

TORG

ETERNITY



Ruins of Washington D.C.

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THE RUINS OF WASHINGTON D.C.

The early days of the invasion were especially chaotic. Baruk Kaah struck hard against the most obvious (to him) iconic architecture and cultural repositories, hoping to shatter hardpoints before they could form. Core Earth's defenders had no concept of how reality worked in a conflict, and often tried to move important artifacts out of the affected zones—unwittingly ruining their best line of defense.

Washington D.C., the capitol of the United States, was no exception. The White House was at the top of the Tyrant Lizard's list of targets. Intellectually Baruk Kaah knew his enemies' government had three heads and hundreds of representatives, but deep down—in part thanks to the Social Axioms of the Living Land—only the “palace” of the top leader mattered.

His secondary target in the area was the Pentagon, the distinctive home of the local war leaders. Both sites were protected. Both fell quickly to the Saar's hordes. Other treasures in the area, however, went unnoticed long enough for defenders to dig in and get lessons from the Delphi Council on how hardpoints functioned.

A string of these hardpoints around the National Mall remain intact and under constant siege. An organized military defense force is present, and a sporadic flow of supplies and personnel enter and exit the city—including Storm Knights!

SEEING THE SIGHTS

ARLINGTON CEMETERY

The Gotaks of Baruk Kaah have a habit of re-using cemeteries as gospog fields, but that was not the fate of Arlington National Cemetery. They recognized a spiritual power within the place—something that spoke to the respect shown for death in the First Walk—and they left it undisturbed.

Though not a hardpoint, the jungle itself seems to pay the cemetery the same respect, and the fields remain open and clear of dinosaurs, edeinos, and humans alike.

Arlington doesn't get many visitors. The Memorial Bridge has long since fallen, so travelers divert North to the Theodore Roosevelt Bridge instead.

CAPITOL HILL

The homes that once covered the Capitol Hill area have all transformed and given way to the thick jungles of the Living Land. This area is now the domain of the Sharptooth Clan.

The Sharpteeth are a minor clan, and were nearly obliterated in the attacks against Fort Washington and other hardpoints. When the Saar isn't present, the Sharpteeth prefer small raids and skirmishes against vulnerable human settlements, but they have no interest in a full scale battle.

They are thriving in the humid, swampy environment. Their main encampment is roughly in the area where Lincoln Park once stood.

FORT WASHINGTON

A string of overlapping hardpoints combine to make the National Mall one of the largest pockets of Core Earth reality still intact within the Living Land. The buildings that ring this treasure have been barricaded and makeshift blockades built on the streets using buses, sandbags, and anything else the defenders could get their hands on. Machine gun nests dot the walls, and nearby buildings have been demolished. The encroaching jungle has been cleared to give each weapon a clear line of fire. Keeping the jungle cleared is a constant, arduous, and dangerous task. The inhabitants refer to the whole area as Fort Washington.

The boundaries of Fort Washington once extended out past the Capitol building, but over time the barricade line has shrunk back past the Capitol Reflecting Pool. The building itself remains mostly intact but abandoned.

The buildings of the Smithsonian form the majority of the outer barricade, with Smithsonian Castle now functioning as the main headquarters for Fort Washington. The most important artifacts went out with early waves of refugees, but the majority of the exhibits and catalogs within the Smithsonian buildings remain in place. Items from the wreckage of the White House, or pulled back from the Library of Congress, also make their homes here.

The Washington Memorial marks the eastern-most limit of the barricade, but thanks to the open

fields of fire, the fort controls all the ground up to the Potomac, including a makeshift dock in the Tidal Basin.

CHECKPOINTS

There are three main checkpoints in the barricade, where refugees are welcomed and the rare traders or diplomats from surrounding tribes are met. The main gate, large enough for vehicles, is at the East edge of the Mall, facing the Grant Memorial. Smaller gates for foot traffic exist along the middle of the North wall—where most newcomers are challenged—and South near the Tidal Basin.

THE MALL AIRFIELD

The majority of supplies coming in, and evacuations of any refugees who turn up, are via air. The length of the Mall is maintained as an airstrip, and is one of the few areas within the Living Land where a larger aircraft can safely land and take off—assuming no disconnections occur during the trip!

