

TORG

ETERNITY



THE LIVING LAND

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ETERNITY

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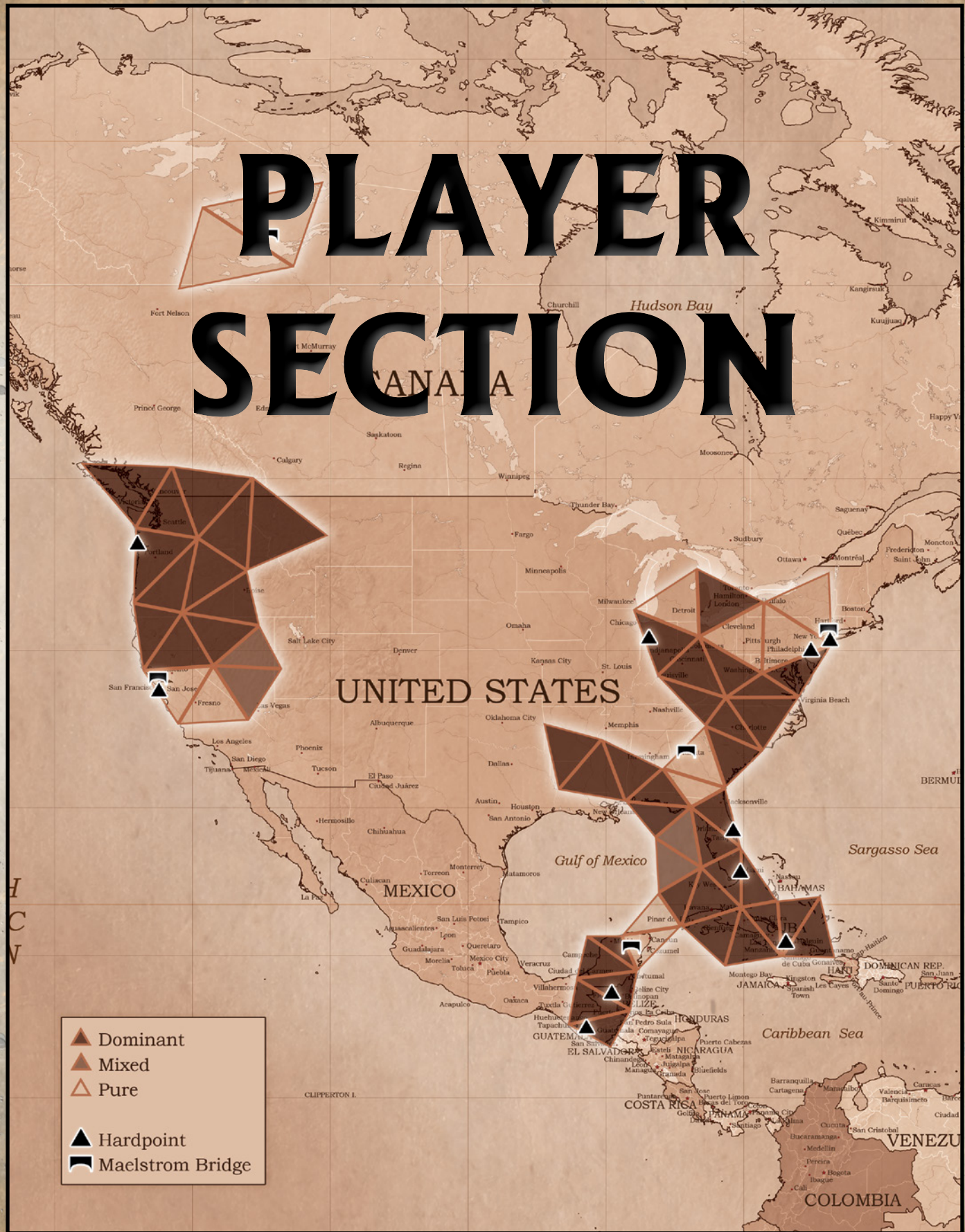


ULISSES
NORTH AMERICA

THE LIVING LAND

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PLAYER SECTION



WELCOME TO THE LIVING LAND

Carter Dixon ran through the jungle, struggling past vines and thick undergrowth. He swung his machete at the greenery blocking his path, sweat gleaming on his rugged face. “Stay with me, Megan!” He panted, glancing to his partner. “I think they’re right behind us!”

Megan Darrow nodded, gripping a long, stone-tipped spear tightly as she scanned behind them. “The Delphi Council warned us that some of the edeinos tribes were hostile and relentless,” she reminded him, “but I never imagined they’d chase us this far.”

The Core Earth woman’s words were drowned out by a thunderous roar. The ground shook, jungle trees cracking and swaying aside as a massive creature bulled its way onto the path behind them. A set of spiky bone plates ran down its back and spines extended from its powerful tail. The creature glared at the two humans, reptilian eyes full of malevolence.

Staring up at the massive beast, Megan gasped in shock. “Stegosaurus!” She shook her head. “But... they’ve been extinct for millions of years!”

“Looks alive to me,” Carter replied, threatening the beast with his machete as he moved in between it and Megan. “Now, run!”

The dinosaur lunged forward, snapping at Carter’s weapon as the two humans backed away.

Megan remained in place. “I’m not leaving you to face that thing alone!”

Out of the corner of his eye, Carter glimpsed something moving. A seven-foot-tall, muscular lizard-like humanoid—an edeinos—had appeared to one side of the barely visible trail. The creature seemed to notice Carter was looking at it, and nodded briefly before closing its eyes and chanting in a hissing, croaking language.

Carter and Megan kept opening distance between themselves and the dinosaur as the reptilian beast growled and pawed at the ground.

Suddenly, the jungle surged—vines and creepers writhed, weaving themselves into a net-like barrier between the humans and the dinosaur, eliciting another thunderous and frustrated roar from the beast.

"I guess not all the edeinos around here are hostile." Carter grinned at Megan, and turned to thank their rescuer. But when he looked back at the jungle, the edeinos had vanished as quickly as he had appeared.

"Huh." Carter started after the edeinos, but Megan grabbed his arm. "Come on!" she said. "We have to go before that dinosaur gets past the barrier or we run into any more un-friendlies."

Reluctantly, Carter nodded and mopped his brow. The outdoorsman took a solid grip on his machete and started down the path, Megan in tow.

Hours later, Carter hacked through some brush and paused. The tough vines ahead had been concealing the rise of a gray, stone monolith, carved with reptilian faces and unusual glyphs. "I think I found something," he called out behind him. He felt his way along the stone, discovering that the monolith was part of a towering wall behind the greenery. "Maybe someplace we can hide."

Megan hurried to help, brushing away leaves to expose a crumbling archway, cracked flagstones forming a path that led deeper into the mysterious ruin. "Hard to believe this used to be Sacramento."

Carter nodded toward her spear. "Well, that used to be an assault rifle until you got careless."

Megan paused, remembering the ill-fated reality surge that had transformed her hi-tech firearm into the much more primitive weapon she now held. As she was about to argue, she looked over to see him grinning. She joined him. In this brutal realm, moments of levity were few, but a necessity for survival.

"Come on," he said, heading down the path.

Carter entered the ruin cautiously, pulling a flashlight from his pack. Silently, he blessed the fact that as a Storm Knight, he could keep technology functioning in the Living Land—as long as it was on his person, at least.

The flashlight illuminated the interior of the ruin, glimmering from strange symbols carved from cut crystals on the walls, floor, and ceiling. The way the ruin stretched beyond the flashlight's radiance indicated that this was part of some truly cyclopean cavern or chamber.

Megan took a deep breath, her voice nearly a whisper. "There's no way that anything like this ever existed on Earth. At least, not on our Earth."

Carter nodded slowly. "Wherever we are now, it certainly isn't Sacramento anymore..."

THE NEAR NOW...

In a time not far off—tomorrow, next week, or beyond—the world as we know it began to end.

North America has been invaded by raiders from another cosm, meaning a different reality than our own. They have come to consume Earth's intrinsic potential for change, a resource called Possibility Energy. These Reality Raiders brought their own reality with them, and now many portions of North America have become completely alien—they have become *somewhere else*.

Baruk Kaah, Saar of the Edeinos and High Lord of Takta Ker, has conquered both coasts of North America with his own primitive reality. Even parts of the far north and the Gulf Coast have fallen beneath the invasion. Technology refuses to work, dinosaurs roam and hunt among the ruins of our cities, and normal men and women are succumbing to the lure of the invader's cult-like religion.

Blood-crazed clans of savage, lizardlike humanoids called "edeinos" roam the lands unchecked. The governments of the US, Canada, and Mexico struggle to survive in the face of the significant shifts in natural laws brought about by Baruk Kaah's invasion. And the High Lord and his shamanic priests command incredible powers of faith that call forth the power of their goddess in awesome and terrifying ways.

More and more of North America falls into ruin with each passing day as Kaah quickly expands his brutal empire. If not stopped, the realm of the Living Land will soon dominate everything and everyone from southern Mexico to the Canadian Arctic. The only remaining hope for the surviving human population lies with the Delphi Council and its teams of Storm Knight agents....

ONE YEAR LATER...

The cosm of the Living Land is a world of primal adventure, a world where prehistoric beasts and lost civilizations mingle in a tropical jungle wonderland—a place both savagely primitive and hauntingly beautiful. The Living Land is the kind of cosm where the legends of Tarzan and Allan Quartermain would fit right in. It is a place where dinosaurs and sinister lizardman priests threaten intruders, a place where ancient treasures and natural wonders beyond imagination lie waiting to be discovered by an intrepid adventurer.

BASICS OF THE LIVING LAND

The Technological Axiom of the Living Land is very low, limiting technology in the cosm to roughly the level of the Stone Age. Anything more complex than a simple wheeled cart does not function in the Living Land. “State-of-the-art” weaponry consists of spears, clubs, crude shields, and armor (many of them crafted from the sturdy hrockt root), while cavalry consisting of edeinos riding dinosaurs currently dominates the battlefield—the edeinos have yet to explore the idea of war chariots, for example.

In contrast, the spiritual power of the Living Land is second to none. A raw, mythic property infuses every aspect of the cosm. The High Lord, Baruk Kaah, serves as the high priest of a religion devoted to Lanala, the life goddess. Baruk Kaah has twisted this religion to serve his own needs, blatantly ignoring Lanala’s precepts in favor of his own ambition. This fact has not gone unnoticed by other priests...or Lanala herself.

The Living Land’s goddess is very real, and her power can be made manifest even by regular citizens of her cosm. It is not uncommon, for example, for an edeinos village or tribe to enact minor miracles without the intercession of a priest to shape crude tools from hrockt spears or to ensure a good harvest. As for the priests, they can wield miracles of unspeakable might. In a towering rage, Baruk Kaah summoned the miracle of an earthquake strong enough to topple the entire city of Seattle into ruins, casting down mile after mile of

reinforced concrete buildings until little more than dust remained. So pervasive is the spiritual power of Lanala's religion that some outsiders—including humans—convert and become worshipers of the Goddess. These believers are known as "jakatts," and they are generally considered equally pious and valuable to most tribes as native edeinos.

When it comes to the powers of magic—sorcery, alchemy, and the like—the Living Land is devoid of such things. Occult power, like most technology, simply does not function in the Living Land. Only Storm Knights (and Stormers) using Possibility Energy can make magic work here.

THE STATE OF THE WAR

The Living Land has expanded its reach outward from the maelstrom bridges in Canada, the Yucatán, and the United States. Much of North America lies under the influence of Baruk Kaah, although the High Lord's rapid expansion has slowed greatly after the explosive first few months. Many credit the United States military with halting

the cosm's growth, but the truth is much darker. The way Possibility Energy is harvested requires the planting of stelae, special markers that form triangular zones of a particular cosm's reality. Only so many stelae can be active in any given region, and manufacturing more is a process that takes time—plus the time to successfully plant stelae farther afield in order to grow a cosm's footprint on Core Earth.

Baruk Kaah has not been idle with his time. The High Lord has devoted himself to dealing with Core Earth holdouts on both coasts of the United States, including several particularly stubborn refugee groups infesting portions of the Ozarks and Pennsylvania. Major cities like New York, San Francisco, Philadelphia and Miami remain havens for those wishing to fight back against Baruk Kaah's bloodthirsty forces, and the determined refusal of these rebels to surrender frustrates the High Lord to no end. Baruk Kaah's schemes, however, do not end with grabbing territory. The Saar has several plots in motion, including one that may, in the end, catapult him to godhood.



The Delphi Council and renegade edeinos can be uneasy allies.

CORE EARTH'S RESPONSE

The invasion of the Living Land was a massive shock to the prosperous and heavily populated regions of North America. The arrival of the reality storms and Reality Raiders sundered many alliances, and most nations have been left to struggle on their own.

The Delphi Council (see page 86) is the only true multinational effort in place as of yet, paving the way for a more united response against the invaders sometime in the future—at least, that is the hope of the men and women of Core Earth.

When it comes to the Living Land, this cosm is seen primarily as a “North American problem,” and one that seriously afflicts the superpower of the United States. While Canada, Mexico, Guatemala, and Cuba have all been affected as well, the majority of the encroachment is centered on the USA. The Living Land’s expansion has caused the United States to abandon most of its overseas military commitments and re-focus on reclaiming its home soil—a step that has further isolated other nations during the Possibility Wars.

CANADA

In the far north, Canada has suffered greatly against the Living Land, having lost the city of Vancouver and under threat in the capital of Ottawa. Militarily, the Canadians have chosen a wait-and-see posture after the failure of their initial counterstrikes against the invaders near the White Zone (see page 48).

The Canadians have dug in for a prolonged defense of Ottawa, watching warily across the border at the massing of Baruk Kaah’s forces near New York. Right on the northern border of the West Coast Living Land, the city of Kamloops has become a base of operations for Canadian operations into the region. Most refugees in this area have headed north toward Prince George, defended by Canadian military forces.

Canada has heavily contributed funds, personnel, and other resources to the Delphi Council project. The Prime Minister has organized considerable rescue efforts for citizens displaced by the Living Land’s attacks. Canada is also considering plans

for offering refugee assistance to the US, but these efforts are currently prioritized far below preparing the Canadian forces for another clash with the edeinos.

The loss of Vancouver was nearly crippling to trade, leaving Prince Rupert as the only port on the Pacific Ocean—a critical route for Canada, trucking goods along the CN railroad from Prince Rupert through Prince George and then into Alberta. The Canadian military have dedicated several scout forces to patrol these areas to ensure the routes are clear of Baruk Kaah’s forces and keep the lifeblood of the nation flowing. With Ottawa under threat, the Canadian government is seriously considering shifting the capital to Halifax, but so far a decision has been deferred.

Encounters between Canadians and the edeinos have been nearly entirely violent—first with the eruption of the White Zone near Yellowknife, and then Baruk Kaah’s push from Washington state into Vancouver. The general mood in Canada is one of simmering anger toward the invaders, and most stories of “friendly edeinos” are being shouted down by emotional responses. A small but growing group of scholars in the north, however, have begun to take more seriously stories coming from farther south that not all edeinos serve the High Lord fanatically. Canadians serving with the Delphi Council have helped spread the word that there is more to the Living Land than it appears on the surface.

CUBA

The situation in Cuba is chaotic. This small island nation evacuated the capital of Havana, and the President now issues orders from a location kept secure from all but his closest advisors. Even the edicts of the President can barely control the panic and despair of the people of Cuba. Most citizens barely understand what is going on, and those who haven’t transformed to the Living Land’s reality fear that the end of the world itself is nigh.

Fear and confusion reign in Cuba, with nearly the entire island in the hands of the edeinos. The utter destruction of Guantanamo Bay and the evacuation of Havana has left most of the country in an uproar. Those Cubans who can are hosting refugees in any

possible shelter, while the Cuban army struggles to regroup.

The President, it is rumored, is considering radical solutions—possibly even changing lifelong political policies in return for any promise of aid against the invaders. The Delphi Council has yet to intervene in any significant way in Cuba, but there are some within the Council giving serious thought to plans that may secure Havana and restore some sense of hope to this beleaguered region.

GUATEMALA

The more cynical inhabitants view the Possibility Wars not as some apocalyptic event, but rather the inevitable return to strife that has plagued the nation for most of its recent history. There's little organized national resistance, but there are many hardpoints protected by an experienced and unyielding population.

Currently Guatemala has received no aid from other nations. Nearby Belize essentially ceased to exist once the Living Land covered it. El Salvador has fallen to a coup, and Honduras has focused its efforts on raising its own defenses against the Reality Raiders.

Interestingly, all nations in the area have begun protecting the Mayan stelae that exist in the region, supposing that those form some kind of barrier against the Living Land's expansion. Reality experts haven't detected any power in those ancient stones—they're just stones. What the strategy has done is give the people of the nation hope, which is productive in itself.



MEXICO

The nation of Mexico lost the Yucatán peninsula to the invaders, but the Living Land has exacted a greater toll on this region than simply claiming territory. Of all North America, Mexico perhaps faces the greatest challenge of the Possibility Wars, for the central government of this nation collapsed entirely. When the reality storms swept in and dinosaur-filled jungles replaced familiar regions, the Mexican government attempted to respond with well-intentioned disaster relief efforts. However, when the scope of the invasion became clear, the strain on the government became too much. A handful of important cabinet members committed suicide, others simply vanished, and no one is certain whether they are alive or in hiding. The Mexican police and military forces were paralyzed—many of the officers in charge were missing thanks to the reality storms and edeinos rampaging across the Yucatán.

When the government was unable to act quickly, a general breakdown in order rippled throughout Mexico. Looting and rioting consumed Mexico City and other communities, while the drug cartels saw an opportunity and rapidly expanded their authority. A few dedicated lawkeepers attempted to stem the tide, but there were not nearly enough to keep Mexico from descending into a region of anarchy. A few enclaves of law and order still exist, but the rest of the nation has become a place where day-to-day survival is anything but guaranteed.

The civil unrest in Mexico can be linked to many factors, among them a crisis of faith.

The Living Land's miracles, the Way of Lanala, and the fate of those transformed by the cosm in the Yucatán has caused many people of faith in Mexico to flock to churches seeking some sign that God is stronger than Lanala. The churches do their best, but it is difficult to soothe such profound confusion in the face of the Living Land's demonstrations of spiritual power. A number of native Mexicans suffering through this crisis of faith have been seduced by the promise of the Los Asangrados cult founded in the Yucatán (see page 42).

Making matters worse are the cartels. Two rival groups have begun politicking to take control of Mexico, each one supported by powerful drug lords. First are the Caracaras, a group that has promised to strike back against the Living Land and drive the edeinos into the sea. The Caracaras are counting on the emotions of the Mexican people to support them, and this group possesses a savvy political machine that has already put some emergency services back to functioning on a limited level. The other group are the Revolucionarios, a faction that has forcefully taken control of numerous resources (such as power plants, dams, water treatment facilities, etc.). The Revolucionarios call for the people to join them out of a sense of terror—this faction has executed many who speak out against them and have intimidated many areas into compliance.

The Delphi Council is monitoring the situation in Mexico with alarm, but there is considerable debate over whether the group has the authority to intervene—or how this would even be accomplished. Restoring some stability to Mexico is a desirable outcome, but it is likely that only a band of heroes who can inspire the Mexican people can make a difference. For the moment, the Delphi Council is remaining vigilant for any sign of reasonable leadership to emerge, and plans are in place to assist with any available resource should that come to pass.

THE UNITED STATES

Both coasts of the United States of America lie under the dominion of the Living Land. Dinosaurs and edeinos roam unchecked across large portions of the South and Midwest, and the US government

has been forced to abandon Washington DC, relocating to Houston, Texas. It is a dark time for the land of liberty. The Living Land's axioms reduce one of the United States greatest strength—its high technology and developed industrial base—to a weakness. The internet is shredded, cellular phones are nearly useless, and satellite coverage isn't possible.

