerged from his sanctum was the tunnel spider, a beast two meters in diameter with eight legs .75 meters in length. More aggressive and durable than the standard jump spider, a tunnel spider could attack and slay Land Between dwarves or effectively trap them by webbing up their tunnels.

The best laid plans of House Vareth went awry because the tunnel spiders could not distinguish be-

tween dwarves loyal to the slavers and those who battled them. Killing indiscriminately, the tunnel spider was branded a failure by the Vareths, and the offending mage executed.

No one thought to tell the tunnel spider it was a disaster, and the creatures continued to breed. During the invasion of Earth, tunnel spiders swarmed down the bridges and found many dark, cool tunnels in which to take up residence.

Tunnel spiders rely on their poisonous venom and their webbing to capture victims. The spider can spin .80 square meters of webbing per round, and will often leave prey in its sticky trap for days before coming to feed. Tunnel spiders are carnivores, eating everything from small animals to

elves, dwarves and humans. Giant is a delicacy that tunnel spiders rarely enjoy, as most giants are strong enough to snap its webbing.

Tunnel spiders dislike bright light, and if exposed to torches, etc. will be *stymied*. The spiders will usually try to attack from ambush and snuff out the light first before attacking its foes.

Domain

Tunnel spiders are found in Aysle's Land Between, as well as the subway and sewer systems of many major cities in Great Britain and Ireland. While some can be found in rural areas, they seem to prefer the cities, where prey is more plentiful.



Tunnel Spider

DEXTERITY 13

Long jumping 14, maneuver 14, stealth 15, unarmed combat 15

STRENGTH 10

Climbing 14

TOUGHNESS 12

PERCEPTION 7

Find 12, tracking 11, trick 10

MIND 5

Survival 11, test (8)

CHARISMA 5

Charm (25), persuasion (25), taunt (15)

SPIRIT 5

Intimidation 12

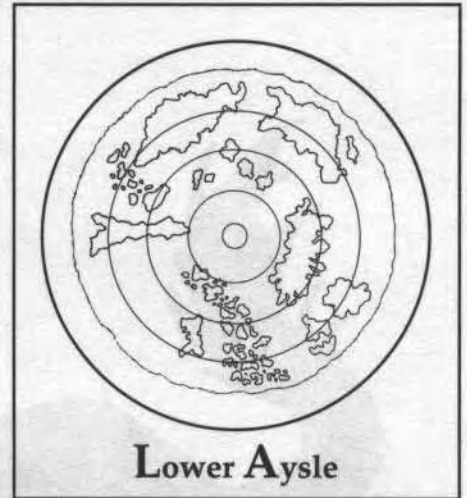
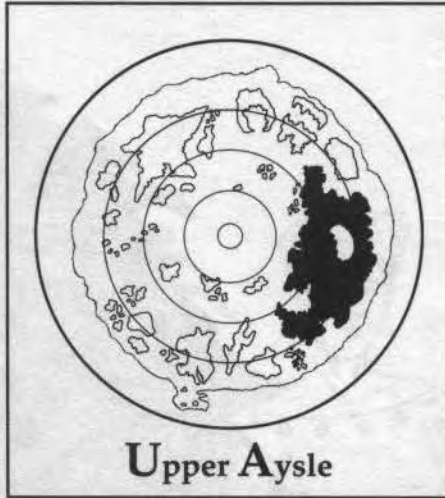
Possibility Potential:

none

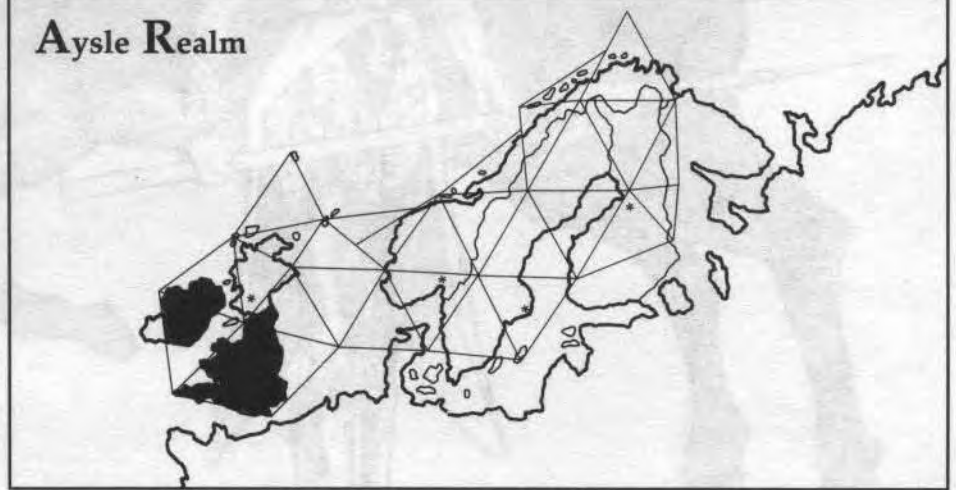
Natural Tools: fangs, damage value STR+1/11; venom, damage value 15; webbing, TOU 10; webbing adhesive, STR 13

Note: venom is automatically injected when tunnel spider makes a successful biting *unarmed combat* attack. The venom does damage value 15 per round until the victim is *first aided* or dies (*first aid* difficulty of 10.)