The field now has a small ground crew on duty but only expects one aircraft a week at most. The bulk of the crew's time is spent maintaining the strip and unloading supplies, as well as loading any refugees as quickly as possible. Experience has taught that any plane that spends more than 30 minutes on the ground in Fort Washington is going to have to fly through a swarm of Lakten Riders to get back out again.

SMITHSONIAN STATION

The subway entrance at Smithsonian Station is within the barricade and functions as a fourth checkpoint. It's constantly under heavy guard, and guarded gun emplacements are on 24-hour watch inside the tunnel itself.

Most of the tunnels remain completely intact underground. Few humans or edeinosaurs attempt to use them for travel, as gopog and other unnatural abominations are drawn to the darkness below. The Smithsonian entrance is rigged with explosives to collapse the tunnel in case the outposts are overrun.

FORT MCNAIR

What was once Fort Lesley McNair is now the home of several tribes of transformed humans and

even a few rogue edeinos. The residents of Fort Washington refer to the area as “Tarzan Town,” but have established cordial relations with the new occupants.

Tarzan Town has become the destination of choice for transformed family members of refugees fleeing to the National Mall. There edeinos in the area have little desire to completely wipe out the humans, but it’s common for small raiding parties to launch attacks against the encampments or pick off lone hunters.

The waters in the Washington Channel are placid enough that canoes can travel to and from the Tidal Basin with a minimized risk of large dinosaur attacks. This is the most common way for separated families to visit one another—and trade goods.

THE “EXORCIST” STEPS

Although the general area has transformed and become overgrown, scattered houses and architectural features remain intact. One such feature is the steep outdoor stairway featured in a popular horror movie. The site was a tourist attraction before the invasion, and some kind of dark, spiritual aura remains around the steps today.

Gospog, especially the later plantings, seem drawn to the area. A stealthy hero may catch a group of them just standing by the steps and swaying. Gotaks frequent the area, wrangling wayward gospog and urging them back to whatever duties they were meant to be performing, but even they don’t like to linger in the area for too long.

FRIENDSHIP ARCHWAY

This massive, decorated gate in what was once Washington D.C.’s Chinatown still looks vibrant and new despite the overgrown and ruined nature of the streets around it. It isn’t a hardpoint, but rather a form of Wonder now, with a strange and miraculous property associated with it.

Anyone who travels underneath the gate is instantly transported a kilometer away in a random direction—effectively ending any kind of pursuit. Roving hunters and savvy locals use the archway as a handy getaway device when pursued by predators or edeinos hunters.

NAVY YARD

For a time, the Navy Yard was a functioning and defensible hardpoint inside Washington D.C. Building 126 still had working power and air conditioning a month into the invasion, far longer than anywhere else in the area.

Like the National Mall, defensive barricades were set along the edge of the hardpoints. Unfortunately, the defenses at the Navy Yard finally fell to concentrated edeinos attacks, and the survivors fled to reinforce Fort Washington.

The victorious edeinos wrecked all left behind that they could. Surely some artifacts of the National Museum of the U.S. Navy survive in the rubble.

THE PENTAGON

The remains of the former headquarters of the U.S. Department of Defense are now home to a particularly aggressive clan of transformed humans known as “The Stripes.” They’ve taken shelter and built fortifications within the Pentagon’s ruins, constantly skirmishing with their edeinos neighbors.

The central courtyard is used as an arena for the clan. Any adult warrior must “earn their stripes” by defeating a captured edeinos or velociraptor while armed with only a knife.

The Stripes are marked by three parallel scars. It’s appreciated by the clan if these are gained naturally from the claws of an enemy, but when nature doesn’t cooperate it’s accepted practice to add the scars during a ritual.

The edeinos in the area despise the Stripes, but respect their strength and ferocity much as they would another competing tribe of edeinos. Thus far the Stripes have ignored every outreach from Fort Washington or the Delphi Council, and remain content to hold the “sacred ground” of their home against any and all outsiders.

THEODORE ROOSEVELT ISLAND

The swamps of Theodore Roosevelt Island are thick and choking. Even edeinos shun it due to a large and aggressive population of Arhet Crom (see below) that thrive there.

Theodore Roosevelt Bridge is intact, and one of the only spans across the Potomac that hasn't crumbled. It's elevated enough that the Arhet Crom seldom harass those crossing it, unless they are especially noisy or slow.