THE STATE OF THE UNION

Seattle lies in ruins and Chicago and Detroit have fallen completely to the invaders. Philadelphia, Miami, and other major population centers protected by hardpoints are under constant attack by Baruk Kaah's forces. Many believe it is only a matter of time before America falls beneath the heel of the edeinos.

Several groups of resistance fighters are helping refugees escape the occupied regions and striking back whenever they can. Some of these groups (such as the group known as the "Gettysburg Pioneers") are extremely well-organized, having rounded up sufficient food, water, and weapons to survive in the Living Land indefinitely. Other bands are little more than scattered families and homesteads, struggling to hold out in the ruins of their communities.

The hardships of survival in the Living Land have truly clarified the American ideals of self-reliance, courage, and hope. Among many of these survivor camps, there is a renewed sense of togetherness, of belonging, and of standing up for what is right. This is not true for all communities—some remain as small-minded and xenophobic as ever, and a handful of these groups have even exacerbated the fringe elements in American society—but these are the exception rather than the rule.

Most of America believes the edeinos to be little more than bloodthirsty savage raiders, intent on murder and pillaging anything they encounter. The Redjaw Clan and Baruk Kaah's actions on the East Coast have only encouraged this view, and in many places across the East, South, and Midwestern US, the response to any sign of edeinos is hatred and prejudice. Things are slightly better on the West Coast, where some communities have discovered that not all edeinos are loyal to Baruk Kaah, and some of these "lizard folk" are actually

quite reasonable and curious about the new world they have encountered.

In much of the USA where the Core Earth reality reigns, life continues much as it always has. Schools, businesses, and government agencies largely continue to function, and there is a widespread belief that the US military has fought the invaders to a standstill. This is a mistaken assumption, however—the true reason for the lack of the Living Land’s expansion is the limited stela. Baruk Kaah has been expending tremendous energy opening so many maelstrom bridges in rapid succession, and that strain is starting to show.

Across the USA, law enforcement agencies are strained to the utmost. Every military asset has been mobilized, and all US overseas garrisons have been withdrawn to home soil. Fort Knox, Kentucky has become a major staging area for numerous military forces, and the Joint Chiefs are drafting plans to reinforce and resupply centers of resistance against the invaders, like Alcatraz Island, Philadelphia, and New York.

Though not at the forefront of anyone’s mind right now, next year is an election year, and some are already speculating whether an election is even possible with so many states occupied by enemy forces, and a reality where the concept of voting causes citizens to disconnect.

RECLAIMING THE LAND

A crucial turning point occurred late in the first year of the invasion when an unsanctioned operation targeted a known stela outside of Nashville. Information had spread about what stelae were and roughly how they worked, and also the disastrous havoc that could spread if one was uprooted without the zone first being prepared. At least in theory, nothing had been proven definitively—yet.

A privately funded hardline group known as “Storm Break” assaulted the stela, and with help from mercenary Stormers managed to uproot it. The collapse affected five zones across the South, and millions of people were reduced to “what-ifs” in the terrible aftermath.

The United States government and Delphi Council condemned the operation, and public opinion is

against Storm Break, especially for those who lost family in what’s now whispered about as “The Nashville Incident.” However, the fact that Storm Break did restore Core Earth to so many zones—and has pledged to do so again—has drawn many extremists to its cause.

In the aftermath the Delphi Council managed to launch a more targeted attack. Woodsmen and hunters adapted to the Living Land’s unique ecosystem in Missouri pulled off several unlikely victories against the edeinos, and tales of their resistance spread hope and recharged the entire zone. Operation Ozark was launched to pull a lone stela that would drop only that zone. The operation succeeded and as predicted the population was spared any backlash, proving once and for all that the Delphi Council’s methodology would work.

SPIRITUAL UPHEAVAL

The advent of the Living Land has sparked a religious debate in the US like nothing anyone has ever seen. With direct evidence of gods and miracles, religious leaders and everyday citizens alike have begun to talk about religion in a new way.

Many religious leaders in the US have denounced Keta Kalles (see page 80) as sinful and false. While many Catholics are already in some confusion over the Cyberpapacy, a number of Christian faiths have come together to jointly deny Lanala’s status as a goddess, and claim that her religion is little more than trickery meant to sway the simple-minded. Muslim leaders have made similar statements.

Several of these churches have donated generous funds to the Delphi Council, as well as sending several members to join the “brave freedom fighters” in the occupied zones. Skeptic groups and hardcore atheists have joined in, denouncing the spiritual miracles of the Living Land as merely “unexplained phenomena,” and calling for a more rational investigation into the invaders’ powers.

Several organizations of agnostics, atheists, and universalists have engaged in vigorous debate on the matter without reaching any consensus. Many students and researchers are attempting to organize expeditions into the Living Land to discover more about Lanala and what other miracles are possible

in that realm. Storm Knights who have journeyed into the Living Land and any edeinos are often targeted for questions and interviews regarding this subject.

Similarly, many tribes of Native Americans in the US and Canada are split on the issue of the Living Land's spirituality. Some tribes have openly welcomed the idea of a religion that grants true miracles in accordance with nature, while others have turned away from it or continue to discuss the issue among their leadership. A handful of tribal shamans have journeyed into the Living Land to better test and experience the ancient prayers and invocations of their people.

The pagan community—particularly Wiccans—welcomed the existence of an “Earth Mother,” even if she is from another reality. Similarly, the New Age movement has cautiously accepted Keta Kalles as a valid path of worship and spirituality. Several people have attempted individual and group pilgrimages into the Living Land to discover more of Lanala's blessings and experience the nature of this new reality's impact on spiritual matters.

Lastly, there have been a veritable cascade of conspiracy theorists claiming that they were right all along—the lizard-people really do control the world!

THE TRANSFORMED

When the reality of the Living Land transforms normal humans of Core Earth, men and women become frighteningly primitive beings. Although still recognizably human, these people regress to little more than a caveman-like existence. All knowledge of technology fades, as does any experience with advanced social organization beyond the concept of a “tribe.”

Most humans transformed into the Living Land's reality are sullen, simple-minded beings focused primarily on survival and protecting what they consider their tribe. Hunting and gathering is the primary method of survival, and it is not uncommon to find transformed humans living among the ruins of the conquered civilization—or even more likely, in improvised dwellings or caves. Fortunately, the transformed humans of this cosm are still able to be inspired. Storm Knights have found that these primitive folk respond well to stories, especially those told around a communal fire.

Often, the transformed humans that encounter edeinos are rounded up by the clan to serve as thralls. Thralls are used to perform menial labor, such as caring for the tribe's dinosaurs, working fields, or other such tasks. Transformed humans serving the edeinos in this manner are only truly loyal to the tribe if they are treated well. Thralls who are mistreated do not consider their captors part of the tribe, and are likely to flee at the first opportunity. More rarely, these thralls can be inspired to pick up arms and rebel against their lizard-man captors.



HARRY

YEAR 1 MAJOR TIMELINE EVENTS

Day 1: The first maelstrom bridge lands in New York at Citi Field. The Living Land axioms extend to cover Washington DC, but pockets of resistance remain viable inside hardpoints.

Day 3: The first Battle of Philadelphia results in a human victory, leaving the hardpoint intact.

Day 7: The San Francisco maelstrom bridge lands and activates stelae across the West Coast.

Day 17: Aidan McAllister emerges from the Living Land along with Senator Johanna Wilde.

Day 18: The Atlanta maelstrom bridge touches down. Baruk Kaah establishes his throne.

Day 21: The so-called "White Zone" maelstrom bridge appears in Canada.

Day 22: Core Earth wins the first Battle of Seattle.

Day 25: Hurricane "Arlene" slams the Yucatán.

Day 26: Another maelstrom bridge lands in Chichen Itza.

Day 36: A fierce electrical storm hits Mexico City.

Day 41: The first Gospog of the Second Planting appear in Manhattan.

Day 46: The US government's transition to Houston is completed.

Day 55: News spreads of Cartel forces, dubbed the Caracaras, disrupting a stela placement in Chiapas.

Day 76: "Revolucionarios" take control of failing infrastructure in Mexico.

Day 91: Baruk Kaah destroys Seattle with a massive earthquake summoned by a miracle.

Day 92: Stelae are activated in Nashville and Mobile. Tennessee and Alabama go dark.

Day 108: Florida goes dark.

Day 115: The Alcatraz hardpoint repulses an edeinos offensive.

Day 119: Cuban forces rally on the Southern portion of the island after Havana goes dark.

Day 123: Stelae planted in the Gulf of Mexico connect the Living Land zones in Yucatán, Cuba, and Florida.

Day 141: The first Gospog of the Fourth Planting appear in Manhattan.

Day 147: Retreating Caracaras encounter dug-in Revolucionarios and a firefight erupts.

Day 158: Redjaws launch a surprise assault against Guantanamo Bay.

Day 171: Senator Wilde revealed diverting funds to an organization named "Storm Break."

Day 174: Northern Goldsun tribes begin migrating Southward.

Day 181: Ships from Miami arrive in Havana to evacuate survivors and military.

Day 195: Agents from Operation Chariot disrupt a stela placement south of San Diego.

Day 199: Storm Break operatives destroy a massive gospog field in Belle Meade Plantation.

Day 211: Storm Break uproots the stela near Nashville, collapsing five Zones but killing millions.

Day 233: Vancouver sacked by the Ghost Clan.

Day 241: The first Gospog of the Fifth Planting appear in Manhattan.

Day 272: Delphi Council assault on stela frees Missouri without civilian casualties.

Day 301: An unidentified private hits Baruk Kaah with a LAW rocket, sending the High Lord into temporary retreat.

Day 303: Baruk Kaah reappears to rout Whitespears attacking Redjaws in Cleveland.

Day 316: Looting breaks out across the Midwest as fuel and food disruptions grow worse.

Day 334: A motion to suspend elections fails to gain support in Houston.

Day 340: A massive Borr Aka is spotted moving south out of New York.

Day 352: A key stela placement thwarted by Canadian troops at Hunter's Point.

Day 365: A candlelight vigil is held in major cities across the globe to mark the one-year anniversary of the Possibility Wars' start.

STORM KNIGHTS

Storm Knights exploring the dangerous Living Land have many new options for Experience Points (XP).

NEW PERKS

The new Perks below include a character race native to the Living Land, the spiritual blessing of the Goddess of Life, and benefits related to the savage and primal forces of the cosm.

If a Perk lists **Beta Clearance** as a prerequisite it may only be taken once the Storm Knight has achieved that clearance level (50+ XPs) or greater.

When a Perk boosts an attribute it counts exactly the same as if the gain were purchased by XPs. If the Perk is lost so is the attribute gain. The standard ceiling for a race's attribute remains unchanged unless the Perk specifically increases it.

Moonwalker embraces the Spirit of Takta Ker, which increases his 12 *Spirit* to 13. As an edeinos he still has a maximum *Spirit* of 15, and so he spends 28 XPs to increase his *Spirit* to 14. Later, Moonwalker disconnects and transforms to another reality, forcing him to trade his Living Land-only Perks. When he loses Spirit of Takta Ker, his *Spirit* drops back down to 13. He could spend another 28 XPs to increase it to 14 again, or reclaim the Perk (and the +1 bonus) if he transforms back.

EDEINOS

Cosm: Living Land

Natives of the Living Land, edeinos are lizard-like humanoids who venerate a Goddess of Life and celebrate survival against all odds. After the invasion of Core Earth by the Reality Raiders, many edeinos have journeyed beyond their cosm and joined the fight against the High Lords. Most are eager for new experiences, seeing each day as another test of survival.

Edeinos characters may take any of the Perks below.

BLUESPINE

• **Prereqs:** Edeinos, At least one add in *survival*

A steady diet of deeproot (see page 30) causes

adaptive mutations in the edeinos. A bright blue tinge appears along the spine, gills grow in the neck, and webbing stretches between the fingers and toes. The hero can now breathe and move his normal speed while underwater, and “run” 2× his *Dexterity* meters while submerged.

BONE MARKED

• **Prereqs:** Edeinos, may not have Chameleon Skin or Stone Skin

A rare few albino edeinos are born in the Living Land. Their eyes are dark red in color and their scales are snowy white. Their unusual scales are more resistant to damage. Chosen are born among the Ghost Clan more often than any other.

It is believed that these edeinos have been cursed by the Goddess to endure a greater share of challenges for survival. They are generally shunned by edeinos society. The character gains +1 Toughness and Armor +2 from his scaly hide. However, he suffers the Outsider penalty even among other edeinos.

FARWALKER

• **Prereqs:** Edeinos, *Charisma* 8+, may not be Bone Marked

Some edeinos are naturally gifted diplomats, possessing a certain gravitas that works in harmony with the natural depth of a profound spiritual connection. These edeinos are prized by many tribes and clans as envoys, advisers, and peacemakers, earning the name “farwalkers” in recognition of their many journeys beyond the tribal lands. Even among other races, farwalkers can more easily earn trust and win respect. A character with the Farwalker Perk no longer suffers the Outsider penalty and *persuasion* becomes a Favored skill.

RAZOR SCALES

• **Prereqs:** Bone Marked or Stone Skin

Sharpened bone spurs or scales cover the edeinos’ body. These natural weapons may have been provided by nature, miracles, or meticulous training and sharpening. Any *unarmed combat* attacker suffers their own *Strength* +1 damage upon striking the edeinos.

SATA EATER

• **Prereqs:** Edeinos, at least two adds in *survival*

Sata flowers are deadly poison to most species. They aren’t good for edeinos either, but those who build a tolerance for them with steady consumption become terrifying berserkers. Once per act the character may use a simple action to eat a petal and activate the flower’s effects. For one minute (six rounds) the edeinos ignores Shock from any source. After the drug has run its course the character is KO’ed. Wounds cause penalties and can KO the character normally.

SKIN SHIFTER

• **Prereqs:** Chameleon Skin, may not have Bone Marked or Stone Skin

Edeinos with this gift are blessed with supple skin that changes color so quickly he fades completely into the jungle around him. Ranged attacks against a skin shifter suffer a –2 penalty, or –4 when he’s surrounded jungle or thick undergrowth. If he remains still he becomes totally invisible, so attempts to find or attack him suffer a –6 penalty.

Wearing armor or carrying equipment ruins the chameleon effect. Carrying a small enough object may only reduce the skin’s effectiveness, lowering the penalty to others by two points (GM’s call).

FAITH

Cosm: Living Land

Faith exists in many cosms, but it’s especially strong in the Living Land. Those who are blessed by Lanala, the patron deity of the realm, have an aura of health and vitality around them, making the blessed ones seem more virile and hearty. These gifts are only available to denizens of the Living Land, but aren’t limited to those who worship Keta Kalles (see page 80).

BLESSED WEAPON

• **Prereqs:** *Spirit* 8+, at least one add in *faith*

A single weapon belonging to the character is infused with divine power by the Goddess of Life. The blessed weapon gains a +1 damage bonus when wielded by the character, or a +2 damage bonus when used against gospog and other creatures of supernatural evil. The weapon is considered holy.

The weapon must be Tech 7 or lower, and if it is ever lost or destroyed, the character may dedicate another weapon (using the same restriction) after a day of prayer.

CHOSEN OF LANALA

- **Prereqs:** *Spirit* 10+, at least one add in *faith*

The Storm Knight has laid eyes upon the edeinos goddess of life and been changed by the experience. A “chosen” sometimes awakens with the half-remembered words of the goddess still in her ears, and her body begins to change to accommodate Lanala’s will. The character now counts as an edeinos for purposes of Perk prerequisites.

FORTIFIED BY FAITH

- **Prereq:** At least one add in *faith*

Strong belief in righteousness or a rewarding afterlife helps the devotee resist coercion and threats of danger. When the character must test for Fear she may use her *faith* in place of *Spirit* or *willpower*.

GOTAK (PRIEST OF DEATH)

- **Prereqs:** Edeinos, one or more adds in *faith*, may not take Optant or Perks related to other religions

In Keta Kalles’s creed, gotaks are priests tasked with dealing with death and dead things. It’s an unpopular but necessary calling that has grown in scope as Baruk Kaah’s endless war takes the edeinos deeper into the dead places of the cosmverse—and created the need for so many more funerals. Many gotaks have defected to Thrakmoss (see page 84) and now directly serve Rec Stalek, but some remain true to Lanala and their original calling.

A newly anointed priest selects two miracles from the Gotak list (see page 21), plus the *ward enemy* miracle available to all faithful. The Miracles Perk may be purchased for more miracles, and does grant access to the broader Keta Kalles Miracle List found in *Torg Eternity*.

OPTANT (PRIEST OF LIFE)

- **Prereqs:** Edeinos, one or more adds in *faith*, may not take Gotak or Perks related to other religions

This Perk represents a character’s devotion to the Way of Lanala. Priests who serve the tribe first and seek to preserve life are called optants. Optants select two miracles from the Optant list (see page 21), plus the *shape plant* and *ward enemy* miracles. The Miracles Perk may be purchased for more miracles, and does grant access to the broader Keta Kalles Miracle List found in *Torg Eternity*.

SPIRIT OF TAKTA KER

- **Prereqs:** Beta Clearance, *Spirit* 8+

The character’s *Spirit* attribute increases +1.

VEHEMENCE

- **Prereqs:** Beta Clearance, *Spirit* 10+

Invoke a miracle with a Casting Time of 1 minute or less in a single round. The DN of the miracle increases by +6 when so accelerated.

SAVAGERY

Cosm: Living Land

The Living Land exemplifies the idea of primitive adventure. Characters who journey through the cosm often learn to embrace the nature of such a place.

ANIMAL COMPANION (ALL TYPES)

- **Prereq:** None

This Perk grants the hero a faithful creature as a companion. Any type of creature can follow basic commands, such as attacking a foe it’s pointed at, protecting a person or area, or going to or waiting at a familiar place the character has marked for it.

The player controls the companion. The Game Master should only take over if the pet becomes confused, abused, or is off on its own. The beast does not have Possibilities of its own, but the character can spend *his* Possibilities (and Destiny cards) for the creature even if they are separated.

If the companion is Defeated, it should be considered Incapacitated instead of slain. It returns at the start of the next act. If it’s truly and undeniably killed, the character must visit the Living Land and spend several nights in the jungle to bond with a new companion.



Larger numbers of edeinos are turning against those who remain loyal to Baruk Kaah.

Each different type of companion counts as a different Perk, so a Storm Knight may have different types of companions, but not more than one of the same type.

ANIMAL COMPANION (RAPTOR)

- **Prereq:** *Mind 8+*

Sometimes called “Velociraptors” even though fossil experts note that these specimens are closer to deinonychus in size, but those same experts admit neither name is truly correct since the raptors of the Living Land have no feathers. These predatory dinosaurs are slightly smaller than humans. The general shape and the large sickle claw on each foot fits the popular image of the beasts, so the name has stuck.

Raptors are extremely common among the various edeinos tribes. They use the beasts to track or harass prey, as trackers, or as a sacrificial decoy if the hunt goes badly enough.

RAPTOR

Attributes: Charisma 5, Dexterity 10, Mind 5, Spirit 8, Strength 9

Skills: Dodge 11, find 7, intimidation 9, maneuver 11, stealth 11, trick 8, unarmed combat 11

Move: 12; **Tough:** 10 (1); **Shock:** 8; **Wounds:** 2

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly hide +1.
- **Bite/Claws:** *Strength +2 (11).*

ANIMAL COMPANION (PTERODACTYL)

- **Prereq:** *Spirit 8+*

Fearsome, winged reptiles of prey. The pterodactyls represented here have a wingspan similar to a large bird of prey, just under two meters from tip to tip. A pterodactyl is just small enough to perch (uncomfortably) on a person’s shoulders or arm.