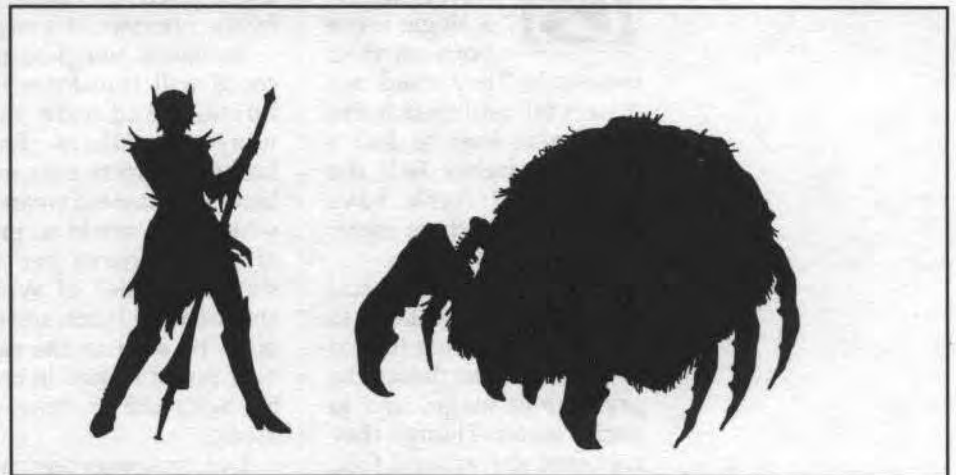
DOMAIN



Aysle Realm



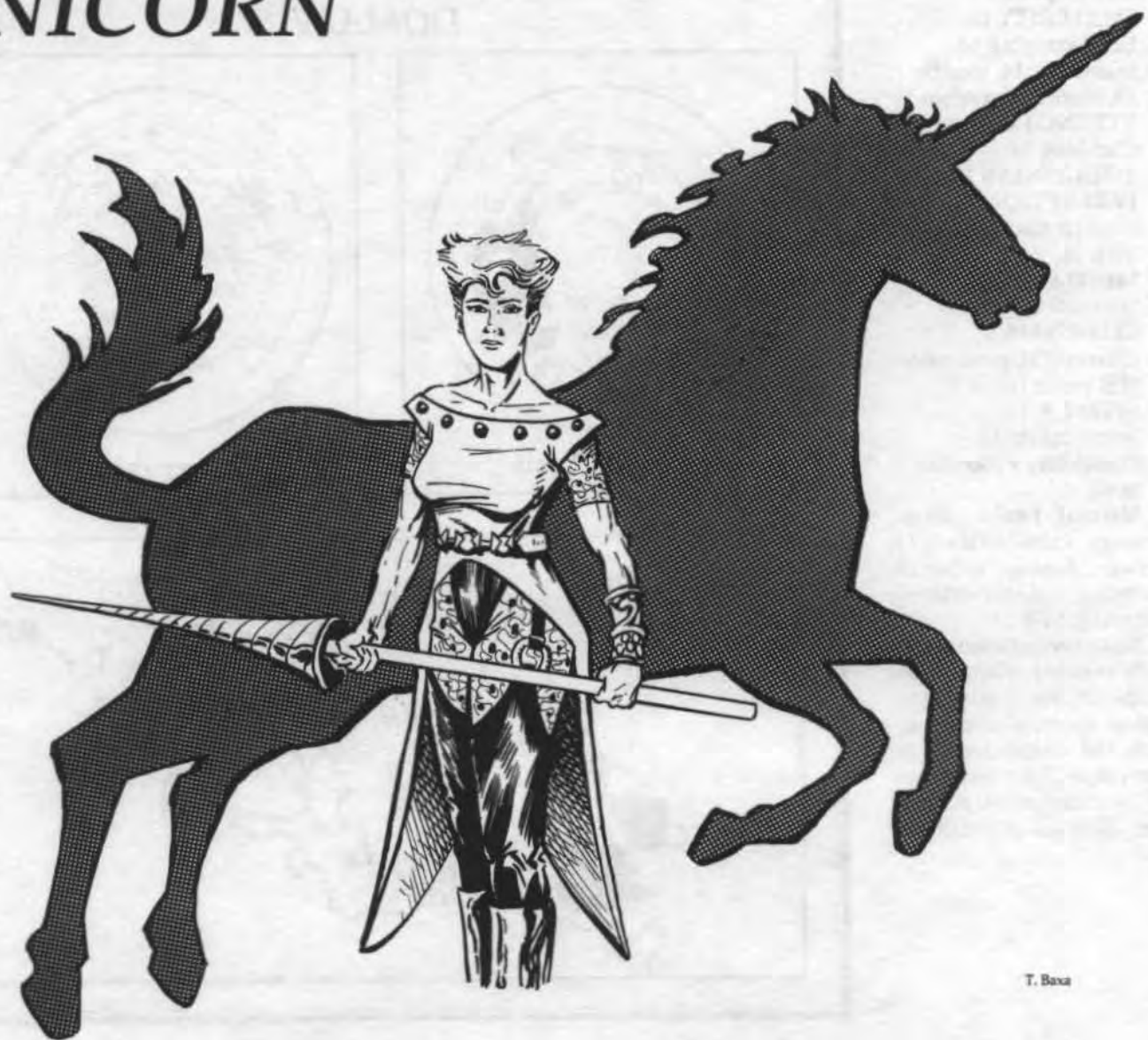
SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



UNICORN



T. Baxa



Unicorns are equine creatures who sport a single white horn on their foreheads. They stand two meters tall and their horns may be as long as half a meter. Roughly half the unicorns of Aysle have wings, with a three meter span.

Unicorns are magical creatures with the ability to change their shape to that of a human, to detect the presence of magic, and to purify water. Though they are often shy around folk,

they are drawn to the virtuous and good, and can often be lured from their lairs by the presence of a virgin.

In battle, wingless unicorns will transform into humans and ride their winged brothers. Their horns transform into spirit lances, enchanted weapons which they wield to great effect. Unicorns are the sworn enemies of Wotan and the Wild Hunt, and can often be seen in the skies over Aysle locked in combat with the shadow demons.

Unicorns were present in

Core Earth prior to the collapse of the *Magic* axiom, but later were hunted to extinction. All of the unicorns presently in the Aysle realm emigrated from the cosm to aid Ardinay in her struggle.

Domain

Unicorns frequent the temperate and tropical zones of the Aysle cosm, and in the realm, are most numerous in the southeastern portion of England.



Standard Unicorn

DEXTERITY 14

Dodge 15, flight 15, maneuver 16, stealth 15, unarmed combat 15

STRENGTH 11

TOUGHNESS 12

PERCEPTION 13

Alteration magic 15, divination magic 15, find 14, scholar (Ayslish lore) 15, tracking 14, trick 15

MIND 11

Test 12, willpower 13

CHARISMA 10

Charm 11, persuasion 12

SPIRIT 9

Faith (Shali) 10, honor 10, reality 12

Possibility Potential: all

Arcane Knowledges: *enchanted 6, water 6, magic 5*

Spells: *polymorphism, sweet water, detect magic*

Natural Tools: hooves, damage value STR+3/14; horn, damage value STR+5/16; wings, speed value 14

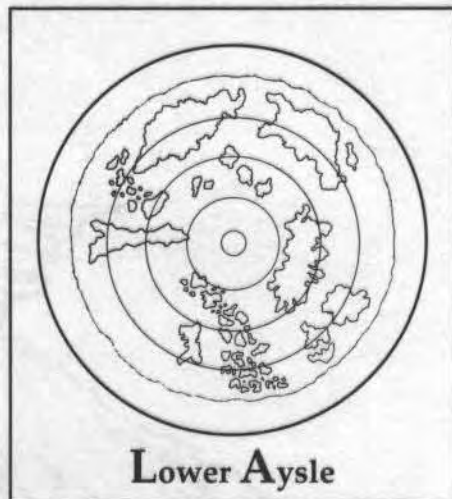
Equipment: spirit lance (enchanted), damage value STR+4/15

Note: When in human form, *unarmed combat* skill becomes *melee weapons*, and they possess *beast riding* at a value of 15.