Deep within the swamp the Island Memorial still exists as a hardpoint. The fountain runs clear, and the Arhet Crom and other creatures won't enter the plaza unless goaded. The footbridge to the Virginia side is ruined, but a lucky (or very agile) adventurer might be able to cross it without it falling apart or without plunging into the swampy waters and waiting creatures below.

ARHET CROM

Arhet crows are fierce crocodiles native to the jungles of Merretika. They are about four meters long, with a gray hide. They spend most of their

time in the rivers, waiting for prey to approach the shores. The creature's vice-like jaws are feared throughout the Land Below.

Attributes: Charisma 2, Dexterity 8, Mind 2, Spirit 3, Strength 8

Skills: Find 10, intimidation 10, maneuver 9, stealth 10, taunt (8), test (8), trick (8), unarmed combat 12

Movement: 8; **Toughness:** 10 (2); **Wounds:** 2

Equipment: —

Perks: —

Possibilities: None

Special Abilities:

- **Armor:** Scaly hide +2.
- **Bite:** *Strength* +4 (12). If the creature gets a Good result or better, it does Bonus Damage as usual, but also grapples and restrains its prey.
- **Tail Strike:** As a Multi-Action, the lizard



The Washington D. C. area.

can slap a target with its tail. Treat this as a *maneuver*, but if the arhet crom gets a Player's Call the prey is knocked into the hottest part of the swamp where it suffers 24 damage each round it remains there.

UNION STATION

What's left of the collapsing, domed ceiling of the Union Station hub is only being held up by the Law of Wonders. Any supplies to be found in the shops have long since decayed or been looted, but the station isn't uninhabited.

The Cult of the Consuming Fire (see below), an odd group of transformed humans, addled by the Law of Savagery and obsessed with the "miraculous" power of flame, reside inside. A perpetual bonfire lights the lower Metro level of the station, and keeps the creatures roaming the tunnels at bay.

THE WHITE HOUSE

The seat of power for the United States was one of Baruk Kaah's first targets, and all that remains of the once proud building is fallen stone and burned rubble—above the surface. Below the ruins many sub-levels remain mostly intact and may contain any number of treasures. The edeinos have no interest in looting the remains, but keep careful watch on the location and attack anyone who gets too close.

Another factor that keeps the edeinos at bay are the spirits that wander the ruins, one of which some claim is Lincoln's Ghost still haunting the area. There's no proof the phantasms around the White House have anything to do with any departed president, but supernatural apparitions definitely exist in the area.

Those savvy in the ways of Washington know there's a tunnel from the U.S. Treasury building that leads directly into the intact lower levels of the White House, but that building has also been destroyed and is close enough that the edeinos in the area quickly spot any intruders. There are rumors of various other tunnels, perhaps one of those can offer a safe route inside.

FACTIONS AROUND WASHINGTON D.C.

A large number of the people around the D.C. area were successfully evacuated, so the population density is lower now than in similar Living Land metropolitan cities.

THE CULT OF THE CONSUMING FIRE

This group is composed of transformed humans and those who have simply gone mad after hearing the whispers of spirits on the winds. The cult has taken to worshipping fire as a god—kin to Lanala and Rec Stalek. The Consuming Flame destroys the old but makes way for the new.

The cult resides in Union Station. Captured intruders are given a chance to "prove themselves with the flame," a ritual that involves being thrown five meters down into a bonfire. If the supplicant crawls out of the flames alive he passes the test. Likewise they are prone to sacrificing captured edeinos or strangers to the glory of the Purifying Flame.

Thanks to the high Spirit Axiom many worshipers do have powers. The cult's list of miracles include: *ash cloud, breathe fire, commune with spirits, cure disease, curse, flame aura, healing, hellfire*, repel, strike, ward enemy, and ward flames.*

THE STRIPES

The Stripes are a particularly hardy tribe of primitive humans that jealously guard the ruins of the Pentagon as their own. The old and those who look after the camp and children are unremarkable, but the tribe's warriors are culled by ruthless training and a dangerous final test that sees only the strongest survive to fight for the tribe. Even the edeinos give these fearsome combatants respect.