Pterodactyls are extremely adept at hunting smaller prey, or using *maneuver* to dive and distract their master's foes.

PTERODACTYL

Attributes: Charisma 6, Dexterity 12, Mind 5, Spirit 8, Strength 6

Skills: Dodge 13, find 9, intimidation 9, maneuver 13, survival 7, unarmed combat 13

Move: 8; **Tough:** 6; **Shock:** 8; **Wounds:** 2

Perks: —

Possibilities: Never

Special Abilities:

- **Bite/Claws:** *Strength* +1 (7).
- **Flight:** Speed 16 in the air.

ANIMAL COMPANION (SABRE-TOOTH TIGER)

- **Prereq:** Beta Clearance, Animal Companion (Sabre-Tooth Cat)

Those lucky enough to earn the loyalty of a saber-tooth cat may discover a similar affinity for the larger and more dangerous breed—or that their existing companion was actually a very young tiger all along and it has now grown to its full stature!

These cats are large and strong enough for a person to ride, although it's ill-advised for anyone but the beast's master to try. The tiger replaces the sabre-tooth cat, and represents an upgrade rather than an extra companion.

SABRE-TOOTH TIGER

Attributes: Charisma 7, Dexterity 10, Mind 5, Spirit 8, Strength 12

Skills: Dodge 14, find 8, intimidation 10, maneuver 12, stealth 14, survival 8, unarmed combat 13

Move: 14; **Tough:** 12; **Shock:** 8; **Wounds:** 3

Perks: —

Possibilities: Never

Special Abilities:

- **Bite/Claws:** *Strength* +2 (14).

BEAST AFFINITY

- **Prereq:** Beast Rider

When mounted on any creature, the rider may divert Wounds suffered from an attack to the beast instead. Note that this ignores the creature's Toughness, it simply takes the Wounds. Conversely,

reality-rated riders may attempt to soak damage done to their mounts.

BEAST TAMER

- **Prereqs:** Beta Clearance, Beast Rider

If a creature is strong enough to support the character's weight (*Strength* 12+) then it can be ridden—at least for a time. The hero must be close enough to climb atop the creature, and then tests *beast riding* against its *Spirit*. On a success the rider manages to hold on until the end of the creature's next turn. It may not attack him during its turn, and if it moves the rider comes along.

On a Good Success the rider stays perched until the beast can buck him off. It moves normally but must use its action to test *Strength* or *maneuver* in a contest against the character's *beast riding* until a success dismounts the rider. On an Outstanding Success the character may use the creature as though it were a trained mount—including directing its attacks—for the remainder of the scene.

FAST HEALING

- **Prereq:** Beta Clearance

Wounds heal quickly in the Living Land, and even more so for this hero. The character may test for healing after every scene in addition to the tests granted for normal healing times. Medicine and other assistance has no effect on these extra tests.

FEROCIOUS

- **Prereqs:** Beta Clearance, at least three adds in *melee weapons* or *unarmed combat*

This character remains wild and fierce even in the most civilized environs. Once per scene the character gains +1BD of damage if making an All-Out Attack. This damage stacks with the **Law of Savagery**, if it's in effect.

HARDY

- **Prereq:** *Strength* 8+

Life in the harsh and desperate wilderness of the Living Land has some benefits—for those who survive. The character's Toughness increases by +1, and this increase does stack with Toughness from other sources.

JUNGLE MASTER

- **Prereqs:** At least one add in *survival*

This character has mastered the art of thriving beyond the borders of civilization. The hero ignores any penalties to movement from forest or jungle terrain, and *survival* and *tracking* are Favored skills in either environment.

SCARRED

- **Prereq:** Hardy

The character bears the reminders of several close calls, improving her physique and her ability to survive other threats of the Possibility Wars. The character's Wound limit increases by +1.

SAVAGE STRENGTH

- **Prereqs:** Beta Clearance, *Strength* 10+

Fighting for survival every day has tempered the character's body with muscle and fury. Increase *Strength* by +1.

VINE MASTER

- **Prereqs:** At least one add in *survival*

In any environment with vines, ropes, or similar hanging vegetation the character may climb *Dexterity* meters each round or swing 3× *Dexterity* meters (as a run) to any position at the same elevation or lower. Any tests to climb in such situations count as Favored.

PROWESS

Cosms: Any

The Living Land exemplifies the idea of primitive adventure, and these Perks reflect that fact.

POISON TOLERANCE

- **Prereqs:** None

Either through a natural resistance or carefully cultivated practice the character shrugs off all but the most deadly toxins. She makes a *Strength* test immediately when affected by **Poison** (see *Torg Eternity*), and if the test succeeds the poison is eliminated without further effect. All tests to resist or end the effects of a Poison count as Favored.

SMASHER

- **Prereqs:** *Strength* 8+, at least one add in *melee weapons*

The character is well practiced at hitting things with big, heavy sticks. He ignores the Unwieldy property on weapons. If used two-handed, any Unwieldy weapon that doesn't already have the Stagger property gains it.

SPRINTER

- **Prereq:** *Dexterity* 8+

When the character uses an action to run he moves 4× *Dexterity* meters. Testing *Dexterity* to gain steps in a foot chase (see *Torg Eternity*) is Favored.

SOCIAL

Cosms: Any

Social interactions tend to be straightforward in the low axiom of the Living Land. A strong personality backed by a strong arm can accomplish much.

CHEST BEATING

- **Prereq:** *Strength* 8+, one or more adds in *intimidation*

When *intimidation* is an Approved Action, the hero ignores up to eight points of Multi-Target penalties so long as all the targets have a Social Axiom of eight or lower. Animals always count for this purpose, regardless of their cosm's axiom.

PRIMITIVE ALLURE

- **Prereq:** *Charisma* 8+, one or more adds in *persuasion*

Something about the character draws attention, especially from those more in touch with their primal nature. *Persuasion* and *beast riding* become Favored against anyone with a Social Axiom of eight or less. Animals always count for this purpose, regardless of their cosm's axiom. In addition, the character may use a Simple Action and pick a single target with the same restriction. The *persuasion* skill (or *beast riding* if the target is an animal) may be used as a defense against that target's attacks until the character's next turn.

MIRACLES

The Living Land is steeped in spiritual power and a pervasive sense of awe. Keta Kalles (page 80) is by far the dominant religion of the realm, and the vast majority of its believers worship the path of life walked by optants. Gotaks also have a place in Keta Kalles, and entire other religions exist in pockets across the realm. The most common creeds and the miracles associated with them are listed in the **Available Miracles** sidebar on the opposite page.

The Spirit Axiom is high enough that additional miracles become available to anyone with *faith* adds and who meet the *faith* prerequisite, even without the Miracles Perk. *Bless* and *curse* may be attempted by anyone.

Three new miracles: *grasping vines*, *invoke Lanala*, and *shape plant* are also available to jakatts, as long as they have enough *faith*. Unlike *ward enemy*, these miracles are only available for free in the Living Land. In other cosms the character must have the Miracles Perk and know the miracles to invoke them.

MIRACLE DESCRIPTIONS

ASH CLOUD

Axiom Level: 14

Skill: *Faith* 12

Casting Time: 1 action

DN: Very Hard (DN 16)

Range: 50-meter radius around the invoker

Duration: 1 minute

After the supplicant's heartfelt prayers are answered, the ground rends open and hot ash billows into the air. The cloud spreads out from the invoker's position, but doesn't move if he does. Everyone inside the effect suffers 1 Shock each round for the duration unless they don't need to breathe or have special protection. A filter mask or a cloth soaked in water can keep the ash at bay. Most heroes can fashion something appropriate with an action and a *survival* test. The thick cloud creates a -4 Darkness penalty for all attacks against targets within it.

Success Levels:

- **Good:** The invoker no longer suffers Shock each round from the cloud.

• **Outstanding:** As a Good result, and the invoker doesn't suffer the cloud's Darkness penalty to attacks.

BLIND

Axiom Level: 12

Skill: Faith 14

Casting Time: 1 action

DN: Target's willpower or Spirit

Range: 100 meters

Duration: 3 rounds

This miracle robs the target of the ability to experience the wonders of life by shrouding his eyes in shades of unrelenting gray. On a success the target suffers the -2 penalty for Dim lighting on *find* tests and ranged attacks. The penalty applies even to targets who can normally see in the dark and ignore such modifiers.

Success Levels:

- **Good:** The Darkness penalty increases to -4.
- **Outstanding:** The Darkness penalty increases to the maximum -6.

BLOODLUST

Axiom Level: 12

Skill: Faith 12

Casting Time: 1 action

DN: Target's willpower or Spirit

Range: 25 meters

Duration: One minute

The miracle worker anoints herself with blood and calls for wrath to stir the hearts of the faithful. Affected living creatures gain +1BD to melee attacks, but are Very Vulnerable each round during the duration.

Success Levels:

- **Good:** Each affected target is only Vulnerable for the duration.
- **Outstanding:** Affected targets aren't more Vulnerable while under the influence of *bloodlust*.

BONE BLADES

Axiom Level: 14

Skill: Faith 14

Casting Time: 1 action

DN: Target's willpower or Spirit

AVAILABLE MIRACLES

• **Keta Kalles "Optant":** Bless*, bounty*, call animals*, commune with animals*, cure disease*, cure poison, curse*, grasping vines, healing*, hunter's ear, invoke Lanala, regenerate, repel*, resurrect, ride beast, shape plant, soothe*, strike*, touch of time, uncounted spears, ward enemy*.

• **Keta Kalles "Gotak":** Banish*, bless*, breathe fire, commune with spirits*, curse*, earthquake, grasping vines, hunter's ear, invoke Lanala, kill, mend corpse, repel*, strike*, touch of time, ward enemy*.

• **Los Asangrados:** Banish*, bless*, bloodlust, bone blades, commune with spirits*, conjure poison, cure disease*, cure poison, curse*, healing*, kill, preserve, regenerate, repel*, soothe*, strike*, ward enemy*, wither*

• **Neo Shaman:** banish*, bless*, blind, bounty*, call animals*, commune with animals*, commune with spirits*, cure disease*, cure poison, curse*, flame aura, healing*, hunter's ear, lightning strike*, repel*, ride beast, soothe*, strike*, ward enemy*, ward flames.

• **Rec Stalek "Gotak":** Ash cloud, banish*, bless*, blind, bone blades, commune with spirits*, curse*, earthquake, kill, mend corpse, preserve, repel*, resurrect, sculpt bone, strike*, unlife, ward enemy*, wither*.

*Detailed in *Torg Eternity*

Range: 50 meters

Duration: 3 rounds

Sharp and spiky spurs grow from the target's very bones. The target must have a skeleton, otherwise this miracle automatically fails. The process and effect is excruciating, dealing 2 Shock to the target each round. The spikes make a nasty weapon, however, allowing the target to deal *Strength* +2 damage as a Bite/Claws attack and granting a +2 bonus to defenses against Grapples.

Gotaks of Rec Stalek often employ bone blades on their creations since the drawbacks don't harm most undead.

Success Levels:

- **Good:** *Strength* +3 Bite/Claw damage and +3 bonus to defenses against Grapples.
- **Outstanding:** As a Good result and the duration increases to one minute.

BREATHE FIRE

Axiom Level: 14

Skill: *Faith* 12

Casting Time: 1 action

DN: Target's *dodge* or *Dexterity*

Range: 25 meters

Duration: Instant

Gouts of divine flame pour from the believer's mouth, burning away sin and everything else! The flames deal 16 damage to a Medium Blast, which means adjacent allies and even the invoker herself may be affected. The damage applies to each target's lowest Armor value, unless protected by full coverage.

Success Levels:

- **Good:** +1BD damage.
- **Outstanding:** +2BD damage and the invoker may choose to miss specific targets who would normally be affected by the blast—including herself.

CONJURE POISON

Axiom Level: 12

Skill: *Faith* 10

Casting Time: 1 action

DN: Standard (DN 10) or Target's *dodge* or *Dexterity*

Range: Touch

Duration: 1 minute

Some deities bask in toxins and venom, and pass those gifts on to their faithful. This miracle may coat a weapon with dangerous poison, or be aimed at a foe to directly poison him. The base effect of the poison is to make the target Very Stymied, and it stops affecting any hit target immediately when the miracle's duration ends.

Success Levels:

- **Good:** The poison also deals 1 Shock each round it affects a target.

- **Outstanding:** The poison also deals 2 Shock each round it affects a target.

CURE POISON

Axiom Level: 12

Skill: *Faith* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: Instant

Cure poison is a particularly popular and useful miracle in the Living Land, since the infinite variety of the life found there sports an equally varied number of lethal venoms. Several poisonous dinosaurs have been discovered, multitudes of toxic plants (some carnivorous) have been found, and even a number of mammals are venomous.

This miracle quickly flushes any toxins out of the target's system. On a success the target makes a *Strength* test as if the full minute of the poison's effects had expired. Any of the toxin's modifiers for the test remain in place. If the test fails, the poison continues to affect the target normally.

Success Levels:

- **Good:** The poison ends its duration immediately without requiring a *Strength* test from the target. Conditions caused by the poison linger normally.
- **Outstanding:** The poison ends its duration immediately without requiring a *Strength* test from the target and any conditions caused by the poison are removed. This includes conditions like Stymied and Vulnerable, but also the KO'ed condition.

EARTHQUAKE

Axiom Level: 20

Skill: *Faith* 16

Casting Time: 10 minutes

DN: Heroic (DN 18)

Range: 500 meters

Duration: 1 minute

The fury of the earth can be terrifying to behold when unleashed. This miracle forces the ground to shake, quiver, and tear itself apart. Everyone within a Large Blast suffers 15 damage +1BD each round they remain within the affected area. Objects fixed to the ground (such as buildings) suffer 30 damage

+2BD each round instead.

Success Levels:

- **Good:** The area of effect increases to affect everything within 100 meters of the targeted epicenter.
- **Outstanding:** The area of effect increases to affect everything within 500 meters of the targeted epicenter.

FLAME AURA

Axiom Level: 14
Skill: *Faith* 14
Casting Time: 1 action
DN: Hard (DN 14)
Range: Self
Duration: 3 rounds

A corona of bright flames surrounds the invoker and wards off foes. Once successfully activated all attacks against the character suffer a -2 penalty. In addition, anyone who grapples or hits the character with an unarmed attack suffers 14 damage. Likewise the invoker's own unarmed attacks deal at least 14 damage thanks to the writhing flames.

Success Levels:

- **Good:** The duration increases to one minute.
- **Outstanding:** As a Good result the flames grow stronger, increasing the damage they deal to 16.

GRASPING VINES

Axiom Level: 14
Skill: *Faith* 12
Casting Time: 1 action
DN: Target's *dodge* or *Dexterity*
Range: 25 meters
Duration: 3 rounds

Vegetation in the area squirms to life and wraps around limbs or forms a net. The vines attack all targets within a Large Blast, and anyone affected may not run for the duration. If this miracle is cast during a chase, targets who can't run may not test to gain Steps.

Special: Within the Living Land, this miracle may be attempted without the Miracles Perk by jakatts so long as the *faith* prerequisite is met.

Success Levels:

- **Good:** Affected targets may not move at all for the duration.
- **Outstanding:** As a Good result, plus targets are Very Stymied.

HUNTER'S EAR

Axiom Level: 10
Skill: *Faith* 8
Casting Time: 1 action
DN: Standard (DN 10)
Range: Self
Duration: 1 hour

This miracle invokes Lanala's awareness and protection. For the duration, *tracking* becomes a Favored skill and the invoker doesn't count as Surprised (see *Torg Eternity*) during any ambush.

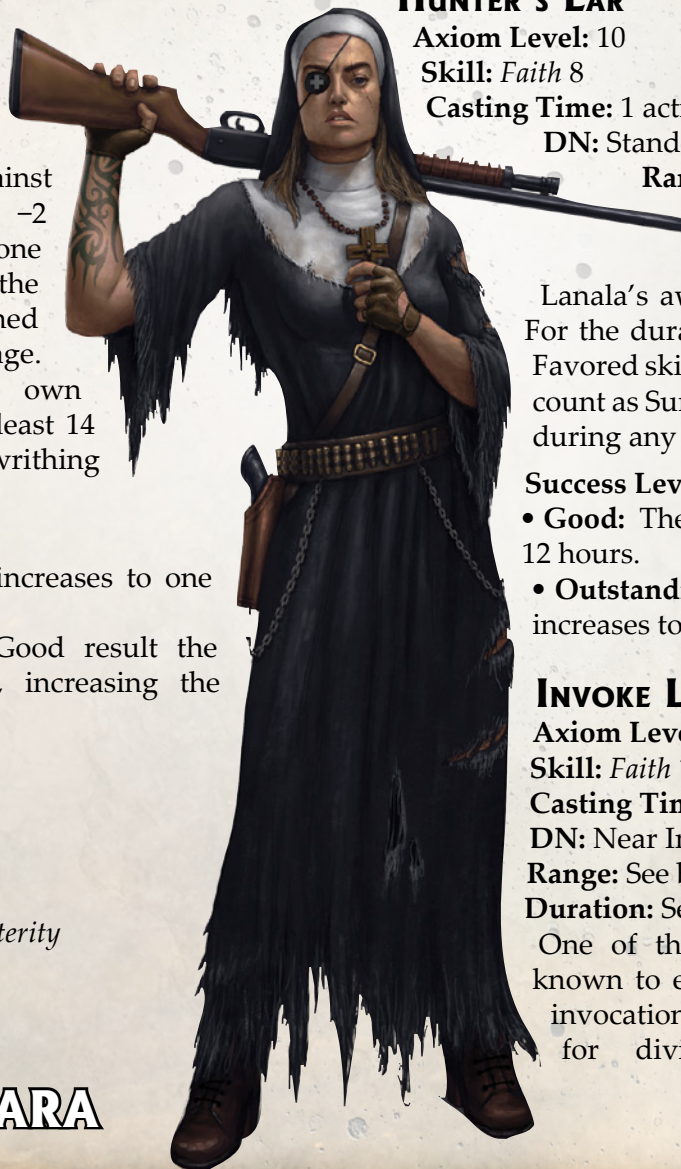
Success Levels:

- **Good:** The duration increases to 12 hours.
- **Outstanding:** The duration increases to one day.

INVOKE LANALA

Axiom Level: 24
Skill: *Faith* 16
Casting Time: 1 minute
DN: Near Impossible (DN 20)
Range: See below
Duration: See below

One of the most potent miracles known to exist in the Living Land, invocation directly petitions Lanala for divine intervention. The



SISTER CLARA

miracle worker utters profound prayers and opens both hands toward the sky.

If the test succeeds an Avatar of Lanala (page 80) appears on the scene and may grant a boon to the petitioner. Her powers are vast, but her mood is unpredictable. She might summon a huge storm or earthquake, transport the entire group to a distant location, or disconnect any “dead things” within her sight. Any request inappropriate to her nature (for example, asking her to create an undead being) causes the miracle to fail.

Lanala acts as she sees fit, battling abominations or judging those who have abused power in her name—including the Storm Knights. She wanders away after 30 seconds (three rounds) unless something in the area keeps her attention. Summoning Lanala too often (usually more than once per game year, GM’s call) or for purposes that anger her draw her direct wrath.

Special: Within the Living Land, this miracle may be attempted without the Miracles Perk by jakatts if the *faith* prerequisite is met.

Success Levels:

- **Good:** The invoker isn’t affected by Lanala’s Awe special ability.
- **Outstanding:** The invoker isn’t affected by Lanala’s Awe special ability. Lanala acts to grant a request within her nature and power, regardless of her mood.