DOMAIN

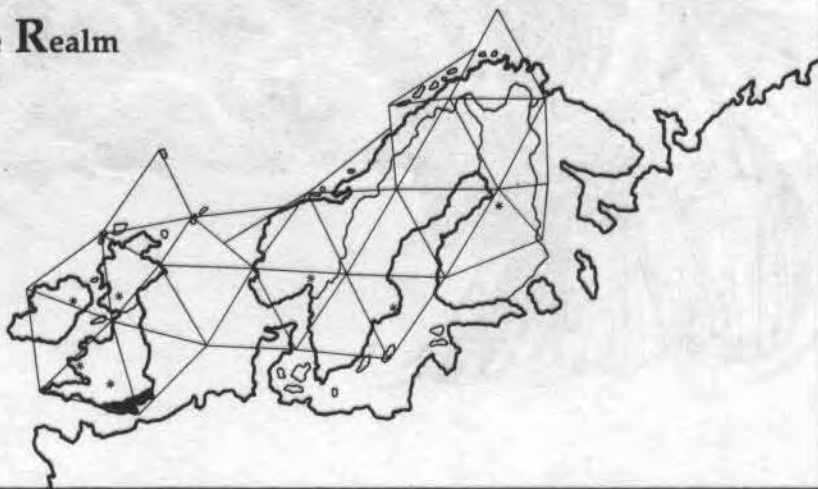


Upper Aysle



Lower Aysle

Aysle Realm



SIZE REFERENCE



Discovered by Paul Balsamo



Uvwe are aquatic creatures capable of assuming the form of either a human or a seal-like creature. They live underwater, often in wrecked ships or in caves. The largest settlement discovered to date was that located in the "lost city" of Lyonesse off Land's End, which was destroyed over a year ago by Nile Empire agents, resulting in a monstrous loss of life.

Uvwe are, in general, a pacifistic people. Despite this, more and more of them

have become involved in the Ayslish civil war, on one side or the other. Their best-known exploit involved aiding Storm Knights in their quest to obtain the Possibility Chalice, but Uvwe have also harried Viking ships and even launched hit-and-run amphibious assaults on Uthorion's coastal camps in Norway.

In their human form, most Uvwe are, by human standards, beautiful. The sole characteristics marking them as non-humans is a greenish tinge to their skin and a slight webbing of the hands and feet. Uvwe often

attempt to strike up romantic relationships with humans, but these relationships are foredoomed to failure, for Uvwe are born with a love for the freedom provided by the open sea.

In their seal form, Uvwe are excellent swimmers, capable of outdistancing Viking longships with ease.

Domain

Uvwe can be found throughout the English Channel and the North Sea in the realm, and in the Living Sea in the cosm.



Standard Uvwe

DEXTERITY 11/13

Acrobatics 12/14,
dodge 13/15, maneuver
13/15, melee weapons
12, swimming 14/16

STRENGTH 8/10

TOUGHNESS 9/10

PERCEPTION 10

Alteration magic 14,
find 12, tracking 13,
trick 11

MIND 9

Test 10

CHARISMA 11

Charm 14, persuasion 12

SPIRIT 9

Faith (Mesus or
Harang) 11

Additional Skills:

three at +1 adds,
including one add in
either *honor* or *corrup-
tion*

Possibility Potential:

some (50)

Arcane Knowledges: *en-
chanted* 5

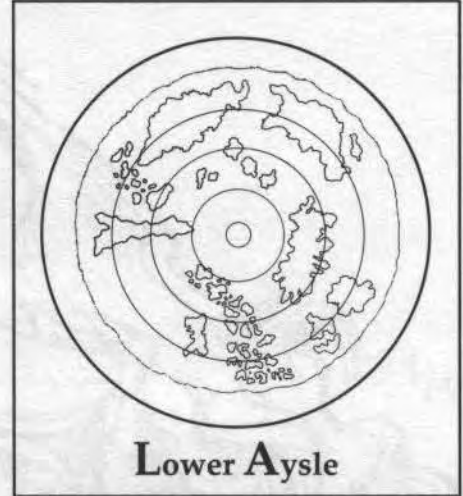
Spells: *polymorphism*

Natural Tools: teeth(seal
form), damage value STR+2/
12; flippers(seal form), speed
value 10

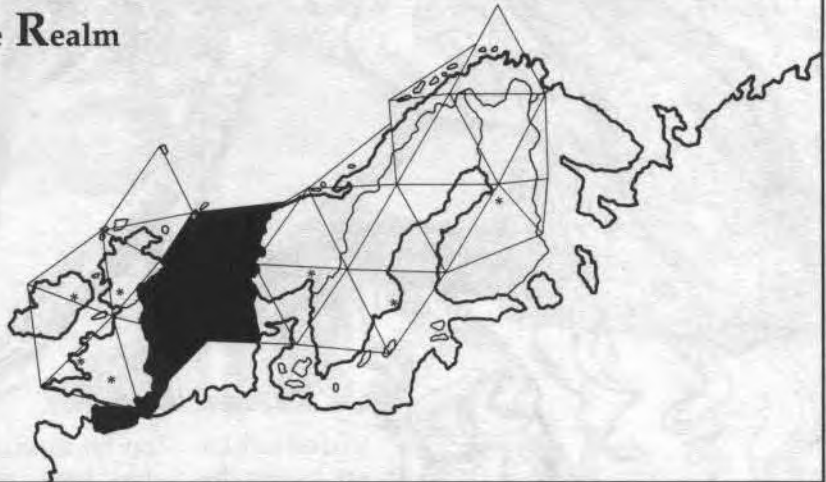
Equipment: bone knife,
damage value STR+3/16;
spear, damage value
STR+4/19

Note: Numbers before
the slash refer to human
form; numbers after, to seal
form. In seal form, *melee
weapons* becomes *unarmed
combat*.