Apart from their notable warriors, the Stripes have set hundreds of traps within their territory. Most are just vines that trigger chimes to bring a force of warriors to the intruder's position, but hidden pits with spikes at the bottom and even more elaborate devices are used. Avoiding Stripe traps requires a Find test at -2 when moving through their territory.



Primitive humans rely on tripwires and pit traps for hunting and security.

STRIPE HUMAN WARRIOR

Attributes: Charisma 6, Dexterity 8, Mind 7, Spirit 7, Strength 10

Skills: Dodge 9, find 8, intimidation 9, maneuver 9, melee weapons 10, survival 8, unarmed combat 9

Move: 8; **Tough:** 10; **Shock:** 7; **Wounds:** —

Equipment: Primitive blade (Damage *Strength* +2/12)

Perks: —

Possibilities: Rare (2)

Special Abilities: —

TARZAN TOWN

Tarzan Town is a conglomeration of several different tribes and factions of human. Each clan retains its own leader, but in the case of squabbles everyone turns to Sophia (see page 8), who is something of a shaman for all the small clans here. She's usually the spokesperson for the entire collective when negotiating with Fort Washington as well.

Tarzan Town's main line of defense is barricades

from Fort McNair and improvised guard posts manned by the different tribes. If any post is attacked they blow horns or yell to bring reinforcements from the other nearby clans. The combined tribes are in contact with both Fort Washington and the White Eyes Clan, making Fort McNair the closest thing to a diplomatic hub in the area.

THE SHARPTOOTH CLAN

Baruk Kaah's main representatives in the area are the Sharptooth Clan, led by warlord Zec'ech. They have a single standing order from the Saar: destroy Fort Washington. To this end, Zec'ech has sent hundreds of raids, and the results have nearly destroyed his broken clan.

The Tyrant Lizard himself led one major raid and suffered a rocket to the face for his troubles. The order to destroy the fort still stands, but Zec'ech is dragging his feet now with even the Saar repulsed and with no reinforcements on the way.

Instead, the Sharptooth Clan is taking some time to recover and repopulate. They still launch small, probing attacks against Fort Washington just to keep the humans on edge, but no serious attempt has been made in months.

Rumor has it that Zec'ech is desperate enough for a plan to defeat the humans that he'll turn to any source for help. Stormers have been spotted moving into the Capitol Hill area where the Sharptooth Clan camps. Traitors whisper that a rich bounty awaits the person who can deliver the Fortress into the warlord's hands without costing him the rest of his warriors.

THE WHITE EYES CLAN

Not all edeinos came to Core Earth as would-be conquerors. Some went with their fellows hoping to quietly aid any resistance. The White Eyes Clan is one such group, and they found stronger allies on Earth than they imagined.

The White Eyes are so named because they paint their eyelids like eyes—so it appears they are always watchful and awake. They use the same paint elsewhere on an individual basis, leading some to mistakenly call them “Whitejaws” in a play on the more common “Redjaw” Clan's name.

When the White Eyes first arrived their leader was slain just outside Fort Washington in a friendly fire accident. The clan accepted this death as a fateful accident, but is still wary of traveling to the fort for negotiations. They prefer to visit Fort McNair (Tarzan Town) instead, as it has no negative connotations.

It's difficult to find the White Eyes when they're not at Fort McNair. Like most edeinos they prefer to stay on the move, avoiding the Sharpteeth and unfriendly humans like the Stripes and the Cult of the Consuming Fire.

IMPORTANT DENIZENS

This section details some of the most influential figures in the city and its close environment.

LT. COLONEL JEFF CHANDLER

Formerly a Major, Chandler was left in command of the Fort Washington enclosure after the death

of former Commanding Officer Colonel Chaves. In the months before Colonel Garcia arrived to relieve him, Chandler did an admirable job keeping the hardpoint intact and continuing the work of evacuating as many civilians as possible.

It was Chandler's decision to pull back from the Capitol Building after Baruk Kaah's fateful attack shattered the defenses along that side. Colonel Garcia's first official order after taking command was granting a battlefield promotion.

The Lt. Colonel is still stationed at Fort Washington, but assumes a transfer to another hardpoint inside the Living Land is inevitable. He's cautious, level headed, and well liked by those he's served with.