KILL

Axiom Level: 14

Skill: *Faith* 16

Casting Time: 1 action

DN: Target’s *willpower* or *Spirit*

Range: 50 meters

Duration: Instant

This dark miracle invokes the corrupting touch of Rec Stalek, bringing death where once there was life. When cast, the miracle causes flesh to decay into black, disgusting slime.

The miracle inflicts 10 damage against living targets, and ignores Armor. The miracle has no effect at all against objects or unliving targets.

Success Levels:

- **Good:** +1BD damage, and the target becomes Vulnerable.

- **Outstanding:** +2BD damage, and the target becomes Very Vulnerable.

MEND CORPSE

Axiom Level: 12

Skill: *Faith* 12

Casting Time: 1 action

DN: Standard (DN 10)

Range: 50 meters

Duration: Instant

Mend corpse stitches together rotting flesh and shattered bones, but it only works on a subject that’s already dead—or undead. It’s extremely useful for keeping Gospog and other undead creatures functional and fighting. Successfully invoking this miracle heals one Wound for such a creature, or restores a KO’ed corpse where it fell, though it still has any Wounds it suffered.

Success Levels:

- **Good:** Restores two Wounds, or two different fallen undead within range.
- **Outstanding:** Restores three Wounds, or three different fallen undead within range.

PRESERVE

Axiom Level: 12

Skill: *Faith* 10

Casting Time: 1 action

DN: Standard (DN 10)

Range: Touch

Duration: 1 day

This miracle halts the decay of dead flesh on a single human-sized body. The most common use is to protect corpses until proper funerary customs can be observed, otherwise difficult in a land where a corpse decays to bare bones in less than a day. It’s also useful for preserving food which might otherwise spoil or rot too quickly.

Success Levels:

- **Good:** The duration extends one week.
- **Outstanding:** The duration extends to one month.

REGENERATE

Axiom Level: 16

Skill: *Faith* 14

Casting Time: 1 action

DN: Very Hard (DN 16)



Thrakmoss fills his latest terrifying creation with the power of Rec Stalek.

Range: Touch

Duration: 3 rounds

Cast Time: 1 action

The miracle worker utters a prayer for mercy and touches the subject. The subject heals one Wound each round, until he has only one Wound. Regenerate can't heal that last Wound, but the subject recovers one Shock each round for the rest of the duration when there isn't a Wound it can affect.

Success Levels:

- **Good:** The duration increases to one minute.
- **Outstanding:** The recovers two Shock each round if there's no Wound to heal.

RESURRECT

Axiom Level: 18

Skill: Faith 16

Casting Time: 10 minutes

DN: Near Impossible (DN 20)

Range: Touch

Duration: Instant

The invoker petitions her deity to return the recently deceased back to life. The invoker must have a mostly intact corpse which may not have been dead for more than three days. If successful the target returns to life KO'ed, at his maximum Wounds, and with a permanent injury from **Defeat** (see *Torg Eternity*).

Success Levels:

- **Good:** The subject isn't KO'ed and only has a temporary injury, eliminated once any Wounds heal.
- **Outstanding:** The subject is returned to perfect health.

RIDE BEAST

Axiom Level: 10

Skill: Faith 12

Casting Time: 1 action

DN: Target's *willpower* or *Spirit* plus any Size Modifier

Range: Touch

Duration: 3 rounds

The invoker must calmly approach a beast and pray for acceptance. The DN is the creature's *willpower* or *Spirit*. Larger animals are more difficult to affect so any Size modifier is added to the DN instead of the attack. If the invocation succeeds, the creature accepts the caster as a rider for the duration and obeys commands to move or attack. It only obeys so long as the rider is mounted, however. If the beast suffers any damage the duration ends.

Success Levels:

- **Good:** The duration increases to one minute.
- **Outstanding:** The duration increases to a full scene.

SCULPT BONE

Axiom Level: 14

Skill: *Faith* 12

Casting Time: 1 minute

DN: Easy (DN 8) or the Value of the item

Range: Touch

Duration: Permanent

This miracle's power allows the caster to shape dead bones as if they were made of clay, a process known as boneforging.

The miracle worker may create weapons, armor, or other items from the bones of the dead, assuming there's enough bone available to create the item—GM's call. A single average-size skeleton has enough bone to create three clubs or two spears. Armor requires two skeletons or larger dinosaur bones.

The DN is 8 for a simple object the invoker can hold in his hands. More complex objects are crafted using the item's Value as the DN, with a minimum DN of 8. For example, creating a boneforged spear is DN 10.

Success Levels:

- **Good:** Up to two matching items are created, if there's enough bone for each.
- **Outstanding:** Up to three matching items are created, if enough bone is present for all three.

SHAPE PLANT

Axiom Level: 14

Skill: *Faith* 8

Casting Time: 1 minute

DN: Easy (DN 8) or the Value of the item

Range: Touch

Duration: Permanent

This miracle is known to most jakatts in the Living Land. *Shape plant* induces flora (living or dead) to bend, twist, or weave together to create various simple items. The ubiquitous hrockt plant is the most common subject of this miracle: light, fast-growing, and sturdy enough to retain a sharp point after the shaping has done its work.

The invoker may create weapons, armor, or other items from nearby vegetation, assuming there's enough plant matter available to create the item—GM's call. This miracle affects only stationary and non-sentient plants. It doesn't affect carnivorous plants or Living Land gospog.

The DN is 8 for a simple object the invoker can hold in his hands. More complex objects are crafted using the item's Value as the DN, with a minimum DN of 8. For example, creating a hrockt-shoot spear uses the minimum DN 8, but hrockt-root armor is DN 13 to shape.

Special: Within the Living Land, this miracle may be attempted without the Miracles Perk by jakatts so long as the *faith* prerequisite is met.

Success Levels:

- **Good:** Up to two matching items are created, if there's enough material for each.
- **Outstanding:** Up to three matching items are created, if enough material is present for all three.

TOUCH OF TIME

Axiom Level: 12

Skill: *Faith* 14

Casting Time: 1 action

DN: Target's *dodge* or *Dexterity*

Range: Touch

Duration: Instant

Touch of time invokes the same accelerated rot and decay that courses through the Living Land. This miracle may only target lifeless objects, but this includes undead such as gospog. Once invoked, *touch of time* deals 14 damage to the object, ignoring all Armor. An undead creature destroyed by damage from this miracle is rendered down to a clean pile of bones.

Success Levels:

- **Good:** +1BD damage.
- **Outstanding:** +2BD damage.

UNCOUNTED SPEARS**Axiom Level:** 18**Skill:** *Faith* 14**Casting Time:** 1 action**DN:** Standard (DN 10)**Range:** Self**Duration:** 3 rounds

This miracle requires two spears. The character may throw a single spear per turn, and it is replaced by an identical one. If both spears are thrown in a turn, the miracle ends and all spears vanish. If the duration expires normally, any thrown spears vanish, leaving the two originals in the invoker's possession.

Success Levels:

- **Good:** The duration increases to one minute.
- **Outstanding:** Spears appear quickly enough for the character to Multi-Target and throw up to three spears each round.

UNLIFE**Axiom Level:** 16**Skill:** *Faith* 16**Casting Time:** 1 minute**DN:** Hard (DN 14)**Range:** 25 meters**Duration:** Permanent

This dark miracle transforms a corpse into a shambling undead creature. This miracle requires an intact skeleton or body of roughly human size to function. When the miracle is complete, the corpse is transformed into an undead creature: skeleton warriors for humans or edeinosaurs, or skeleraptors for most medium-sized animals.

Success Levels:

- **Good:** Two standard-sized creatures are created or one large creature is created, depending on the corpses available.
- **Outstanding:** Four standard-sized creatures or one very large creature is created, depending on the corpses available.

WARD FLAMES**Axiom Level:** 12**Skill:** *Faith* 12**Casting Time:** 1 action**DN:** Standard (DN 10)**Range:** 25 meters**Duration:** 1 minute

The supplicant beseeches the powers above for protection from the harmful effects of heat and fire. The invoker picks target within range to affect, and may attempt to protect multiple people by taking the usual Multi-Targeting penalties. Once activated, the target gains +6 Armor against any fire- or heat-based attack for the duration, and doesn't suffer ill effects from smoke inhalation.

Success Levels:

- **Good:** The protection increases to +8 Armor against fire and heat damage.
- **Outstanding:** The protection increases to +10 Armor against fire and heat damage.

**GOTAK DAGGER**



GEAR

Most of the items in this section are crafted by natives of the Living Land by hand, using miracles, or with a combination of the two. Manufacturing methods affect an item's axiom, so primitive items may be comparatively more expensive because of the time and effort involved in creating them. Some items come from the ruins of the lost worlds scattered throughout the realm.

BARTERING

Due to the low Social Axiom of the Living Land, modern commerce is not truly understood by most inhabitants. Objects created by the edeinos (or transformed humans) are not available for purchase with cash. They are only traded for other goods or services, or given as gifts. Use *persuasion* to broker the deal as usual, but success requires a trade item with an equal or greater Value. A Good Success requires a trade item with a Value up to 5 lower, and an Outstanding Success turns it into a gift with no need for a trade at all.

Both edeinos and primitive humans have a fondness for polished gems, and use them for decoration or rituals. Canny Storm Knights have begun carrying such objects as bartering tools.

FORAGING

Some items, usually Tech Axiom 6 and lower, can simply be found in lush jungles or made with components harvested in the wilderness. In such cases the character tests *survival* instead of *persuasion* or *streetwise* to acquire the item. Rarity affects the DN normally. A success indicates the item is found or crafted within half a day. A Good Success reduces that time to a few hours, and Outstanding reduces it to less than an hour.

SACRED ITEMS

The Living Land is filled with spiritual power, and that power has, at times, manifested in objects and relics as well as people and places. Items that have been imbued with spiritual power are considered sacred—they are not Eternity Shards for they have not been touched by Apeiros. Instead, they are specially blessed by Lanala or other deities of the Living Land.

These items are only discovered in remote, uninhabited regions. Many believe the Goddess herself (or perhaps Rec Stalek) places these items so they'll be discovered in times of greatest need. Others suggest that ancient heroes—the chosen of the gods—wielded these objects against enemies of the faith and were left at the spot where these heroes fell in battle.

Edeinos often tell epic stories about sacred items, spreading their legends across much of the Living Land. Every so often, a brave edeinos warrior goes in search of a sacred item to prove her worthiness to the Goddess (or, for those of the Whitespear Clan, worth in the eyes of Rec Stalek). The discovery of a sacred item is considered an event of great religious and tribal significance. The finder is anointed with paints and oils during a great celebration that honors Lanala or Rec Stalek, depending on the clan.

USING SACRED ITEMS

Like the Golden Fleece, Odin's spear Gungnir, or the armor forged for Beowulf by Wayland the Smith, sacred items in the Living Land are gifts from the gods. As such, they are rare and special things. To maintain that sense of awe, no more than one or two sacred items should appear in any given *Torg Eternity* campaign.

Characters should never simply "receive" a sacred item—these objects are relics blessed by divine power and should rightly be the focus of an entire adventure. Common mission objectives include locating sacred objects and preventing agents of the High Lords or other enemies from acquiring them (or both). However they are introduced, sacred items must be earned.

A character who possesses a sacred item does not just carry another piece of equipment. In the Living Land, sacred items mark the character as someone special—GM characters are more likely to look at the character differently. Enemies may single her out in combat. Baruk Kaah, in particular, has agents watching for the emergence of these relics—any who carry them are sure to attract his interest.

Living Land sacred items have a Spirit Axiom of 18. The Delphi Council won't ask a Storm Knight to relinquish a sacred item, unlike an Eternity Shard!

GENERAL GEAR

Living Land Item	Tech	Price
Beast Saddle	6	100 (10)
Deeproot	2	100 (10)
Delphi Survival Kit	21	250 (12)
Gara Juice Lotion	2	100 (10)
Primitive Survival Kit	6	100 (10)
Rawhide Quiver	6	25 (7)
Rawhide Sandals	4	50 (9)
Redthorn Arrowhead	6	25 (7)
Steracalla Bulbs	2	40 (8)
Tribal Markings (specific tribe)	4	250 (12)
Xanit Algae	2	500 (13)

GENERAL GEAR

These general items are of special use for those exploring the dangerous wilds of the Living Land. Items that use plants native to the Living Land are rare or unobtainable elsewhere.

ITEM DESCRIPTIONS

Beast Saddle: Rawhide harness and kit that helps a rider stay atop a creature and control its movements. Once secured onto a creature any *beast riding* test becomes Favored.

Delphi Survival Kit: This nylon pack includes gear needed for survival in the Living Land and other remote locations where the benefits of civilization are not close at hand. The pack is generally issued to Delphi Council agents active in the Living Land, although some resistance groups have acquired or created similar versions. A pack contains the following items:

- Small gas stove
- Sturdy compass
- Adjustable flashlight
- Small hand mirror
- Individual collapsible tent
- Insulated sleeping bag
- 20 meters of nylon rope
- One week's worth of freeze-dried, vacuum-sealed ration packs
- Canteen

Taken together, these conveniences make *survival* tests in the wilderness Favored. Unfortunately such kits seldom last long in the harsh axioms of the Living Land.

Deeproot: These pungent roots are usually found in deep mud near large bodies of water. A Storm Knight doesn't need to breathe while the root is being chewed like gum. Typically a root lasts for about an hour before it's been "chewed up." A root dries up and dies 24 hours after being plucked from the mud. Deeproot requires a Spirit Axiom of 11 or greater to provide its benefit.

Gara Juice Lotion: Some Storm Knights don't take sun well, and clothing with coverage doesn't last long once exposed to the rapid decay attached to the Law of Life. Standard sunblock tends to transform quickly, so most tender-skinned adventurers rely on the protection provided by the gara fruit's juice. Some claim the scent keeps insects away, but no direct evidence supports this claim.

Primitive Survival Kit: Experienced adventurers favor equipment immune to the untimely transformations of the Living Land. The contents serve many of the same functions as the official Delphi kit, but are handcrafted using materials and techniques proven to resist transformation. The expense of the kit comes from overall rarity and the fact that the items within can't be mass produced. The pack contains the following:

- Flint fire starter
- Pitch torch
- Polished stone
- Rawhide sleeping mat and blanket
- 20 meters of vine rope
- Animal-bladder canteen

Taken together, this kit makes *survival* tests in the wilderness Favored. Delphi Survival Kits tend to transform into this type of kit, losing only rations and the compass.

Redthorn Arrowheads: Redthorn plants have barbed spines as hard as bone and naturally razor-sharp. A few spines on each larger plant are suitable as arrowheads. Arrows equipped with such a tip become Painful, dealing one extra Shock any time a target would take damage.

Steracalla Bulbs: These large bulbs have a strong stench, but keep for weeks without rotting—a rarity—and have strong antibacterial properties. Each bulb, in addition to providing sustenance, grants a +2 bonus on **Healing** tests (see *Torg Eternity*) during the day it is eaten.

Tribal Markings: Many edeinos and some groups of transformed humans use permanent markings such as scars or tattoos to note members of the tribe. A character may only have markings from one tribe; others ruin the effect. If the character is recognized by the tribe or convinces them with a good enough story she gains a +2 *persuasion* bonus with other members. The most common tribes that feature markings include:

- Goldenscales (edeinos, yellow body tattoos)
- Palachi (human, green, blue, or white paint)
- Redjaws (edeinos, red facial tattoos)
- Whitespears (edeinos, scarification)

Xanit Algae: A form of growth only found in the deep jungles of the Living Land, xanit algae shifts colors to match the environment around it. The result makes a person covered from head to toe in the algae Favored for *stealth* tests. Edeinos with Chameleon Skin especially prize the organism because it allows them to wear armor without impairing their natural abilities. Xanit is harmless, but similar algae exist that consume armor or flesh when allowed to spread unchecked.

ARMOR AND SHIELDS

These items provide critical protection for explorers of the Living Land. Items that use plants native to the Living Land are rare or unobtainable elsewhere.

- **Jakatt:** Only available to those with one or more adds in *faith* and follow the ways of Keta Kalles. For anyone else the item counts as Rare.
- **Stalek:** Only available to those with one or more adds in *faith* and follow the ways of Rec Stalek. For anyone else the item counts as Rare.
- **Sacred:** A unique item only bestowed upon the worthy (see page 140). Requires Spirit Axiom of 18 or higher to avoid contradictions.

ARMOR AND SHIELDS

Armor/Shield	Tech	Bonus	Price	Max Dex	Notes
Boneforged Armor	2	+3	1000 (14)	10	Stalek, Min Str 8
Boneforged Shield	2	+3	200 (12)	—	Stalek, Min Str 8
Hrocket-Shoot Shield	3	+2	250 (12)	—	Jakatt, Min Str 7
Silverscale Cloak	5	+4	15M (36)	12	Sacred
Warshell	6	+5	18M (36)	10	Sacred, Full Body, Min Str 12

ITEM DESCRIPTIONS

Boneforged Armor: Crafted from dinosaur skeletons using the *sculpt bone* miracle, this armor gives its wearer a fearsome appearance, making *intimidation* tests Favored.

Boneforged Shield: Crafted from dinosaur bone using the *sculpt bone* miracle, these shields grant a high level of protection, but come at the expense of added weight. Typically, boneforged shields are constructed from fragments of the upper skull of a dinosaur, an implication in edeinos culture that the wielder is a mighty hunter.

Hrocket-Shoot Shield: These kite-shaped shields have been woven together from hrocket-shoots and strengthened by the *shape plant* miracle, making them light but effective. The ends of the shoots have the same pointed tips as spears.

Silverscale Cloak: This cloak is made from a material that resembles the hide of a dinosaur, the scales glimmering with a silver hue. The silverscale cloak stretches to the lower leg on even the tallest edeinos and includes a hood. The garment radiates a sense of majestic valor.

Infused with the blessings of Lanala, the cloak guides its wearer to help those who are sick, injured, or otherwise disabled. Stories are told of edeinos wearing the silverscale cloak performing great feats of

restoration. According to legend, even a grievously wounded individual can be brought back to full health—though this ability is not used lightly as the cloak is lost afterward.

The wearer of a silverscale cloak gains a +2 bonus to *first aid*, *medicine*, and *persuasion* tests. All those skills count as trained, even if the wearer has no adds. The silverscale cloak can perform a miraculous feat of healing once: By draping the cloak over a person and willing it so, the cloak can heal any wound, cure any disease, or undo the harmful effects of a miracle or spell. Afterwards the cloak rots into nothing and then reappears elsewhere for a new champion.

War Shell: Possibly the most unusual sacred item is not of edeinos construction at all—rather, it is a suit of armor created by the vanished Ustanah civilization. A war shell is made of smoothly rounded plates of waxy, steel-hard chitin of an iridescent gold and green color. A war shell includes a helmet that fits over the back and sides of the wearer's head, making it a good fit for humanoids and edeinos alike.

There is no doubt that war shells are blessed with spiritual power, but there are many who question whether the deity granting that favor is Lanala or some other, unknown force. A war shell increases the wearer's power, supporting and enhancing every physical motion. It provides a high level of protection, able to shrug off even powerful blows.



MELEE WEAPONS

Melee Weapon	Tech	Bonus	Price	Notes
Boneforged Club	2	+3	150 (11)	Stalek, Two-handed, Stagger
Boneforged Spear	2	+2	120 (10)	Stalek, Thrown
Bone Razor	2	+5	800K (29)	Sacred, Stalek
Bronze Machete	6	+2	100 (10)	—
Claw Blade	3	+3	300 (12)	Two-handed
Hrockt-Root Club	2	+1	50 (8)	Stagger
Redthorn Whip	2	+2	250 (12)	Grapple, Painful, Reach 3 meters
Stone Club	1	+2	12 (5)	Unwieldy
Two-Handed Stone Club	1	+3	50 (8)	Two-handed, Stagger, Unwieldy

The helmet enhances the wearer's vision, allowing him to see in the dark as perfectly as if it were day. The wearer gains a +2 bonus to *Strength* tests and to damage for melee weapons based on *Strength*.