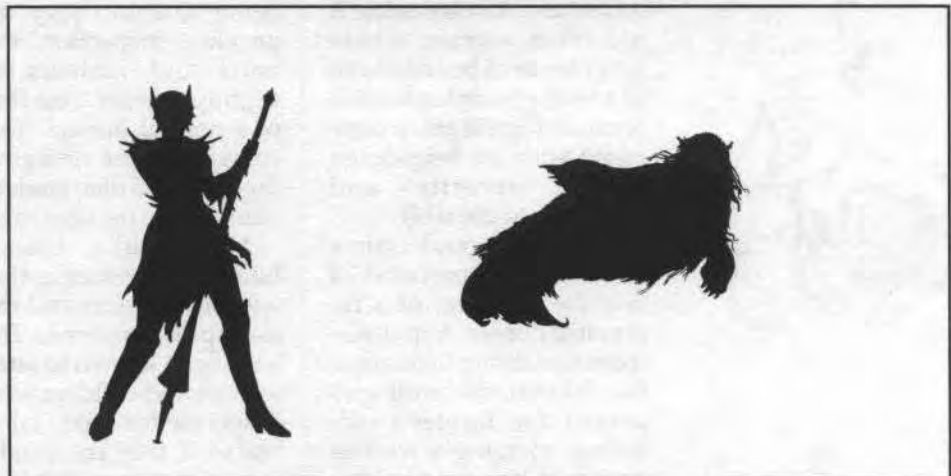
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-
Keepers of Aysle

VOLVOUSHKA



Volvovushka are among the most dangerous creatures of Aysle, precisely because they appear to be neither dangerous nor a creature. A volvovushka is a human woman whose spirit has been bound to that of a wolf, giving her human form and intelligence combined with the heightened senses, ferocity and bloodlust of the wolf.

Russian legend claims that the first volvovushka was the daughter of a renowned hunter. As punishment for slaying so many of its children, the wolf god cursed the hunter's offspring, merging a wolver spirit with her own. She later slew her father and feasted

on his flesh, and the curse has been passed down through the generations.

There are few outward signs that mark a woman as a volvovushka. They tend to be stunningly beautiful, the better to attract prey, and on close inspection, their nails and incisors are slightly sharper than those of a normal human. Their curves hide the strength of the wolf, and their souls are tainted with the urge to kill.

Volvovushka usually hunt men, seducing them with their beauty and then tearing them to shreds. They have been known to attack women and children when desperate for food. Like a real wolf, they are afraid of fire, suffering a *stymie* result when exposed to

flames. Unlike the werewolf, they can take shock and KO damage from standard weapons, but are not particularly vulnerable to silver.

Volvovushka hunt alone, and detest all other members of their species. Several have been enlisted by Uthorion to serve the Dark, although he has been careful not to meet any of them face to face, lest he fall prey to their charms.

Domain

Volvovushka are creatures of the Aysle realm, known only in northern Russia and the eastern portion of Finland.



Standard Volvoushka

DEXTERITY 11

Acrobatics 14, dodge 13, long jumping 13, maneuver 15, running 13, stealth 15, unarmed combat 14

STRENGTH 13

Climbing 14

TOUGHNESS 12

PERCEPTION 13

Find 14, tracking 16, trick 14

MIND 9

Test 13, willpower 12

CHARISMA 12

Charm 16, persuasion 14

SPIRIT 10

Intimidation 13

Additional Skills: two

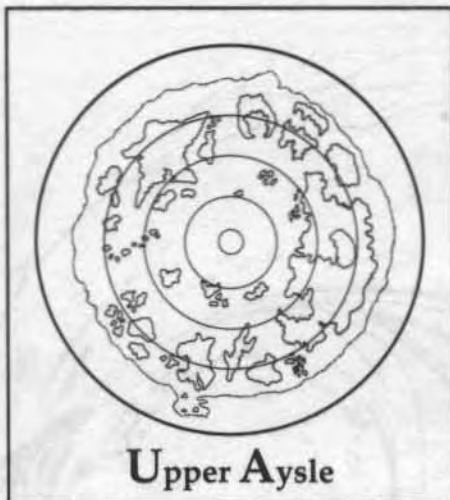
at +2 adds

Possibility Potential:

some (21)