Quote: “This isn't a luxury hotel, but it isn't the jungle either. Keep it together.”

COLONEL RAUL GARCIA

Colonel Garcia is one of the hardest fighters in the military, and quickly volunteered for the chance to lead operations in the heart of the nation's former capitol. Garcia is intelligent and intense—never liked by his troops but always deeply respected because he holds them to the same high standards he sets for himself.

He believes that disconnection is a matter of will rather than chance. He's set forward posts in the Capitol Building and on the outskirts of the cleared areas around Fort Washington with mixed results.

Quote: “Dare mighty things. Even defeat might become the story someone holds onto to remain themselves.”

SOPHIA

Sophia was a medical professional before she transformed and heard the call of Lanala. She only dimly remembers her family name was Fiero—just another vestige of a former life she's better off without.

Sophia isn't reality-rated, but she is one of the first human Jakatts and wields considerable miraculous power in the name of Lanala. All the different clans in Tarzan Town have seen her abilities, and they defer to her when there's trouble.

Quote: “Lanala loves and provides. It doesn't matter if you're edeinos or human.”

TUVA

Tuva was the daughter of the White Eyes' previous chief. Edeinos clan leadership isn't passed down by bloodline—the strongest or wisest rules the group, and when a chief falls, the next strongest or wisest takes her place. For now, Tuva is neither strong enough nor wise enough to lead her tribe.

She's a scout, and walks the path far ahead of the rest of her family. Those who seek the White Eyes are more likely to find her first, and will only meet the rest of her kin if she chooses to lead strangers back to the encampment. She is especially wary around human soldiers with guns, but she prefers their company over that of the Redjaws by far.

Quote: "This is a war of endless tragedies. We all have sacrifices to make before it can end."

DELPHI COUNCIL INITIATIVES

Delphi Council operatives usually enter the area at Fort Washington and make their way out either through the gates, downriver, or—on especially covert missions—via the subway tunnels. Only a few standing orders are in effect in the area.

HOLD FORT WASHINGTON

The main priority for Delphi Council forces in the area is assisting Fort Washington. It's a vital foothold in the Living Land, and the Delphi Council wants it kept intact at all costs.

Rumor has it the massive Borr-Aka spotted traveling South from the New York Maelstrom Bridge is headed for Fort Washington, and if it arrives the former capital would surely fall.

STALL BARUK KAAH'S REVENGE

It's no secret that when the Saar attacked, a very lucky private managed the shot of the century and hit him directly with a rocket launcher. Baruk Kaah's hardiness and reality bending powers kept it from being a killing blow, but it was still enough to make the Tyrant Lizard retire from the battle.

The U.S. military has never released the name of the soldier who took the shot and doesn't intend to—at least until the war is over. Rumors abound that the soldier was re-assigned, and that Baruk

Kaah is looking for his name and location to extract deadly revenge. Well-meaning reporters are looking for the same information to give proper credit for the glorious deed.

LOCATE THE BELL OF THE LOST

One small group of survivors told an interesting tale of a presumed Eternity Shard. They were hiding and taking shelter in a strange looking diving bell housed at what was once the National Museum of the US Navy. They told of a slight red and blue glow to it. During a storm the diving bell was pulled out into the Potomac by some unknown force—with everyone still inside!

The shell landed on the murky bottom, and for days they could see massive creatures swimming around them, illuminated by the red and blue glow—but the creatures never attacked. The air inside never grew stale, either. In time the survivors risked swimming for the surface and told their tale.

The Delphi Council presumes the Eternity Shard is still in the river, near the museum where it sank. Any team in the area capable of exploring the dangerous waters to recover the bell is strongly encouraged to try.

THE BELL OF THE LOST

Cosm: Core Earth

Possibilities: 5

Tapping Difficulty: 10

Purpose: To explore the deep waters of the Earth.

Powers: While underwater, the bell repels any sea creature to a distance of 10 meters. A reality-rated character may spend a Possibility to move the bell about 500 meters in a minute underwater.

Restrictions: The bell's Possibilities may only be used for exploration or defense.

Description: The bell looks like a metal sphere with stout legs and piping around it. The metal now looks rusted, but is intact. The piping is red, and the windows have turned a soft blue. A hatch on the bottom is the only way to enter.