MELEE WEAPONS

Combat is usually close and personal thanks to the Law of Savagery. The Jakatt, Sacred, and Stalek properties are the same as on page 30. The Armor Piercing, Grapple, Parry, Stagger, Thrown, and Unwieldy notes are explained under **Melee Weapons** in *Torg Eternity*.

ITEM DESCRIPTIONS

Boneforged Club: Made from dinosaur bone using the *sculpt bone* miracle, these clubs are crafted to maintain their origin—obvious leg, rib, or arm bones—to better unsettle opponents.

Boneforged Spear: These long, narrow spears are the namesake of the Whitespear Clan. Boneforged spears are lighter than most other spears and can be hurled a considerable distance.

Bone Razor: Formed from sharpened dinosaur bones, this sword has a hilt wrapped in strips of edeinos hide. As its name suggests, the sword's blade is exceptionally sharp. According to legends, the bone razor can cut through even the toughest stone. The lightweight bone makes the blade well-balanced and deft.

This item is sacred to Rec Stalek—a palpable aura of malevolence surrounds it. In the hands of an unbeliever, the bone razor is simply a well-crafted melee weapon. In the hands of the faithful, however,

the bone razor channels the power of death and enhances the wielder's ability to invoke miracles. It is said that a priest of Rec Stalek with a bone razor in hand can raise entire armies from corpses of the dead.

When wielded by one who is faithful to Rec Stalek, a bone razor makes all *faith* tests Favored. The wielder also gains knowledge of the *unlife* miracle as well as an additional +2 bonus to *faith* when invoking that miracle.

Bronze Machete: The most advanced metalwork supported by the Living Land. This weapon is little more than a flattened piece of metal with a sharpened chopping edge.

Claw Blade: As the name suggests, these fearsome weapons are made from the claw of one of the land's gigantic predators, further sharpened to rip through hide and armor alike. It's considered inappropriate to wield such a weapon without first killing one of the creatures that provided the claw.

Hrockt-Root Club: Formed from woven hrockt roots using the *shape plant* miracle, these simple weapons are commonly carried by edeinos warriors as a backup to their spear. Since clubs are blunt weapons, edeinos warriors often employ them when attempting to take prisoners.

Redthorn Whip: The stinging leaves and spines of the troublesome redthorn plant are woven into the striking end of a whip—or the *shape plant* miracle reforms the plant into a weapon.

Stone Club: Typically composed of a length of wood with a rock wedged into one end, these weapons are inelegant at best—but they get the job done.

MISSILE WEAPONS

Missile Weapon	Tech	Damage	Range (meters)	Price	Notes
Atlatl	4	+2	10/40/80	25 (7)	—
Boneforged Spear	2	+2	5/35/50	120 (11)	Stalek
Kesta Hive	1	13	5/10/15	100 (10)	Small Blast, Lowest Armor
Life Lance	3	+4	5/25/40	250K (27)	Sacred, Jakatt
Sinew Bow	6	11	10/30/60	50 (8)	Min Str 7

Two-Handed Stone Club: Though heavy and awkward to use, this massive stone club packs a powerful punch.

MISSILE WEAPONS

Most edeinos shun ranged weapons, except those they can throw. Humans, on the other hand, prefer to stay as far away from dinosaurs and edeinos as they can!

ITEM DESCRIPTIONS

Atlatl: An atlatl is a short, hinged strut that hooks onto the back of a spear, and adds extra leverage when a hunter uses it to hurl the spear. Usually a hunter uses shorter spears or javelins made to fit the atlatl, but it may also be used to grant other spears this weapon's range.

Boneforged Spear: Light and aerodynamic, these spears have a long range when thrown.

Kesta Hive: A kesta is large, thick-skinned fruit. Once a kesta spoils it draws hundreds of small stinging insects, also called kesta because they are only found around this particular fruit tree. They form a hive inside the skin of the fruit, lay eggs, and hibernate for nearly a month if left undisturbed. If the skin of the fruit is broken the insects awaken, viciously attack the least-armored spot on any creatures nearby, and then die. Much like bees, the use of their stingers is fatal. Crafty hunters may find hibernating nests and hurl the fruit at enemies—just so long as the fruit isn't squashed too early. Once the natural hibernation cycle ends, the insects burst from the husk of the fruit and fly in search of the nearest kesta tree.

Lifelance: Though resembling a humble hrockt-shoot spear, a lifelance (or "takta rien" in the edeinos' language) seethes with Lanala's vitality,

causing plant life to bloom and surge with vibrant colors whenever it comes near. A particularly complex pattern of woven roots forms the spear-tip, one that causes dizziness if closely studied.

When thrown, the lifelance briefly transforms into a blinding thunderbolt, reforming into its hrockt-root-spear shape upon impact with a target. Lifelances are also well-suited to healing, assisting any faithful of Lanala in invoking miracles meant to restore life. In addition, the wielder of a lifelance need only speak aloud his need for shelter, water, or food, and the spear-tip unerringly points toward the closest location where that need can be satisfied.

Survival and *faith* tests become Favored when the lance is held by a character faithful to Lanala. The sacred weapon also grants knowledge of the *healing* and *regenerate* miracles, and a +2 bonus to *faith* rolls when invoking those miracles.

Sinew Bow: An ancient form of bow that uses animal tendons for backing and cordage.

HROCKT PLANTS

A robust and sturdy plant native to the Living Land, the hrockt resembles shoots of bamboo colored a vibrant, mottled brown and green. The roots of the plant are fibrous, easily able to be woven into different forms when moistened. Hrockt grows in groves and is often tended by the optants of edeinos tribes.

Hrockt roots and shoots are easy to work into tools, weapons, and armor with the *shape plant* miracle. Many common items used by the edeinos are made from hrockt plants, including basic tools like rakes and shovels as well as complex items like carts or even housing structures.

BEASTS AND VEHICLES

In the Living Land, the main source of power is muscle, and vehicles are no different. Domestication is possible as low as Tech Axiom 3, so humans and edeinos alike train creatures for riding or as beasts of burden.

The **Top Speed** for a vehicle is based on what type of beast pulls it, listed in kilometers per hour/miles per hour, with its Torg Value in parentheses. Creatures with Fast speed gain the same benefits as vehicles (see *Torg Eternity*).

Passengers (Pass) is the normal limit, but more may ride a creature or vehicle with the standard drop in Top Speed and Stymie effect (see **Vehicles** in *Torg Eternity*).

ITEM DESCRIPTIONS

Ankylosaur: Squat dinosaurs notable for their heavy bands of armor (see page 125). They're uncomfortable to ride, and are more often used to pull carts.

Brontosaur: Huge and stupid, these massive beasts don't gain the benefit of trails, but do leave a trail behind them when they travel! Larger edeinos tribes use one or more of these creatures as pack animals, or occasionally as a transport for a full family.

Hadrosaur: Various large herbivorous dinosaurs count as part of this family (see page 127). Most are docile and make reliable, albeit cowardly, mounts.

Horse: Domesticated quadrupeds common in Core Earth North America. Horses are strong, fast, and well-suited for riding and pulling vehicles.

Lakten: Large aerial predators favored by some edeinos tribes as mounts (page 129). So far all attempts to harness lakten to vehicles have failed miserably.

Light Chariot: Built for racing or scouting, this is a two-wheeled carriage designed for a sole passenger, though another may ride with the usual penalties. Light chariots are usually pulled by teams of horses or faster dinosaurs like velociraptors.

Monster Truck: This represents any automobile, usually a pickup truck, which has been modified with oversized suspension and tires. The result offers improved traction in mud and bog, or across extremely rocky areas. *Land vehicles* tests become Favored in such terrain.

Ox: Sturdy bovines suitable for pulling heavy loads. Riding oxen is possible, but uncomfortable. Oxen are relatively easy to tame and manage, but difficult to keep alive when larger predators are around.

BEASTS AND VEHICLES

Beast/Vehicle	Tech	Top Speed	Pass	MR	Size	Wnds	Tough	Price
Ankylosaur	3	30/18 (9)	2	—	L	2	17 (3)	8K (19)
Brontosaur	3	40/25 (10)	8	—	VL	3	19 (2)	150K (26)
Hadrosaur	3	40/25 (10)	2	—	L	2	15 (1)	40K (23)
Horse	3	65/40 (11) Fast	1	—	—	1	13	500 (13)
Lakten	3	65/40 (11) Fast	1	—	L	2	13 (1)	40K (23)
Light Chariot	5	40/25 (10)	1	-1	L	1	10	1,000 (15)
Monster Truck	22	65/40 (11) Fast	2	-2	L	2	15 (2)	80K (24)
Ox	3	40/25 (10)	1	—	—	1	14	800 (14)
Sabretooth Tiger	3	65/40 (11) Fast	1	—	—	—	14 (1)	20K (19)
Suzuki Quadrunner	22	65/40 (11) Fast	1	—	—	—	10	900 (14)
Triceratops	3	40/25 (10)	2	—	VL	2	19 (3)	120K (25)
Velociraptor	3	65/40 (11) Fast	0	—	—	—	14 (1)	8K (19)
Wooden Cart	5	30/18 (9)	6	-4	L	1	10	300 (12)
Wooden Chariot	5	30/18 (9)	3	-2	L	—	11 (1)	1,200 (15)



Only a few rare individuals can manage to ride the mighty Tyrannosaurus Rex!

Suzuki Quadrunner: Representative of a wide range of small, four-wheeled all-terrain vehicles. Quadrunners are small enough to use trails instead of needing roads, making them popular with Storm Knights.

Triceratops: These huge herbivores are ornery and difficult to train, but once domesticated they ride well and can pull tremendous loads. They use their natural weapons to defend themselves if attacked (see *Torg Eternity*).

Velociraptor: Cunning dinosaur predators. They can be domesticated and trained, but they constantly test boundaries and viciously attack (page 129) unless strictly disciplined. Raptors are often found in the company of edeinos. Humans have had poor luck domesticating the creatures, but just can't seem to leave them alone.

Wooden Cart: A simple vehicle that seats up to six human-sized passengers and requires at least one

beast of burden to pull it (typically an herbivore such as oxen or a triceratops).

Wooden Chariot: These large, two-wheeled vehicles are pulled either by large dinosaurs like triceratops or teams of multiple smaller beasts. A few tribes of primitive humans have managed to train teams of velociraptors to pull chariots. The chariot has room for three passengers, often a commander and his personal guard.

**“THAT THING IS
TERRIFYING. I’M
GOING TO RIDE IT.”
-AIDAN MCALISTER**

POISONS

Poison Type	Tech	Price	Effects
Banehood	1	200 (11)	-2 vision penalty (cumulative up to -6)
Beledun Mucus	3	200 (11)	1 Shock, KO'ed after 1 minute if <i>Strength</i> fails
Darajen Venom	3	150 (11)	Stymied
Emperor Cobra Venom	3	500 (13)	2BD damage, ignores Armor
Giant Wasp Venom	3	350 (13)	1 Shock, paralyzed 1 hour if KO'ed
Gravana Juice	1	100 (10)	1 Wound, only if ingested
Night Root	1	150 (11)	None, Defeat after 1 minute if <i>Strength</i> fails

POISONS

Poisons and toxins affect a character if ingested, or if an attack coated with poison inflicts enough damage. The attack doesn't need to deal a Wound, just exceed the target's Toughness. Unless otherwise specified in a poison's description, apply its effects every round for one minute (six rounds).

Price is listed per dose of poison. Each dose imbues a weapon with poisoned attacks for one scene.

Effects happen at the beginning of the affected character's turn. After a minute the character makes a standard *Strength* test, and if successful the poison has run its course. If the test fails the poison continues for another minute, and then the character tries the *Strength* test again. A helper may use *first aid* as a Combined Action (see *Torg Eternity*) with the *Strength* test.

POISONING WEAPONS

Anyone with a dose of poison may coat melee or thrown weapons. On a Mishap with the weapon the attacker suffers a dose of the poison as though he had taken damage that exceeded his Toughness.

POISON DESCRIPTIONS

Banehood: Banehood is a thorny weed that grows in many areas of the Living Land. Its milky sap causes blindness if introduced into the bloodstream. Each round, for the duration, the target suffers a cumulative -2 penalty to vision, up to the maximum -6. Once the duration ends, full sight is restored.

Beledun Mucus: The slimy mucus that covers beledun is most often used for its fireproof properties, but if ingested or injected it's actually a mild toxin as well. Each round, for the duration, the target suffers one Shock. If the *Strength* test to resist the poison after one minute fails, the target is KO'ed, falling into a deep, natural slumber.

Darajen Venom: Each round, for the duration, the target is Stymied. If hit with multiple doses the target becomes Very Stymied instead.

Emperor Cobra Venom: Each round, for the duration, the target suffers a 2BD damage attack. This attack ignores all Armor, regardless of source. The result deals Shock and Wounds normally, based on how it compares to the target's Toughness.

Giant Wasp Venom: Each round, for the duration, the target takes one Shock. If the target is KO'ed while Wasp Venom is affecting him, he is paralyzed for an hour rather than falling unconscious as usual.

Gravana Juice: The deadly juice of the Gravana fruit does nothing if injected into the bloodstream, but if ingested it tears through the digestive tract causing bloody vomit. Each round, for the duration, the target takes one Wound.

Night Root: This poison has no initial effect, but at the end of the minute if the *Strength* test fails the duration not only extends, but the target immediately rolls on the **Defeat** table as well. Night root has a distinctive, bitter smell and taste that's noticeable with a Very Easy (DN 6) *find* test.

GAME MASTER'S SECTION

LIVING LAND POSSIBILITY ENERGY

The color and symbol below represent Possibilities specific to the Living Land. These Possibilities are only earned during play in the Living Land, but may be spent anywhere. Unlike standard Possibilities these are only granted for role-playing and choices that reinforce the savagery of Takta Ker or as a result of Living Land Cosm cards. Between acts when you refresh Possibilities you may keep the same number of Living Land Possibilities (up to the maximum refresh) or reset them to standard Possibilities.

On an attack supported by the cosm's axioms, a Living Land Possibility may be spent to add one bonus die to damage. However, this violent energy comes with a drawback: when used to add a d20 to a skill not supported by the axioms (such as *land vehicles*, or even *persuasion* if the argument depends on advanced social concepts) there is no minimum result of 10.



WARZONES

The Living Land has spread across much of North America, from the Gulf of Mexico to as far north as Canada. The Reality Raiders from Takta Ker struck hard and without mercy, overwhelming the Core Earth defenders with a combination of the cosm's axioms and the brutal force of edeinos warriors.

Guided by his Darkness Device, Baruk Kaah's choice of invasion sites proved more cunning than the other High Lords anticipated, providing his forces with plenty of zones to capture and harvest vast amounts of Possibility Energy. He's invested that energy in new maelstrom bridges to quickly spread his forces to new regions—a risky gamble.

- **The East Coast:** Baruk Kaah's forces swept across the land, but left many hardpoints and pockets of resistance in their wake.
- **The Gulf Coast:** Natural disasters and a rising human blood cult make this region highly unstable.
- **The Midwest:** Thrakmoss's cult dedicated to Rec Stalek unleashes the undead and becomes an internal threat to Baruk Kaah.
- **The North:** Humans evacuated the small region that was invaded, and what's happening within remains shrouded in mystery.
- **The West Coast:** Higher incidents of lost worlds, wonders, and cryptids keep both sides off balance.
- **Wonders Below:** Caves heralded by the Law of Wonders and filled with fragments of lost civilizations.

THE EAST COAST

The Living Land hit few places harder than the Eastern portion of the United States. Maelstrom bridges crossed the boundaries between our reality and Takta Ker in New York and then Georgia, bringing forth waves of savage edeinos and dinosaurs. Like most of Core Earth, the United States was completely unprepared for this attack, and much territory was lost almost immediately following the initial invasion.

Baruk Kaah's forces steamrolled over resistance from Florida to the Great Lakes. Some of the largest

cities held out for a time, and some still resist, but for the most part, the East Coast is consumed entirely by the Living Land—a fact that has many Americans deeply frightened, especially in light of the Living Land’s encroachment on the West Coast as well.

HOLDOUTS

However, the assault on the East Coast was not a complete success. There were simply too many strong population centers—mostly major cities—for the High Lord’s forces to fully conquer the region. While New York still resists more or less on its own, the cities of Philadelphia, Columbia, Maryland, and Miami (to name a few) remain in the hands of humanity.

Baruk Kaah is quite frustrated that these cities defy him. The High Lord has launched many raids and assault forces against these strongholds, but has met with only limited success so far. The past few months have been relatively quiet, and strategists within the Delphi Council suspect that the Saar is building up another, larger force—supplemented by later-planting gospog—to spearhead a massive attack against Philadelphia.

If true, this effort will represent a significant escalation for the war. After what happened to Seattle (see page 51), most people in the cities under threat have taken precautions against earthquakes. However, there is a widespread understanding that the invaders have access to many strange, miraculous powers—an understanding that has made the edeinos particularly hated foes.

WASHINGTON DC

During the initial invasion, Baruk Kaah sent the bulk of his most veteran warriors against the capital city of the United States. A bitter struggle ensued, fighting spreading from street to street as dinosaur-riding warriors and priests wielding strange abilities forced the Americans back time and again.

Surrounded and ineffective, the United States government relocated its capital to Houston, Texas (see page 97), while soldiers held out in hardpoints scattered across “Fort Washington” for as long as they could. After half a year only the



National Mall and a few other isolated hardpoints remained.

The charred remnants of the White House smolder amid a sea of verdant foliage. A small group of holdouts remain in fortified positions at the Mall. The Delphi Council is interested in organizing small teams of Storm Knights and sending them into the city to recover rumored Eternity Shards from the Smithsonian museum and other sites.

A large number of survivors remain in the city as well, having taken to the extensive underground metro tunnels, which in turn now link to the new cave systems of the wonders below (see page 53). There are many Americans among the Delphi Council who consider retaking Washington DC a priority, especially considering the city's value as a symbol to the American people.

PHILADELPHIA

The old city of Philadelphia is beyond a doubt the center of resistance against Baruk Kaah on the East Coast. The defenders of Philadelphia have had greater success fighting off the High Lord's gospog and dinosaur attacks than anywhere else in the region.

The people of Philadelphia have an incredible sense of esprit de corps and are highly motivated to keep their city free from the Reality Raiders' clutches. A handful of canny Storm Knights have suggested that the Liberty Bell may be a particularly powerful Eternity Shard, and thus partially responsible for the city's resilience.

GETTYSBURG

The ancient battlefield of Gettysburg, Pennsylvania has become a refuge for partisans who wish to strike back against the invaders. A number of experienced outdoorsmen managed to gather a sizable group of human survivors and made a base camp in the Gettysburg region.

Joined by a handful of Storm Knights and even a few edeinos guided by Lanala rather than Baruk Kaah, the unlikely band fortified the area. Scouts are posted on Little Round Top and the lowlands are seeded with traps.

The area known as Devil's Den has already proven its worth to the survivors, channeling a large marauding force of gospog into the tiny canyons where the Gettysburg partisans could destroy them.

ARKANSAS

The Living Land has only a tenuous hold on the Arkansas region. While most of the larger cities have been overrun by Baruk Kaah's forces, a high percentage of the state's population survive. Most of those who remain have founded a series of camps and small settlements that are hidden away from the edeinos patrols.