Natural Tools: nails, damage value STR+2/15; teeth, damage value STR+3/16

DOMAIN

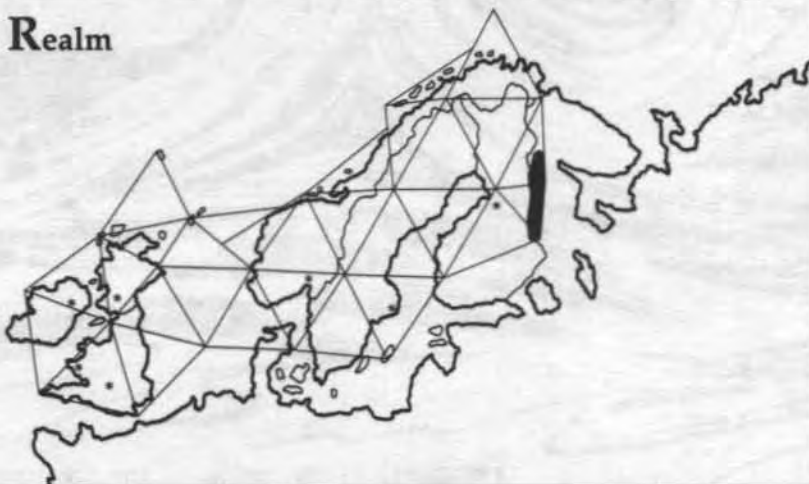


Upper Aysle

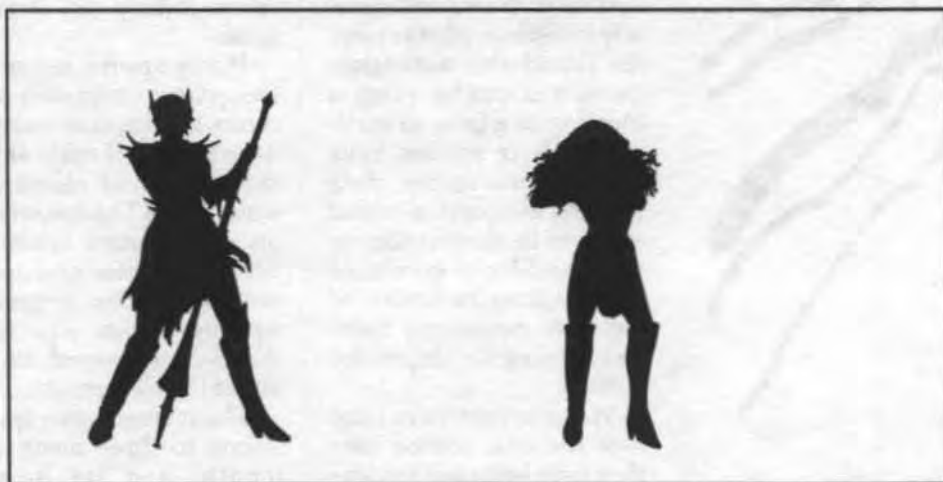


Lower Aysle

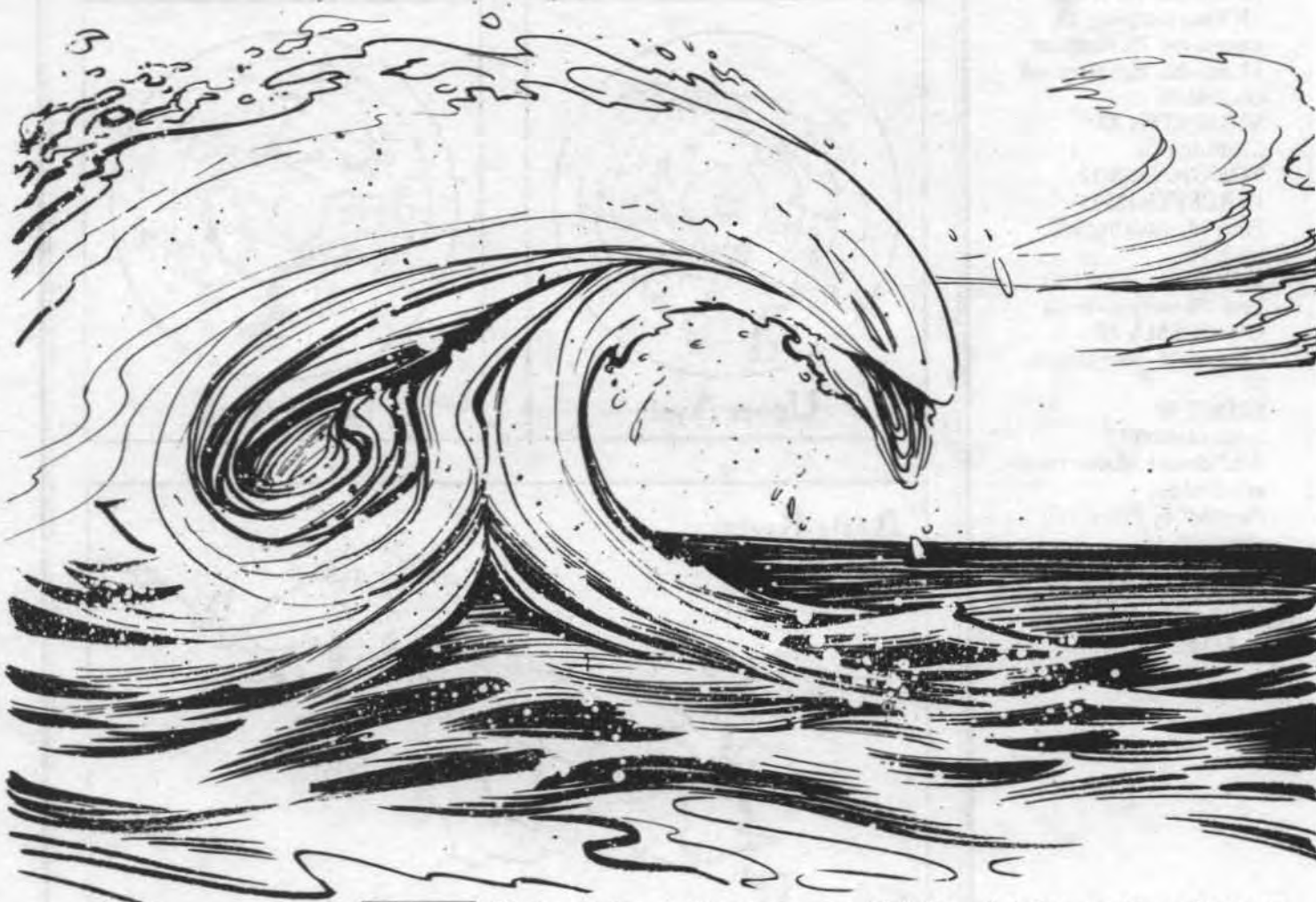
Aysle Realm



SIZE REFERENCE



WATER SPRITE



T. Baxa



Water sprites are elementals whose forms are composed entirely of water. They skim along the surface of the waves, virtually indistinguishable from the liquid that surrounds them, and can be either a blessing or a bane to mariners. Water sprites have been known to use their powers to speed a vessel along to its destination, or send suddenly corrosive water against the timbers of the hull, devouring them and sending the ship to the bottom.

Water sprites have little love for folk, feeling that they have befouled the waters with little regard for

the creatures which live under the waves. Although sprites are willing to listen to the pleas of sailors seeking a safe haven, more often than not the sprites will refuse to help out of pure spite.

Water sprites are often the quarry of Ayslish sorcerers, who capture the creatures and use them to aid in the casting of elemental water spells. This has served only to worsen relations between sprites and men, not to mention angering aqueate faeries, who find themselves ignored in favor of the elementals.

The average water sprite is one to three meters in length, and its height changes constantly, adding

to its resemblance to a wave. No eyes or mouth are visible on the creature, but it can form them if it wishes to converse with another being. While elementals can speak many languages, their speech is often garbled because of the constant movement of their watery form.

Domain

Water sprites can be found in lakes, streams and larger bodies of water throughout the Aysle cosm and realm. They tend to cluster near the homelands of seafaring races, such as the Vikings, the Corsairs, and the Freetraders.



Water Sprite

DEXTERITY 15

Dodge 18, maneuver 18, stealth 17, swimming 19

STRENGTH 7

TOUGHNESS 20

PERCEPTION 12

Alteration magic 16, find 13, tracking 14, trick 15

MIND 11

Apportation magic 14, conjuration magic 14, test 14

CHARISMA 9

Charm 13, persuasion 14, taunt 13

SPIRIT 9

Intimidation 12, reality 14

Possibility Potential: all

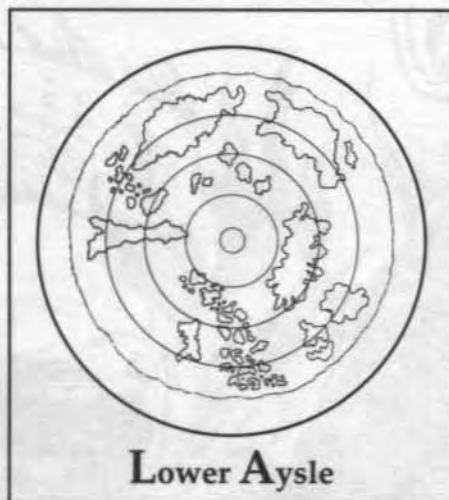
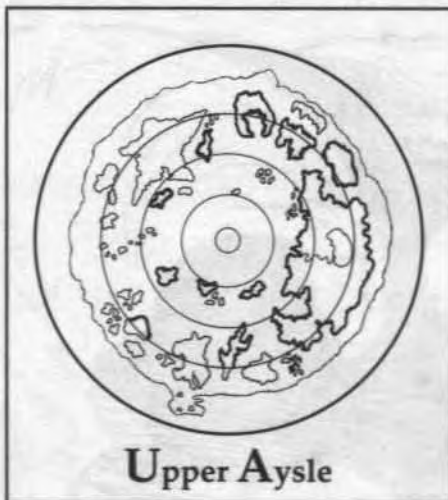
Arcane Knowledges:

water 12

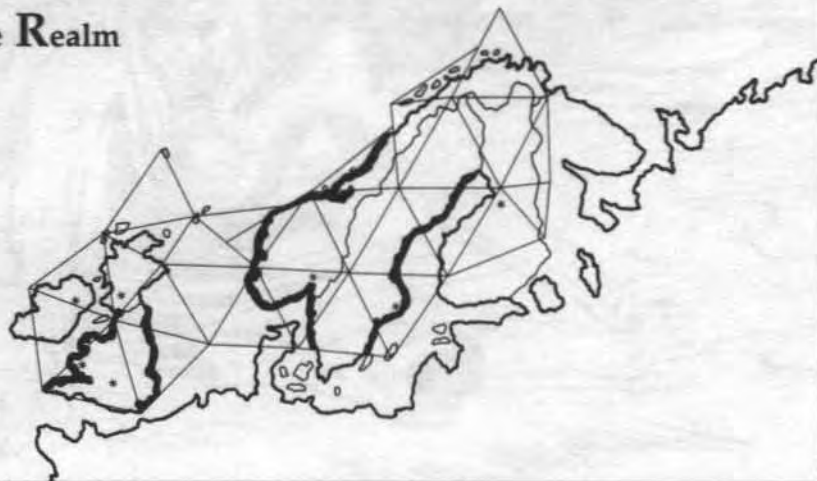
Spells: *Aeluin's water valley, bath of death, Corgain's gill spell*

Note: immune to shock and KO damage from non-magical weapons. A wound disperses the sprite's watery form, leaving it *stymied* in the next round.

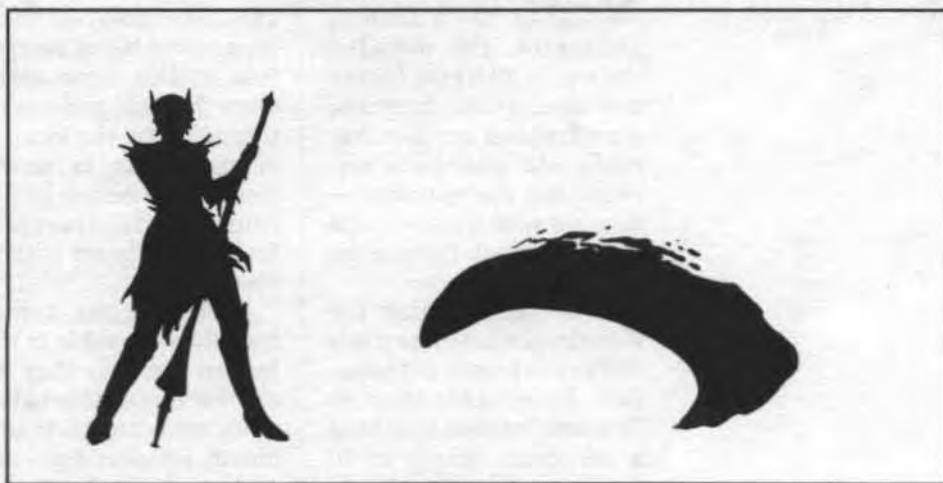
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-Keepers of Aysle



WEREDRAGON



T. Bass



The species dubbed "weredragons" is an offshoot of the *Draconis Teutonica*, the dreaded scourge of all Aysle. In contrast to most were-creatures, weredragons are not humans who change to serpents, but the opposite — dragons with the sorcerous ability to cloak themselves in the guise of men.

It is believed that the weredragon developed this ability as a means of protection. Far smaller than its Teutonic brother (reaching a maximum length of 10 meters), the weredragon discovered it could use this

power to hide from larger foes in places they could not enter. Combining this with the talent of concealing their evil, weredragons found themselves being accepted into Ayslish communities. Once they had gathered information on the locations of any treasure in the area, they would return to their natural form and ravage the town, then fly off with the plunder.

Weredragons are extremely vulnerable in their human form, as they lose all their formidable natural tools, including their arctic breath weapon (two sacs, each of which takes a round

to refill). But their cunning remains, and no villager can be certain that the smiling face of his neighbor does not hide the twisted mind of the weredragon.

Domain

Weredragons are known to have been present on the continent of Aysle and on Rakhholm and Arland in Lower Aysle. In the realm, they have been sighted in Denmark, Sweden, and northern England. Where else they may be, safely hidden in their human forms, is unknown.



Weredragon

DEXTERITY 10/11

Flight 12, maneuver
13/14, stealth 11/15,
unarmed combat 12/14

STRENGTH 22/10

TOUGHNESS 25/10

PERCEPTION 19

Alteration magic 24,
evidence analysis 21,
find 23, trick 22

MIND 15

Test 21, willpower 18

CHARISMA 7

Charm 9, persuasion
11, taunt 11

SPIRIT 7

Intimidation 15, reality
12

Possibility Potential:

all

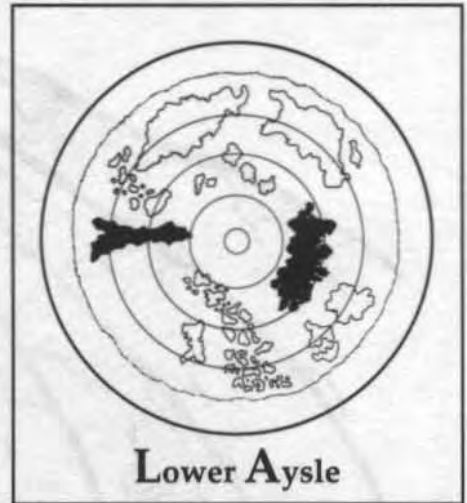
Arcane Knowledges: *en-
chanted* 10, *darkness* 4