The people of Arkansas have learned to live off the land and most are quite skilled scavengers. The Redjaw Clan has a large presence in the Hot Springs National Park region, and many tribes have brought their dinosaurs to these bubbling springs as a place to bathe and relax once they are finished with the High Lord's tasks. Edeinos have used a combination of miracles and raw strength to build a truly impressive series of rough aqueducts through the hills and gorges of the park to carry the spring water wherever it is needed.

DEVASTATION

Georgia was hit particularly hard by the invasion. A maelstrom bridge linked Takta Ker to the city of Atlanta, and it was through this portal that Baruk Kaah himself and his handpicked warriors entered Core Earth. The Redjaw Clan consider this region their "home turf" in the realm, and have grown quite territorial of their prize. Nearly all of the state's human population are gone, either fled or killed during the invasion.

ATLANTA

When Atlanta fell, its ruins became the High Lord's seat of power. The Saar of Saars makes his home here when he's not out hunting Storm Knights. Carnivorous plants are common in blocks without heavy Redjaw traffic, and an especially violent strain has grown in the blocks surrounding the former Centers for Disease Control complex.

FLORIDA

The Living Land swallowed most of Florida during the opening months of the invasion. Unlike many other regions of the United States, any military or civilian attempts to defend against the Reality Raiders failed miserably in almost every attempt.

Many tribes of edeinos and large herds of dinosaurs thrive among the swamps of the Everglades. Baruk Kaah has seeded the region with many gospog fields, and it is from this area that he has garnered a large portion of the gospog under his control. The Kennedy Space Center—a Core Earth hardpoint—remains under siege but is supplied by sea.

MIAMI

The largest bastion of Core Earth remaining in Florida is the metropolis of Miami. The United States Navy and Marine Corps fought off Baruk Kaah's invasion and held the edeinos and gospog outside the city limits long enough to organize a formidable defense. Slightly over half of Miami remains as intact as it was before the invasion, and acts as a Core Earth hardpoint, centered on Little Havana.

The city serves as an increasingly active port for ships crossing the Gulf of Mexico or arriving from farther out in the Atlantic. Ships piloted by Ords still risk transformation once outside Miami's influence, but for Storm Knights it's a vital port of call. Many sailors and smugglers have begun calling it the "Free City" of Miami.

THREATS AND ATTITUDES

Within the Eastern United States, the people consider themselves under siege. Simmering resentment against the edeinos—and, to a lesser extent, the other invading cosms—has built up over time, especially in the cities that must constantly be wary of attack from Baruk Kaah's forces.

Edeinos, even those few who oppose the High Lord, find few friends in this region. Most of the time, any sighting of an edeinos—alone or in a marauding warband—is enough to call out as much force as possible in an attempt to overwhelm "the invaders."

Some agents of the Delphi Council and many Storm Knights have attempted to sway public opinion, pointing out that friendly edeinos exist, and allies are necessary in order to throw off the invaders once and for all. It's a slow process, hindered by the low Social Axiom.

Common Threats:

- **Gospog Ravagers:** One Gospog of the Second Planting (see page 123) per hero, or a single Gospog of the Fourth Planting (see page 124).
- **Gotak Scourers:** One Edeinos Gotak (page 132), supported by two Gospog of the First Planting (see *Torg Eternity*) per hero.
- **Redjaw Scouting Party:** One Goldsun Beast Rider (page 132) for every two heroes, plus a Lakten (page 129) or Triceratops (see **Characters & Creatures** in *Torg Eternity*) mount for each rider.
- **Redjaw War Party:** One Edeinos Warrior (see **Characters & Creatures** in *Torg Eternity*) per hero, led by a reality-rated Edeinos Warrior or Edeinos Optant (page 132).
- **Vicious Predators:** One Tyrannosaurus Rex (see *Torg Eternity*) or a pack consisting of one Velociraptor (page 129) per hero.

THE DEEP MIST

Storm Knights journeying into the Living Land must keep a wary eye out lest they be caught unawares by the tendrils of this sinister fog.

Once within the Deep Mist, compasses spin uselessly and vision is limited to roughly 30 meters in any direction. Landmarks seem fuzzy and indistinct even within this distance, making it easy even for those experienced in the jungle to lose their bearings. Characters who are engulfed in the Deep Mist suffer a -10 penalty to all Survival tests to navigate or travel to a specific destination. Typically, the Deep Mist is more commonly encountered in the western US and Canada than anywhere else.

THE GULF COAST

The United States and Canada were not the only targets of Baruk Kaah's invasion. A further maelstrom bridge linked the Reality Raiders of the Living Land to Chichen Itza in Mexico, spilling dinosaurs and reality storms across the Gulf Coast. With this southern foothold, the High Lord extended the reach of his cosm and gathered significant amounts of Possibility Energy under his control.

The influx of the Living Land's reality has had some unusual consequences in the Gulf Coast. The region around the Gulf of Mexico has spawned numerous reality storms of unusual strength that make sea and air travel through the area especially hazardous. Earthquakes and other seismic activity seem more pronounced since the arrival of the alien cosm, sending frequent tremors across much of Mexico.

THE GULF

The Living Land's influence extends across water as well as land, causing numerous accidents and shipwrecks at sea when technology necessary for navigation suddenly ceases to function. Huge sharks and aquatic dinosaurs prowl the waters off the Gulf Coast, and flocks of pteranodons soar over the waves and nest on small islands. The edeinos avoid sea travel for the most part—although the Bluespine Clan have begun experimenting with crude canoes and catamarans near the Yucatán shoreline.

CUBA

The Living Land's reality enveloped the western portion of Cuba early in the invasion, and eventually expanded to envelop the entire island. While this incursion was relatively minor in terms of sheer size, it had a devastating effect at the national level. Havana, the capital city of Cuba and home to more than two million citizens, became a ferocious battleground almost overnight.

Ramon Garcia, the standing President of Cuba, and his cabinet evacuated to Santiago de Cuba on the nation's southeastern coast while the Cuban armed forces fought a desperate rear-guard action. The Cuban army launched assault after

assault against the High Lord's forces, but were unprepared for the equipment failures rampant in the lower Technological Axiom.

The US Naval Base at Guantanamo Bay contributed strikes launched from ships and Marine forces to the attacks. Baruk Kaah directed a group of his favored gotak priests to the naval base along with a large party of edeinos warriors and several large dinosaurs, enraged by miracles invoked by the gotaks. The berserk creatures rampaged through the base's defenses. The edeinos and gotaks followed behind, obliterating the entire garrison.

Las Tunas still stands as a hardpoint, garrisoned by the remains of the Cuban army and Garcia himself. After the invasion, Las Tunas resembles an armed camp—soldiers are nearly everywhere, supported by a drastically reduced number of civilians who elected to remain in the embattled city. While Las Tunas is not under constant siege like Philadelphia, the Cubans must defend themselves against raids from the edeinos and herds of wild dinosaurs.

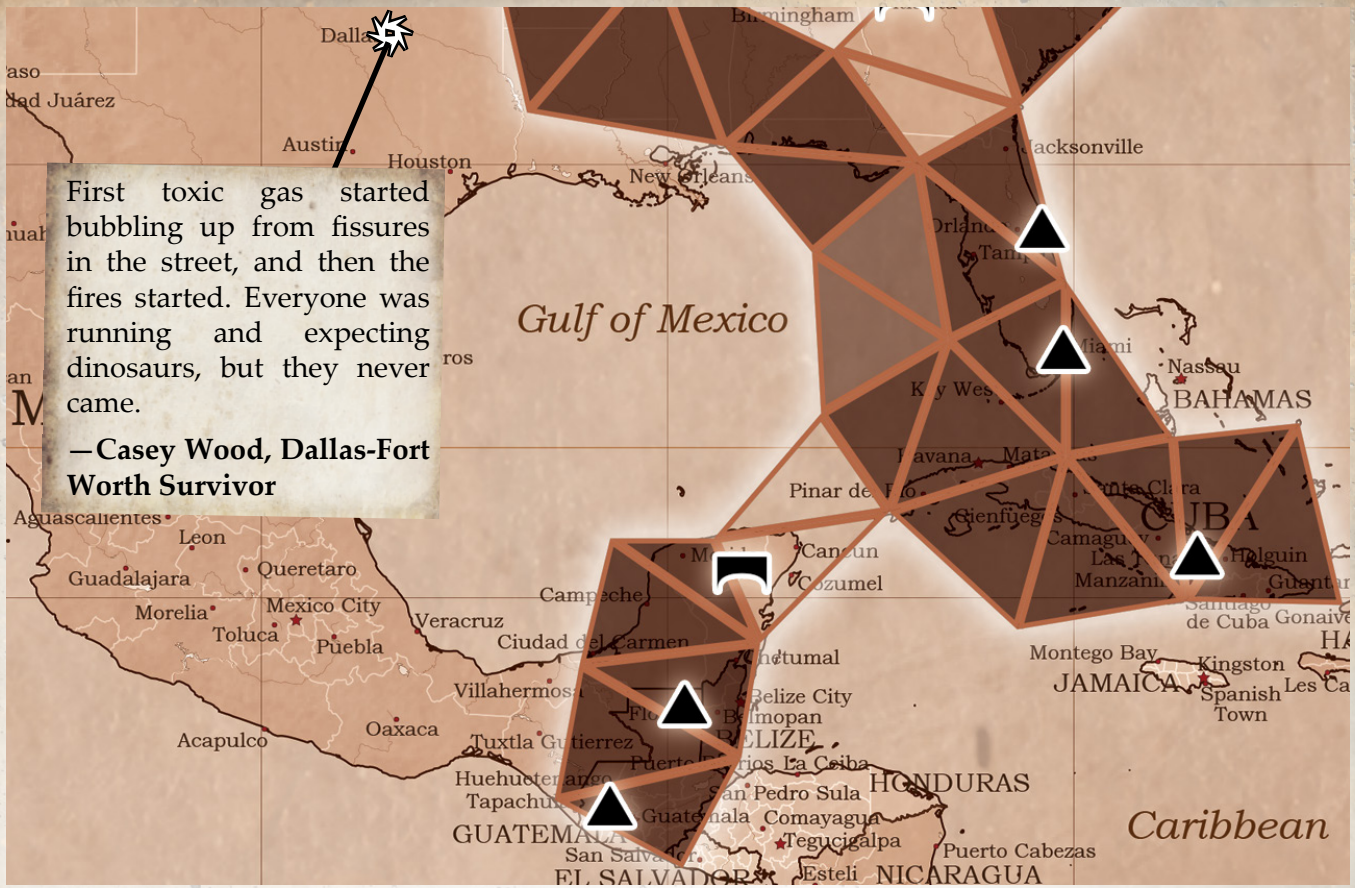
Thanks to the proximity of Miami, survivors in Havana receive occasional shipments of food and medical supplies, allowing the Cubans to hold out that much longer against the edeinos.

MEXICO AND THE YUCATÁN

The Living Land covers the entire Yucatán peninsula. The invasion happened to coincide with the arrival of Hurricane Arlene. This unfortunate coincidence caused the hurricane to meld with the incoming reality storms, lashing the region with particularly violent eruptions of Possibility Energy.

The Reality Raiders took full advantage, striking hard and fast in the wake of the storms—a strategy that proved costly for Baruk Kaah, but ultimately one that provided him with a swift and decisive victory. The survivors no longer trust the Saar, and avoid further calls to battle.

Several clans of edeinos thrive in the jungles of the Yucatán, despite occasional resistance by the stubborn humans remaining in the area. The arrival of the Living Land's reality has changed little of the local environment—the cosm's heat and humidity closely match the original Core Earth levels—but the spiritual changes have had a much more profound effect.



First toxic gas started bubbling up from fissures in the street, and then the fires started. Everyone was running and expecting dinosaurs, but they never came.

—Casey Wood, Dallas-Fort Worth Survivor

The invasion stressed the government of Mexico to the breaking point. After a major power outage, riots broke out all across Mexico City, and the ruling cabinet went missing amidst the chaos. Two rival groups have sprung up—the Caracaras and the Revolucionarios—each claiming legitimacy. In the aftermath of the invasion, it is nearly impossible to verify just who is truly in charge, and as a result, the Mexican government is largely paralyzed.

Adding to the problems, seismic activity has increased threefold since the invasion, causing numerous minor earthquakes to ripple across the nation with a frequency of nearly once per week. Experts believe that it is only a matter of time before more serious tremors form along the Motagua fault zone and cause severe problems in the southern portion of the country.

CHICHEN ITZA

These ruins formed the site for Baruk Kaah’s maelstrom bridge, a link between the cosm of Takta Ker and Core Earth. Edeinos and dinosaurs erupted into the Yucatán, and the ruins still bear

the marks of that violent entry into Core Earth. Nor have the ruins been left alone by the invaders—groups of edeinos led by gotaks still prowl the area, and some gotaks have begun excavations in and around the Temple of a Thousand Warriors.

Baruk Kaah is directing the gotaks to search for something important, perhaps powerful Eternity Shards. Some claim that the energy near Chichen Itza has a different “flavor” to it, and that something else—or someone else—may be causing the edeinos to burrow toward an unknown goal beneath the ruins.

THE ART OF BLOOD

The arrival of the Chichen Itza maelstrom bridge not only unleashed the High Lord’s armies into Mexico, but it also appears to have unleashed another ancient power. Since the invasion, a mysterious cult loosely related to an ancient Mayan religion has arisen. These cultists have harnessed the spiritual power of the Living Land to invoke dark miracles of their own.

This cult fosters deep and fervent worship in its native Mexican followers. Known as *Los Asangrandos*, members of the cult engage in ritualistic practices that harken back to ancient Mayan culture. Those who have encountered the cult (and survived) whisper that the true believers practice human sacrifice and engage in ritual scarification and bloodletting to bring about terrifying miracles.

The blood cult known as *Los Asangrandos*—the Blood Artists—has become enormously popular in the region. Much of the remaining human population in the Yucatán either belong to the cult or have a family member who engages with *Los Asangrandos* on a regular basis. The cultists are clannish, ruthless toward outsiders, yet outwardly welcoming and friendly. Only when a visitor has dropped his guard do the cultists reveal their murderous nature.

To an outsider, *Los Asangrandos* appear chillingly insane, willing to slaughter almost anyone they meet in order to appease their new gods. The cultists themselves, however, insist that everything they do has a greater purpose—and that by providing a tithe of blood and death to the gods, they are safeguarding the rest of the world from having to suffer the same fate.

The origin of the cult is difficult to pin down, but seems linked to Chichen Itza and the propensity for pieces of lost worlds to reappear throughout the Living Land. There is some resemblance to ancient Mayan practices, but also influence from Aztec and other cultures. During ceremonies, the cultists and priests dress in costumes based on the ancient traditions of those peoples.

The *edeinos* clans in the Yucatán are wary of the cult, and view them as worthy opponents. They avoid the humans for the most part, and when the two do clash the carnage is terrible.

THE CITY OF GOLD

Among the most pervasive legends told by the people in Mexico after the invasion concerns glimpses of a mysterious ancient city made of gleaming yellow metal. The rumors claim that this “City of Gold” appeared in the mountains of the Yucatán, in a place where no evidence of any such construction was ever found.

Some whispers say that this city is either Cibola or the fabled El Dorado, somehow preserved and returned to Core Earth like so many other lost civilizations preserved by Lanala’s power. Legends about the City of Gold continue to trickle in, and even some Storm Knights have reported seeing a golden tower in the Yucatán Mountains.

THREATS AND ATTITUDES

Chaos reigns along the Gulf Coast in the wake of the Living Land’s invasion. Guatemala’s government has been completely shattered, and Mexico is crippled as two rival groups attempt to assert their authority. Meanwhile the best-equipped soldiers and mercenaries all work for the cartels. There is little to no organized resistance against the invaders, with the exception of central and eastern Cuba.

Groups of determined Storm Knights and citizens who wish to fight for their land attempt to rally the people of the region, making a brave stand against the High Lord’s schemes. The Living Land’s arrival disrupted sea travel all along the Gulf of Mexico, and freak weather—including reality storms—continues to rage offshore.

If ever there was a time for heroes in this part of the world, it is now.

Common Threats:

- **Blood Cultists:** Two *Los Asangrandos* Cultists (page 137) per hero, led by a *Los Asangrandos* High Priest (page 137).
- **Bluespine Clan Raiders:** Two *Edeinos* Warriors (see *Torg Eternity*) per character.
- **Cartel Enforcers:** Two Soldiers per hero (see *Torg Eternity*).
- **Goldsun Expedition:** One *Edeinos* Warrior (see **Characters & Creatures** in *Torg Eternity*) per two heroes plus a *Brontosaurus* (page 126).
- **Nightmare Predators:** One *Brontosaurus* (page 126) or one *Velociraptor* (page 129) per hero, modified as per the **Splinters of Orrorsh** sidebar on page 52.
- **Offshore Predators:** One *Megalodon* (page 136) or one *Plesiosaur* (page 136).

civilizations found elsewhere in the Living Land, and likely connect to the massive tunnel network that now weaves across North America (see **Wonders Below**, page 53).

DETROIT

The ruins of Detroit are now home to monsters. Undead beasts roam the streets, and Thrakmoss himself has made his home in the darkened depths of what was once city hall. The heretic edeinos priest has begun experimenting with creating new and different types of undead dinosaurs, sometimes incorporating rusted steel spars or other inorganic material into their skeletons. Survivors of the invasion have also ended up becoming subjects for more of Thrakmoss's twisted miracles as he strives to learn more about the limits of his power—and that of Rec Stalek.

Unusual storms are common in and around the city, making travel especially hazardous. Nevertheless, Baruk Kaah and Thrakmoss continue to skirmish over the region from time to time. Whitespear edeinos often mount raids eastward toward the High Lord's lands, and Baruk Kaah has learned, to his displeasure, that opening up

another front dealing with Thrakmoss is deeply counterproductive to his plans for dealing with the remaining Core Earth holdouts on the East Coast. For now, Thrakmoss and his followers are left mostly to their own devices, but the Saar has not forgotten (or forgiven) the heretic priest's actions.

THE OZARKS AND MISSISSIPPI

An ongoing struggle for dominance plays out among the Ozark Mountain Country in Arkansas and the Mississippi basin. With the collapse of the zones across Missouri and Tennessee the edeinos and invading wildlife was forced to flock southward.

The interlopers find the climate and terrain a perfect fit. Despite the flood of invaders numerous groups of humans stubbornly remain in the area to defend their homes and families. It is rare for a week to go by without at least one skirmish breaking out between the edeinos and the human survivors living in the region.

Many Storm Knights have noticed that the High Lord seems reluctant to unleash his full fury on the area as he has in other cases. Rumors indicate that



A Truly Dead Thing!

the Saar doesn't wish to risk alienating the Lanaloving clans of the region with gospog, or lose potential Eternity Shards hidden in cavern or mine collapses caused by an earthquake.

Where the zones have returned to Core Earth the jungle has retreated, but the destruction left in its wake remains in effect. In fact many unsound buildings have collapsed without the **Law of Wonders** to support them.

THREATS AND ATTITUDES

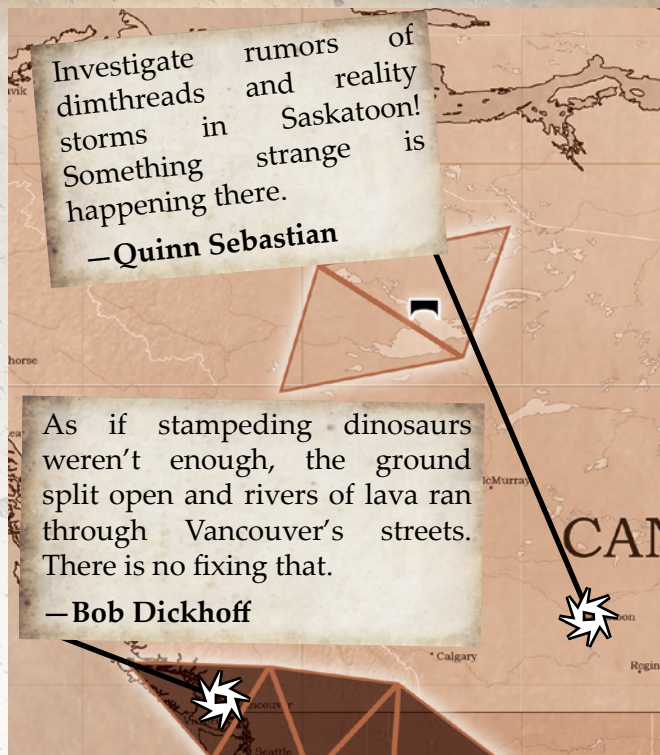
United States military forces have designated Fort Knox, formerly a hardpoint, to act as the main staging area to launch efforts into and against the Living Land in the Midwest. The low Tech Axiom of the Living Land makes the armored divisions based in Fort Knox less useful for strikes into enemy territory, but still potent when defending Core Earth zones. The fort's commanders are hard at work devising alternate means of carrying the fight to the enemy.

In the meantime, human refugees have filled the surrounding towns of Radcliffe and Elizabethtown. Many of these refugees end up volunteering to assist the war effort, bitter about losing their homes to the edeinos.

Many refugees are embittered survivors of the collapse of the Midwest zones, and witnessed friends and family reduced to "what-ifs" before their eyes. They now mistrust both sides, and seek answers about exactly who uprooted the stela that caused so many deaths.

Common Threats:

- **Gotak Collectors:** One Whitespear Gotak (page 132) for every two heroes, each riding a Ghoulisaurus (page 130).
- **Redjaw Interlopers:** One Goldsun Beast Rider (page 132) per hero, plus one Lakten (page 129) or Hadrosaurus (page 127) per rider.
- **Undead Dinosaurs:** One Z-Rex (page 131) or one Skeleraptor (page 130) per hero.
- **Whitespear Zealots:** One Whitespear Warrior (page 135) per hero, accompanied by a *reality-rated* Whitespear Gotak (page 132).



THE NORTH

The Living Land has only a toehold on the northern regions of Earth, concentrated in a section of Canada. There, Baruk Kaah slammed down a maelstrom bridge just next to the Great Slave Lake. It is unknown what the Saar hoped to gain from such a move, other than "planting a flag" in a region he intended to conquer once he had dealt with the United States.

Baruk Kaah is cunning, but extending his efforts into the frozen wilds of Canada has flummoxed strategists, including the other High Lords watching. What makes it even more mysterious is the area remains unknown to the Saar's own people as well.

When the maelstrom bridge opened, the invaders swarmed into Yellowknife, overrunning the city and slaughtering those within. A few garbled calls for help were all that were heard from the city during the assault.

Canadian forces attempted a counterattack, but were repulsed with heavy losses when much of their technology failed in the Living Land's reality. A form of the Deep Mist (see page 73) gathered over

THE OPEN NORTH

The White Zone of the Living Land in Canada is an opportunity for individual Game Masters to customize a new edeinos clan and populate the area with any strange creatures desired. The maelstrom bridge doesn't connect to Takta Ker, but rather another one of the cosms Baruk Kaah conquered long ago. Edeinos crossing over from that cosm seem haunted and suffer from memory loss.

Any future events that deal with the White Zone as the Possibility Wars continue will be designed with the intention of layering on top of whatever a GM creates here.

Below are a few ideas of what Storm Knights who enter the White Zone might find:

- Baruk Kaah is experimenting with altering the Living Land's world laws to spawn his own, freakishly bizarre creatures. These experiments use loyal followers who volunteer for the tests. Thus far, the results are unpleasant.
- Baruk Kaah gave the White Zone to a previously unknown clan of edeinos to settle, a "reward" for nasty service done in a previous invasion. The Saar wants to keep this clan as far away from his regular troops as possible.
- The Deep Mist covers all of the land, plunging everything into impenetrable fog. The Deep Mist is a powerful tool for Baruk Kaah since it obscures vision, confounds navigational devices, and makes getting lost a near-certainty (see **The Deep Mist**, page 41). Something about the White Zone constantly generates Deep Mist, and the High Lord wants to channel that fog through his other maelstrom bridges and stelae.
- Unknown to all, a creature from a lost world moves through the Deep Mist of the White Zone, hunting humans and edeinos alike. When it attacks it's as if the mist itself comes alive and devours its victims.

the zone once the stelae activated. This portion of Canada has become known as the "White Zone," and is off-limits to all but agents of the Delphi Council.

MYSTERY, DEVASTATION, AND EVACUATION

Once the initial attack was over, the Living Land became fairly quiet in Canada. The Canadian government attempted many times to discover what was going on inside the jungle-shrouded regions, but learned little. Technological surveillance is nearly useless due to the shroud of mist that clings to the area.

The area within and around the stelae was devastated by Baruk Kaah's minions, scarred by gospog attacks or Redjaw Clan raids. Without an effective countermeasure the Canadians chose to evacuate as many people as possible to get them away from the threat.

The encroachment of the Living Land up the East Coast of the United States necessitated an evacuation of Toronto, displacing millions of Canadian citizens. Quebec and the Maritimes are flooded with refugees, putting an enormous strain on the nation's infrastructure, law enforcement, and housing. Local government agencies are doing their best to stabilize life in those parts of Canada.

Several months after the invasion, the Northwest Territories are nearly empty of humans. The Living Land seethes in its conquered zones, filled with roving bands of dinosaurs. However, raids and attacks along the borders have ceased, and no edeinos activity is evident at all.

The Canadian authorities are hesitant to provoke a reaction from the invaders and have adopted a wait-and-see policy for the time being. Canada remains the United States' pipeline for fuel and not an insignificant amount of food. The provinces of Saskatchewan and Manitoba remain open for citizens of both countries to cross the border, a fact that helps keep trade and vital supplies flowing.

THREATS AND ATTITUDES

The invasion of New York put a great deal of strain on Canada, for the national capital of Ottawa was not far from the conquered land. Toronto was close enough to experience reality storms and has been mostly evacuated. Within days of the initial invasion the Emergencies Act was invoked and Canada prepared for war. Ottawa was partially evacuated due to its proximity to the Living Land, and the government relocated to Halifax.

The Canadians have built considerable defensive positions around Toronto to keep marauding dinosaurs, edeinos, and gospog away from their citizenry. In the wake of the invasion of Earth, many Core Earth nations are unable or unwilling to cooperate with one another, leaving intercontinental trade in shambles. The tough mindset of many Canadians has equipped them well to survive on their own, but the Prime Minister and Parliament both agree that the best policy is to build up their strength before attempting any military action.

Canada has watched carefully how things have proceeded against the Living Land in the United States—not at all well—and desires to avoid repeating those mistakes. For now, Canadian military forces are training, stockpiling supplies, and preparing for when the time is right to take back their land from the invaders.

When Baruk Kaah unleashed a massive earthquake miracle against Seattle, the aftershocks were powerful enough to cause significant damage to Portland and Vancouver. The chaos from this immense display of power was heavily demoralizing, and Vancouver's defenders did not fare well against the High Lord's forces when they finally arrived.

The loss of Vancouver has significantly wounded western Canada. The words "Remember Vancouver!" are spray-painted in nearly every province as an example of the Canadians' outrage at the invasion and the loss of such a culturally significant population center.

Some brave Mounties still ride patrols in the evacuated Northwest Territories near the White Zone and the southern interior of British Columbia. The Mounties consider it their duty

to continue searching for survivors or straggling bands of refugees. To their credit, the Mounties do occasionally encounter such humans, but for the most part, their vigil is a lonesome one.

Common Threats:

- **Mysterious Raiders:** Two Edeinos Warriors (see **Characters & Creatures** in *Torg Eternity*) per hero, led by a *reality*-rated Edeinos Warrior or Edeinos Optant (page 132).
- **Roving Predators:** One Sabre-Tooth Tiger (page 18) per two heroes or one Shoba Shoba (page 129).
- **Gospog Procession:** One Gospog of the Second Planting (page 123) per hero, tended by an Edeinos Gotak (page 132).

COMMON THREATS

The Common Threats listed for each region represent the most likely encounters for Storm Knights roaming the area. The numbers are a general guideline, and range from a fair battle to a challenging one for Alpha Clearance Storm Knights.

Some places within a region may be more carefully patrolled, or more dangerous in general, warranting increased numbers or tougher foes. The threats also don't necessarily always lead to combat, nor do they need to be fair. Canny Storm Knights may try to sneak past some foes, negotiate with others, or trick one group of enemies into fighting another.

The threats in an area don't scale to the group's clearance level. More powerful Storm Knights can brush through most random enemy forces. If a Glory card has been played in the zone, though, forces do change. Enemy numbers roughly double because they're on guard for marauding heroes. Named Stormers or even Ravagons are out in force searching for the High Lords' enemies, and may appear to complicate a normal encounter.

THE WEST COAST

Early in the invasion, the Reality Raiders swarmed down a maelstrom bridge linked directly into the city of San Francisco. The Golden Gate Bridge became a portal to another reality, allowing a wave of maddened lizard-men and dinosaurs to rampage into Core Earth. The Living Land spread like wildfire northward across California, into Oregon, Washington, and into southern British Columbia.

By taking over the West and East Coasts of the United States, Baruk Kaah and his edeinos have effectively bounded the United States on both sides and encompassed millions of citizens beneath the laws of the Living Land's reality.

The High Lord's conquest of the West Coast was not completed without resistance; the United States military put up a courageous and valiant fight every step of the way. Unfortunately, the heroism of these men and women only slowed

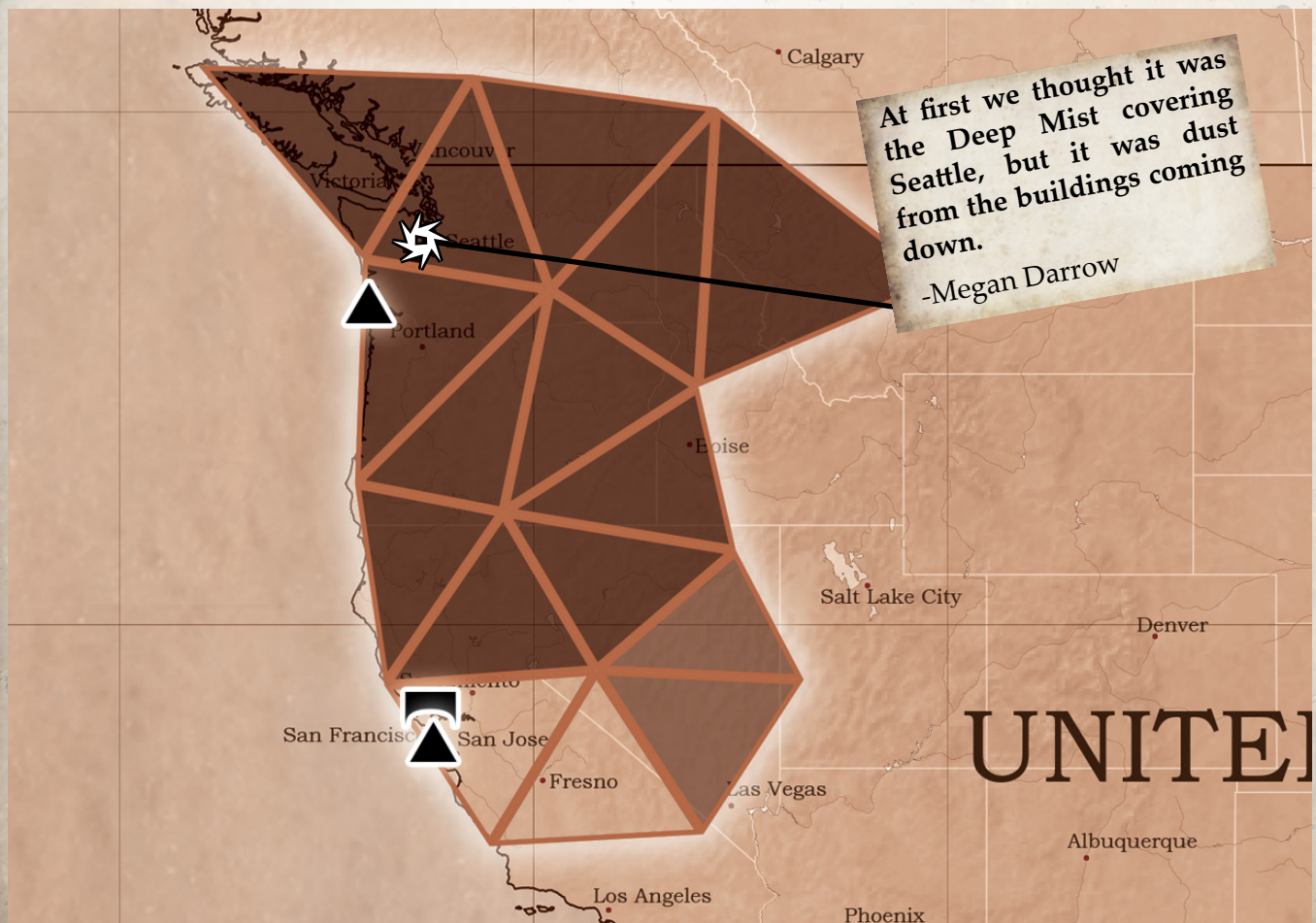
Baruk Kaah's expansion. In fact, the large amount of casualties from these desperate battles only served to swell the High Lord's forces, once those corpses were sown with seeds and transformed into gospog. Many of these battlefields still remain, the rusted remnants of once-powerful technology of war marking the end to bitter, brutal fighting.

WESTERN HARDPOINTS

Some of the major Core Earth hardpoints in the regions surround major cities. For the West, refugees flooded toward two areas: San Francisco and Seattle. Smaller outposts and communities exist throughout the region, but most attention is focused on those two cities.

SAN FRANCISCO

Despite San Francisco being one of the first places targeted, large sections of the city are still not under Baruk Kaah's control. The city's numerous churches became fortresses, and its many steep



rolling hills confounded gospog and wandering packs of dinosaurs alike.

These measures helped to preserve a sizable portion of the city's population. Perhaps most important is the island of Alcatraz. This former prison is now the center of the resistance against the Living Land in the West, housing military officers, scientists, and others passionate about fighting back against the High Lord's invasion. Alcatraz's remote location and formidable outer defenses have kept the island secure even against rampaging gospog and the megalodons that prowl in the waters nearby.

SEATTLE

Seattle, by contrast, is nearly a ghost town. Most of the survivors there cling to the outskirts in places such as Everett and Bellevue. Originally, Seattle was home to numerous refugees fleeing northwards from Baruk Kaah's forces. Once the edeinos reached them, the Seattleites fought back, ad hoc groups of civilians and soldiers sometimes battling street to street under the leadership of Major Devin Hawkes of the US Marines.

The defenders were ultimately *too* successful. Eventually, Baruk Kaah had enough. He invoked one of the most infamous examples of the Living Land's spiritual power and called down a miracle. The result was an earthquake of exceptional magnitude, so powerful that most of the city collapsed into ruin. Hawkes and his valiant defenders were wiped out, scattered into tiny, fearful bands. The lesson had been learned—Baruk Kaah was not to be trifled with.

CRYPTOZOLOGY, LOST RUINS, AND GHOSTS

In the wake of the invasion, the Western Living Land is a distinct environment from the other regions. Here, the land is not just a lush green jungle; it is also home to strangeness and mystery.

The Western Living Land holds numerous lingering remnants of lost worlds. Scientists from Core Earth cataloged over a dozen in the northern portion of California alone, and it is theorized that's twice the density of the rest of the Living Land.

Like elsewhere, these remnants tend to vanish and reappear over time, making any attempt to map out locations a frustrating endeavor.

The Deep Mist (see page 41) makes an appearance almost daily in some places within the region, adding to navigational troubles. The Ghost Clan of edeinos who live in this area have come to use the Deep Mist, wearing clothing dyed white or gray to help hide them among the tendrils of fog. Many Core Earth expeditions into the Western Living Land have had to turn back due to the Deep Mist's propensity for confusing compasses and landmarks.

The Western Living Land is home to more than just edeinos, dinosaurs, and gospog—other strange beasts are more common in this part of the world, creatures only ever described before in cryptozoology circles. The sasquatch, chupacabra, megaconda, and other cryptids once thought mythical have been confirmed by numerous reports. Cryptids exist in small numbers across the Living Land, but thrive within this region. These beings are often reclusive, and rarely numerous in comparison to the edeinos and dinosaur residents, but few doubt anymore that these creatures exist.

As for the edeinos of the West, most belong to the so-called "Ghost Clan." The edeinos use a term similar to this for themselves in their tongue, although the sobriquet isn't entirely accurate. Rather, the edeinos consider themselves "spirits," expressions of Lanala's will in the land. The Ghost Clan tends to hold itself aloof from other beings in the Living Land. They are not openly aggressive or murderous like the Whitespears or Redjaws, but they still obey the Saar. A handful of humans and other races have been spotted working with—and dressing like—the Ghost Clan from time to time.

CRATER LAKE

A large body of water located in Oregon, Crater Lake is named for the caldera it rests in, the remnants of a collapsed volcano. Once famed for its deep blue color and exceptional clarity, the character of Crater Lake has changed considerably upon becoming part of the Living Land. After the invasion, the lake has become darker and murkier. Several sightings have been reported of a massive

ORRORSH SPLINTERS

The Gaunt Man's influence reaches far beyond the borders of a single cosm. Few understand how, but in some places a single eerie tree in the area acts as a hardpoint for the horror reality of Orrorsh, tainting everything around it with fear and terror. The Yucatán in particular is home to several of these eerie snags. Some were offered as gifts and serve as Dimthread portals—but most are unknown and unwanted.

Near such sites the local dinosaurs become particularly aggressive and bloodthirsty. Even herbivores like triceratops have taken to devouring meat and oddly thriving on this unusual diet. Naturally, these far more deadly and belligerent dinosaurs seem to prefer the taste of humans above any other meal.

USING NIGHTMARE TREES

The terrors of this Orrorsh-touched land can be an interesting change of pace from the pulp-inspired adventure found elsewhere in the cosm. Play up the differences in tone and danger.

Younger trees only create a mixed zone in the darkness of night. Older, stronger trees create a Mixed Orrorsh Zone during the day, and a Dominant Zone at night.

Describe the bizarre carnivorous nature of the dinosaurs of the area. Add Cloak of Darkness (see **Special Abilities** in *Torg Eternity*) and +5 resistance against *trick*. Some may even gain Fear or even Dread. But most important, these dinosaurs are malevolent. They aren't hunting out of instinct, they are tormenting their targets for pleasure.

The characters can trust no one they meet in the region, for anyone—any survivor, young or old, no matter how unlikely they may seem—could be a member of the blood cult. The characters can't count on any local assistance from partisans and refugees, unlike almost everywhere else in the Living Land. And even survivors who aren't a threat have something off about them, an uncanniness that sets the heroes ill at ease.

aquatic beast lurking in the depths of Crater Lake, described by many as similar to a plesiosaur of immense size.

On the banks of Crater Lake, edeinos of the Ghost Clan have industriously constructed a massive stepped pyramid, quarrying the region's natural stone and using dinosaurs for labor. This pyramid, once complete, will stand nearly twice the height of the largest pyramid at Giza in Egypt. So far, the true purpose of the temple is unknown, although some Storm Knights have said that the Ghost Clan plans to use the temple to house some being or object particularly holy to Lanala.