Spells: *polymorphism*,
conceal evil

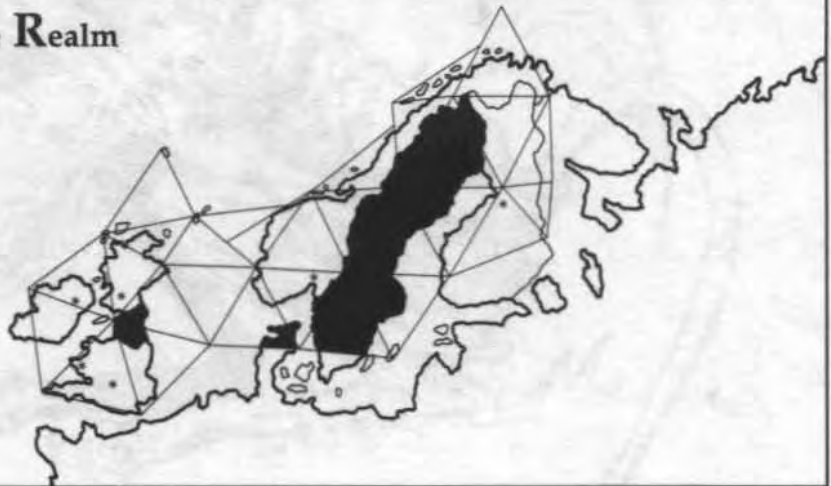
Natural Tools: armor,
TOU+8/25; wings, speed
value 11; claws, damage
value STR+3/25; arctic air
blast, damage value 20,
range 3-50/51-250/251-600
(none of these are present in
human form)

Note: numbers before
the slash refer to attributes
and skills in dragon form;
numbers after the slash re-
fer to attributes and skills in
human form.

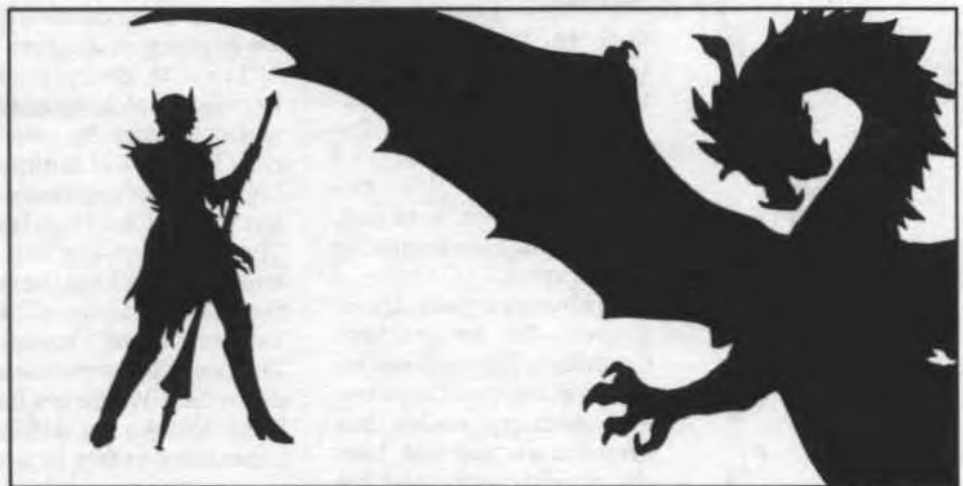
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by the Bestiary-
Keepers of Aysle

WITHERERS



Witherers are Draconis Crotalaria who were transformed while still in their eggs by Uthorion's tampering with the Law of Corruption. Instead of emerging as benevolent protectors of Aysle's plant life, the Witherers proved to be foul, emaciated mockeries of their species.

Witherers appear, at first glance, to be ancient Crotalaria. But on closer inspection, one sees the coarse and leathery scales, the grey-brown mottled hue, the obsidian eyes, and the

huge, almost skeletal wings. Intertwined with flesh and scales are veins and splotches of wood and vine, studded with thorns which are as sharp as daggers.

The Witherers are fiercely loyal to Uthorion, and serve him by causing crop failure and famine in Light areas to weaken resistance to the Dark High Lord. The Witherers are vicious and sullen, lacking the egotism and vanity of the Teutonica and Aquatica. The only circumstance under which Witherers have been known to disobey Uthorion's orders is when

they happen upon a Crotalaria, at which point they are consumed by bloodlust and use claw and thorn to rend the beast.

Domain

Of the six Witherers known to be in existence, two reside in the cosm of Aysle, one on the continent of Aysle on House Tancred lands, the other on the isle of Vareth. Four are presently in the realm, two in Norway, one in England near York, and one in northern Scotland.



Witherers (6)

DEXTERITY 13

Flight 15, maneuver 14, unarmed combat 16

STRENGTH 21

TOUGHNESS 22/30

PERCEPTION 16

Alteration magic 18, divination magic 18, find 17, scholar (plant lore) 19, tracking 18, trick 17

MIND 18

Apportation magic 19, conjuration magic 20, survival 20, willpower 22

CHARISMA 6

Charm 13, persuasion 13, taunt (14)

SPIRIT 9

Corruption 12, intimidation 17, reality 12

Possibilities: 15

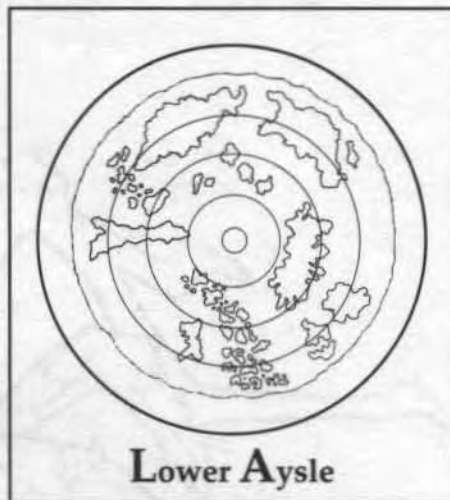
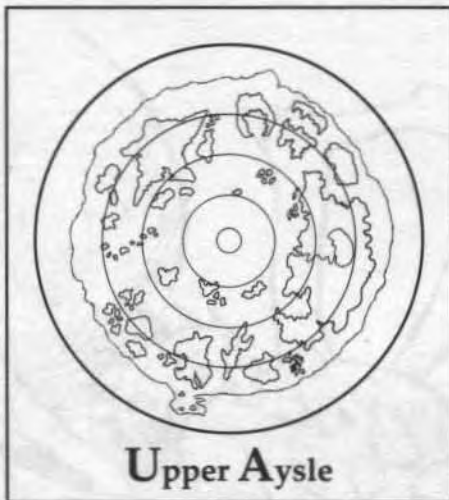
Arcane Knowledges:

plant 6, living forces 5, living forces 5

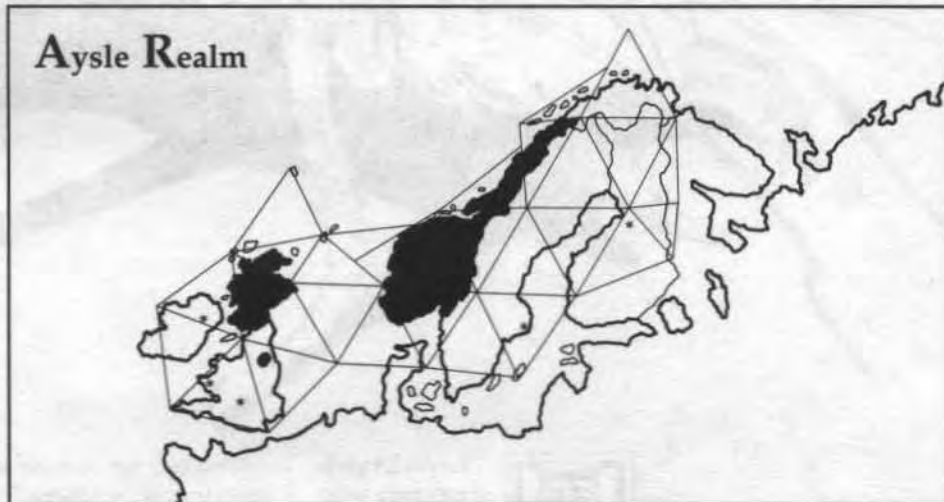
Natural Tools: armor,

TOU+8/30; thorns, damage value STR+3/24; claws, damage value STR+3/24; wings, speed value 13

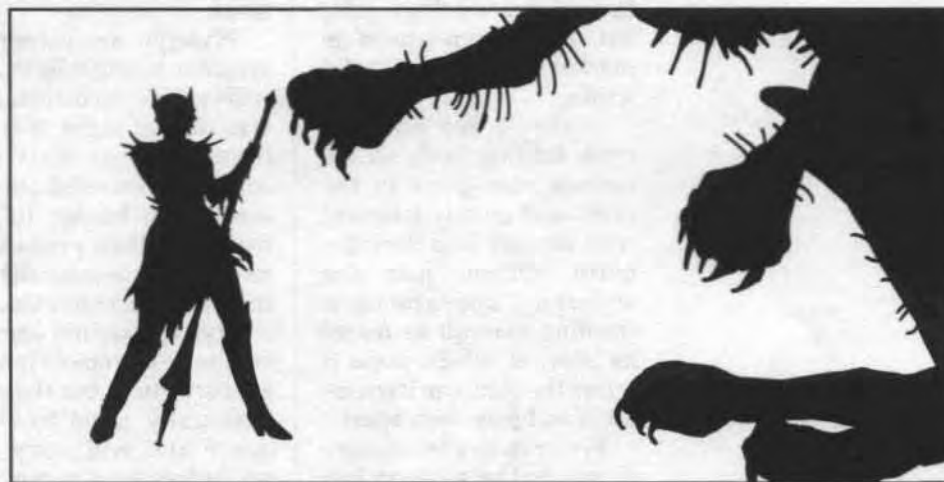
DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by
Patrick Flanagan



WYLERYN



The wyleryn is a creature who thrives in darkness, a menace to any Land

Between denizens who accidentally wander too near its nest. Resembling a giant ant, the wyleryn is most remarkable for its hue—solid white.

Wyleryn are omnivorous, feeding both on the mosses that grow in the caves and on any travelers who venture into their domain. Often, just the wyleryn's appearance is startling enough to freeze its prey, at which point it seizes the victim in its mandible and tears him apart.

Wyleryn live in colonies dominated by a queen, but it is believed that those en-

countered up to now have been merely soldiers. Expeditions to find and exterminate queen wyleryn have ended in disaster, with entire hunting parties wiped out by the enraged creatures.

Wyleryn are extremely sensitive to bright light, and will venture out of their caverns only at night. It is believed that at least one colony has traveled down a maelstrom bridge to the realm, but their predations have yet to arouse the attention of the Home Guard.

Wyleryn are not considered to be extremely intelligent creatures, but they are fanatically loyal to their queen and will carry out her orders even at the cost

of their own lives. Wyleryn communicate by clicking their mandibles together, using a language akin to Morse code.

There have been reports that a small sect of dwarves have domesticated wyleryn that had been cast out by their colony, and use them as mounts. These rumors are, as yet, unsubstantiated.

Domain

Wyleryn are most frequently found in the deeper caverns of the Land Between. In the realm, they have taken up residence in subway tunnels and abandoned mineshafts in England and Scotland.

Standard Wyleryn

DEXTERITY 9

Dodge 11, maneuver 10, stealth 10, unarmed combat 14

STRENGTH 15

Climbing 18

TOUGHNESS 20

PERCEPTION 8

Find 9, tracking 12, trick (11)

MIND 6

Survival 11, test 13

CHARISMA 4

Charm (20), persuasion (20), taunt (15)

SPIRIT 6

Intimidation 15

Additional Skills: two

at +1 adds

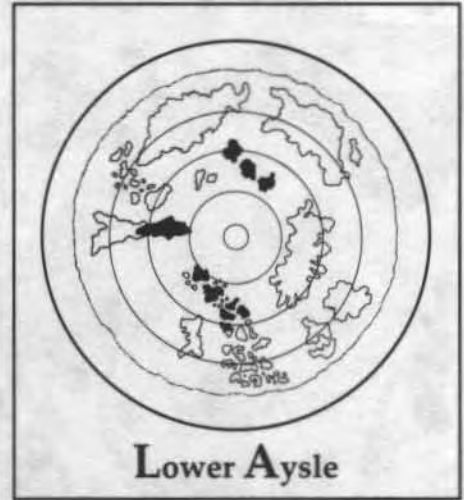
Possibility Potential:

some (75)

Natural Tools: mandibles, damage value STR+5/20

Note: automatic *setback* result in any round exposed to bright light

DOMAIN



Aysle Realm



SIZE REFERENCE



Discovered by Greg Farshtey



Creature Size Comparison



*Elf Dragon Rider is 2 meters tall.

Note: Tinted silhouette represents the Leviathan.



CREATURES OF AYSLE™

Creatures once thought myths now stalk the realm of Aysle, a danger to all who live in that land. Now all that is known of these beasts has been gathered into one volume, a gallery of monsters only true heroes would dare to face.

From horrifying dragons to the walking dead, spectral warriors to enchanted assassins, here are the creatures of the sea, sky and land of Aysle. Beset by these beasts, the realm needs Storm Knights to challenge and defeat them before more innocents fall.

This supplement to Torg: Roleplaying the Possibility Wars features detailed information on the creatures of the Aysle cosm and realm, illustrations, statistics, and maps of their domains.



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Fantasy/Games

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