MOUNT RAINIER

The arrival of the Living Land's reality has woken some features of the land from dormancy, including the volcanic location known as Mount Rainier. During Baruk Kaah's attack on Seattle, the earthquake he summoned caused Mount Rainier to erupt into a plume of fire and ash.

Active once more, heavy mudslides and rivers of molten lava occasionally ooze down the sides of this volcano. The Ghost Clan consider the site sacred, occasionally tossing living sacrifices into the caldera's bubbling core. Numerous cryptids are said to haunt the slopes, including roving packs of chupacabra. The jungles near the mountain are particularly lush, thriving against all logic against rains of ash and eruptions of lava. The Ghost Clan has established numerous villages overlooking the mountain.

REDWOOD FOREST

In the Western Living Land, the stately and majestic trees of the Redwood National and State Park have become a forbidding place, site of numerous disappearances of both edeinos and humans seeking refuge there. The Ghost Clan has gone so far as to establish warning totems around the area and shun it completely.

Agents of the Delphi Council who ventured within and returned raved about large groups of creatures resembling the cryptid known as "sasquatch" building a brutal, primitive society within the area. Whether peaceful contact with the creatures is possible remains to be seen.

THREATS AND ATTITUDES

The United States did not sit quietly by as the Living Land devoured the West Coast. Although many sorties into the Living Land ended badly for Core Earth due to the conflict of axioms, the US military forces fought bravely and well.

The Navy enjoyed some particular success, mainly by attacking at long range from the coast. In conjunction with the Coast Guard, the US Navy continues to patrol as close as they dare to the coastline. On land, there is a continuing movement of resistance against the invaders, including many regular citizens and refugees who have simply had enough of hiding from the "lizard-men."

In a moment of historical irony, the old Japanese internment camps of Tule Lake and Manzanar have become staging areas for bands of partisans. The outcome of the "Battle of Seattle," as it became known, resulted in a large backlash against the edinos and the High Lord, motivating many folk in the area to fight back.

Most of the humans who remain inside the Living Land are merely struggling to survive. Gathering food is comparatively simple, but storing it is a challenge to most modern-day citizens. Any one with knowledge of how to live off the land (including park rangers, farmers, hunters, outdoorsmen, and historical enthusiasts) has become a vital resource.

Most leaders in the West Coast realm are taking their cues from infrequent communications with the determined resistance commanders on Alcatraz island. Most messages and news are passed via word of mouth by a circuit of traders and travelers supplied by Alcatraz or the Delphi Council.

Common Threats:

- **Ghost Clan Scouts:** One Ghost Clan Mistwalker (page 133) per hero, led by a reality-rated Ghost Clan Mistwalker.
- **Cryptid Predators:** Two Chupacabras (page 136) per hero.
- **Gospog Marauders:** One Gospog of the Third Planting (see page 124) or three Gospog of the First Planting (see *Torg Eternity*) per hero.
- **Sasquatch Tribe:** One Sasquatch (page 136) per two heroes.

WONDERS BELOW

Earth is now riddled with interconnecting subterranean passages. Some of these are tendrils slithering out from the vast Land Between of Aysle, but within the Living Land many more are products of the Law of Wonders. Both sides have tried to exploit these new caverns and tunnels. They weave under reality storms and into protected areas, but they are also unmapped, shifting, and filled with dangers.

CAVE ENTRANCES

Most existing caves from Core Earth now connect to a larger network, if a fearless spelunker can discover where the new tunnels touch. Artificial excavations like mines seem to draw the tunnel network like a magnet, usually causing a partial collapse once a new tunnel arrives and fractures the ground nearby. New grottoes on the surface appear or disappear all the time, hiding small entrances within.

CAVE TYPES

Most caves in the network look as if they were caused by the erosion of softer stone over time, complete with stalactites, stalagmites, and other evidence of epochs worth of erosion. Other caves are cut into rocky ocean shores by the tides, carved by ancient glaciers, or formed by volcanic forces. The cavern network below may be any of these types, whether the geographical history of the area supports them or not.

"Living" caves have moisture and water, and support strange, dangerous life forms. Stone floors may be centimeters thick with deep mud or nothing at all beneath. Drier caves are less hazardous on the surface, but draw gospog and other unnatural forces. Some caves may be submerged for most of the day, or unstable and covered in sharp stone. Most dangerous are volcanic caves, which may contain toxic gas and the possibility of a new lava flow if the volcano is still active.

MERRETIKA

Merretika is a lost world, a remnant of a realm destroyed long ago. It continues to exist thanks to the **Law of Wonders**, but rather than appearing on the surface Merretika is inside a massive underground cavern, hundreds of kilometers across with a high, domed ceiling. It has its own source of heat and light, and water floods in and out through the tunnels that connect it to the cave network of the Living Land.

Where Baruk Kaah invades and conquers, the World Laws of the Living Land make Merretika accessible to those who flee deep enough into caves to avoid him. Thus the remnant has become a new home to refugees from various worlds crushed by the edeinosaurs.

Like most lost worlds, Merretika's position isn't fixed. From inside it just seems that some entrances don't lead back to the same cave paths they did when an explorer entered. Merretika's axioms and World Laws don't diverge from the Living Land at all.

Merretika and its inhabitants are described in detail in *The God Box*.

THE UNDERGROUND AND LAND BETWEEN

Mazes of interconnected tunnels have appeared across Core Earth, not just near the Living Land. They are also especially common in Aysle, but they aren't limited to any one realm. The strange nature of these caverns makes any realm accessible to spelunkers with the luck and endurance to get there.

The tunnels reach realms on other continents, perhaps by running under the oceans or possibly between different cosms. The caves themselves are usually dominant zones of the realm above or of Aysle.

No map of the network exists, and routes and tunnels shift and change without warning. A completely new tunnel is usually discovered just as a cave-in shuts off a previously known route. These caves can make excellent shortcuts to avoid reality storms and dangers above, but they come with their own distinct hazards for the unwary or the unlucky.

UNDERGROUND HAZARDS

Traversing the vast cave network that winds below the Living Land poses dangers beyond strange occupants. Here are a host of environmental hazards that face such bold explorers.

CAVE-INS

Ceiling collapses may happen in areas with earthquakes, strong reality storms, or in caves made from talus or ice. It's unlikely (and not very fun) for a Storm Knight to be directly under a falling section and crushed to death, but smaller debris near the collapse deals 10+2BD damage. A standard *Dexterity* test reduces that to +1BD, a Good Success reduces it to just 10 damage, and an Outstanding avoids debris entirely.

DEADFALLS

Some floors in a cave are very thin, and crack like ice once stepped on. A Challenging (DN 12) *find* test spots these surfaces before any weight breaks them—Darkness penalties definitely apply here! If the test fails the character falls (see **Falling Damage** in *Torg Eternity*).

DISORIENTATION

No tunnel is perfectly straight and level; each passage climbs, drops, twists, and loops around disconcertingly. Three-dimensional maps are difficult to create and interpret. Worse, the same stone formations look completely different from another angle, making landmarks seem to disappear. Once Storm Knights lose their way inside caves they become Stymied every round until they discover an exit or a landmark.

FLOODS

Sea caves and ice caves may both flood. Getting caught in the rush of water deals damage just like a cave-in above (which may be lessened or avoided in the same way) followed by Drowning until the character ascends out of the water or finds an air pocket. Outrunning an oncoming flood works like a Chase (see **Chases** in *Torg Eternity*), with the flood hitting one Step at the end of each round, and a character reaching safety once he completes Step D.



Vast new caverns stretch underneath the Living Land and Core Earth.

GASES

Poisonous gases are subtle killers. Telltale signs may be a lightheaded feeling or strange odors. Characters without protection begin Drowning until they find a pocket of clear air or an exit. Some gases are explosive, and may be detonated by torches or other open flames. The initial wave of fire deals damage to everyone in the area like a Bonfire (see **Fire Damage** in *Torg Eternity*), and may also trigger a cave-in!

DARKNESS

It seems obvious that caves should be dark, but without a light source the true depth of the darkness is difficult to fathom. A Storm Knight can see nothing at all, not even inches away. Apart from the usual -6 penalty to actions that require sight, navigation become Near Impossible (-10) and takes five times as long. Even small creatures

may sound terrifying moving around in the total darkness, and hazards may only be discovered by touch.

MUD

Living caves may have sections of deep mud, forcing a character to spend two or more meters of movement for each meter actually crossed. Mud may also hide deadfalls or pits. Once submerged a Storm Knight begins to suffocate (see **Drowning** in *Torg Eternity*) until he can find a way to climb out.

SUBMERSION

Any living cave may have entire sections submerged in water. Traveling through such passages risks Drowning as usual.



REALITY

Like all of the invading cosms, the Living Land has its own distinct set of axioms and World Laws. This section discusses both of these elements and explains how they interact with a *Torg Eternity* campaign.

LIVING LAND AXIOMS

More than anything else, the Living Land is defined by its axioms: the low Technological Axiom makes this cosm primitive, while the very strong Spirit Axiom makes it possible for the Goddess Lanala to have such a strong impact on this reality.

MAGIC: 1

SOCIAL: 7

SPIRIT: 24

TECH: 6

THE SPIRIT AXIOM

The Living Land fairly seethes with spirituality. Its Spirit Axiom is incredibly high, making the cosm itself a place where miracles of astounding power can be performed. However, the spiritual nature of the Living Land is not just about raw power—it is the home of a true goddess of life, Lanala, and her essence fills the land.

First, there is a certain unique feeling one has when entering the Living Land. Visitors feel a profound sense of being one in mind, body, and soul that is akin to one of the Zen masters. There is a sensation of being part of something larger than oneself, but one's individuality is not suppressed. At the same time, there is a sense of being judged—that one is being held to a particular standard. People from Core Earth have reported unusual reactions to the Living Land's sense of spirituality, ranging from euphoria to terror. Some have described the sensation as "an acknowledgment that you are special," while others have said they felt as if the goddess weighed their soul...and found it wanting.

The ready and obvious power of Lanala has by itself converted a number of humans into jakatts—

since most Core Earth residents are unused to seeing deific power demonstrated so obviously.

Anyone with enough faith can invoke bless, or curse in addition to ward enemy. Grasping vines, shape plant, and invoke Lanala are available too, but usually only to jakatts. Technically the devout of any faith can risk angering Lanala and attempt them in emergencies, at a -10 penalty.

THE TECHNOLOGICAL AXIOM

The technology level of the Living Land is fixed roughly at the stone age. The edeinos are still developing their technology from this point—for example, they have yet to widely discover how to smelt and shape metal, although such is possible in this cosm. The distinct lack of advanced tools and methods helps reinforce the overall primitive feel of the Living Land. This is a world where the spear and the chariot are the most advanced tools anyone is likely to encounter. Hunting and gathering are widely practiced, and some edeinos tribes have become quite skilled at preserving meat and utilizing every piece of their kill. Other tribes have begun to experiment with basic agriculture, mainly at the subsistence level and as a supplement to traditional hunting.

The Law of Wonders adjusts this axiom within the Living Land, allowing for truly advanced and breathtaking constructions—often assisted by miracles. The Law of Wonders also means that there are places in the Living Land where the weird science devices of the Nile Empire function without contradiction. Some of the relics of lost worlds preserved by the Law of Wonders include bizarre technology that somehow manages to function despite the cosm's influence.

THE SOCIAL AXIOM

The limits of the Social Axiom in the Living Land emphasize the cosm's primitive nature—the most significant social unit is the tribe. The tribe even overrides the concept of family among the edeinos. In the Living Land, one's tribe is one's family. The chief of each tribe acts as the elder and commander, advised by the tribe's priest. Tribal chiefs owe their fealty to the clan chieftain, and the clans (in theory) owe their allegiance in turn to the Saar.

Social connections in the Living Land begin with the tribe, and often, edeinos assume that outsiders belong to extended tribes and clans as well.

Due to the low Social Axiom, complex strategies and military formations are extremely difficult to implement. This principle means that most attack forces in the Living Land are limited to basic swarming assaults, ambushes, and fixed defenses. Advanced concepts like attacking supply lines, flanking maneuvers, and rapid deployment cause contradictions.

Similarly, the political structure of the Living Land is relatively simple. Baruk Kaah commands authority as Saar, and in turn, the clan chiefs command in the Saar's name. Tribal chiefs do as the clan chiefs tell them. Anything more advanced (such as political parties, fifth columnists, and so forth) cause contradictions and generally fail to work.

THE MAGIC AXIOM

Magic is entirely alien to the Living Land. Any use of magic—including magical items—in the cosm causes a contradiction. The concepts of luck and superstition exist in the edeinos culture. Though only dimly grasped, the belief in these forces remains widespread—most edeinos are superstitious, seeing omens and portents in nearly every facet of their lives.

WORLD LAWS

The World Laws of the Living Land truly set it apart. The Law of Life means that this cosm teems with unusual flora and fauna. The Law of Wonders brings the strange remnants of lost civilizations into the cosm. The Law of Savagery ensures that the Living Land will always be a home to barbaric and passionate actions.

THE LAW OF SAVAGERY

The primal nature of the Living Land expresses itself through the Law of Savagery. This World Law emphasizes a primitive nature lurking just below the surface for even the most civilized folk, awakening or enhancing primal instincts for survival against all odds. There are three

main components to how the Law of Savagery affects individuals within the Living Land: a powerful rage to destroy one's enemies and any obstacles blocking one's path, a slow and gradual (but inevitable) change in one's appearance to a more primal form, and a heightening of physical attraction.

RAGE

In the Living Land, facing one's foe in combat often leads to fierce, brutal blows with little to nothing held back. This Law has a major effect in combat.

- **Savagery:** When Attack is an Approved Action, a character who successfully uses the All-Out Attack option adds an additional bonus die to their damage value. This adds to the existing +4 for the All-Out Attack, and the attacker remains Very Vulnerable.

This bonus may apply at the Game Master's discretion in other situations, such as destroying a locked door that blocks the player's path or chopping down a rope bridge to send pursuing edeinos hurtling down into a chasm. Most dinosaurs and edeinos exemplify this World Law, and many Storm Knights may be surprised at just how ferociously these enemies press the attack.

The Game Master is encouraged to reward extra possibilities for dramatic roleplay involving this World Law's rage effect. Some examples of worthy, memorable moments include using the rage in a creative fashion or heroically resisting it to show mercy. The GM may consider awarding an additional Possibility for players who really get into the spirit of the Law of Savagery when describing their actions.

APPEARANCE

In any pure zone of the Living Land, the Law of Savagery has noticeable impacts on a character's appearance. First, clothing becomes very susceptible to damage and outright destruction. After spending a few days in the Living Land, characters are likely to find themselves clad only in tattered shirts, loincloths, and headbands or bandannas. The destruction of clothing occurs gradually over time; sharp thorns in the undergrowth snag on

fabric while traversing the jungle, both hits and near misses in combat result in shredded clothing and ripped seams, and local wildlife seems to find the taste of cotton or woven fibers tasty. There is always enough clothing left to preserve a character's modesty. It is the responsibility of the Game Master to interpret this effect of the Law of Savagery and present it in a way that makes sense for the character's actions and surroundings.

One additional side effect of the Law of Savagery is that hair growth is highly accelerated in the Living Land. Male characters find that chest hair and beards grow rapidly, forming stubble in just a few hours on even a clean-shaven chin. Bald men often find their scalp hair regenerating as well. Female characters experience a similar effect on scalp hair. A woman's hair grows at an incredible rate in the Living Land, extending down to her waist or even down to her ankles depending on the initial length of her hair. The new hair growth can be trimmed or shaved normally if the tools are at hand, but the rate of growth ensures that these measures must be used often lest the hair grow back again. For obvious reasons, this particular effect of the Law of Savagery has no real meaning for the edeinos or the dinosaurs that call the Living Land home.

PHYSICAL ATTRACTION

Lastly, the Law of Savagery heightens physical attraction. Any two creatures of the appropriate sexual orientation appear more attractive to each other, and characters who are already interested in one another often find their emotions flaring toward boldness and passion.

THE LAW OF LIFE

The very name of the Living Land reflects the influence and guidance of the goddess, Lanala, a deity of life. The essence of life is celebrated in the Living Land, causing all living things to teem with abundance and variety. There are three ways in which the Law of Life manifests: through the fruition of a wide range of lifeforms and the sizes and rates at which they grow, through the acceleration of decay and rot of things no longer alive, and through the efficacy of attempts to heal or recover from injury.

VARIETY IS THE SPICE OF LIFE

In the Living Land, both plants and animals can grow to immense sizes. Trees commonly tower up to a hundred feet high, or have boles thicker than California redwoods. Vines stretch and interweave for up to a mile in length. The dinosaurs, of course, are already quite large, but the Living Land makes these creatures even more robust than is typical for the breed. Nuts and fruits harvested from trees in the Living Land are huge, far more tasty and nourishing than their cousins in other cosms. Such fecundity means most tests to hunt or forage in the Living Land are Easy (DN 8). Failure, however, means the hunter has become the hunted by some more ferocious creature of the Game Master's choosing.

All plant and animal life native to the Living Land grow in size at an astonishing rate. A path cleared through the jungle sometimes takes only hours or days to become fully filled in once more by vines and trees. Most dinosaurs hatch from the egg and grow to near-adult size in less than a year. The acceleration of growth only applies to reaching adulthood (or its typical size, for plantlife), and does not otherwise inhibit the plant's or animal's lifecycle.

Lastly, plants and animals exhibit amazing variety, allowing for many variations of pattern, appearance, and even unusual mutations and abilities. The Living Land encourages diversity, ensuring that dinosaurs from one region have vivid colors that are completely different from similar dinosaurs of another. There is a dazzling range of flowering plant life within the Living Land, including many species long thought extinct.

LIFE VS. DEATH

Things that are no longer alive decay very quickly due to the Law of Life. Rot, rusting, weathering and any other forms of decay proceed at roughly three times their normal rate in Pure Zones of the Living Land. Corpses rapidly become nothing more than skeletal bones, while caches of food spoil and go bad nearly overnight. Most visitors to the Living Land must hunt for their meals, as anything brought in from the outside typically goes bad in a very short time. Food that is preserved (such as in cans, vacuum-sealed bags, etc.) lasts a bit longer; the

rate of decay is only twice that of normal for such things. This also applies to any other techniques used to preserve items from rust, mold, rot, and decay. Many of the ruined remnants of Core Earth that are engulfed in the Living Land fall victim to this World Law. Entire cities are merely ruins covered in vines. Any technological items that no longer function due to the Living Land's axioms lie abandoned, rusted into uselessness.

Strangely, bones—especially those of large creatures—are unaffected by this law. Some jakatts theorize that it is Lanala's way of reminding her people of death and the consequences thereof within her realm. Others say that it may be simply random chance, or perhaps the inimical influence of a darker god devoted to death instead of life.

LIFE FINDS A WAY

As the name implies, the Living Land embraces the forces of life. Wounds and fatigue heal more quickly under the Law of Life, recovering at twice the normal rate. Creatures that should not normally be able to breed and have children often find that they are compatible while in the Living Land, thus explaining some of the unusual hybrid species found within that cosm.

- Life:** Characters always have an Up result when rolling for Defeat (see *Torg Eternity*).

Wounded characters test to heal every scene or once per day, whichever is more often.

THE LAW OF WONDERS

The Living Land is a wondrous place, filled with sights that stagger most visitors from Core Earth. Ruined temples from fallen cosms lurk within the depths of the jungle, while massive pyramids are built by primitive societies who should not be capable of such feats. Even the architecture of nature is taken to another level, with extensive cavern networks and impressive natural formations.

WONDERS OF THE LOST WORLDS

In the Living Land, the goddess Lanala has chosen to preserve pieces of other destroyed cosms within her realm. These fragments of other cosms take the form of ancient, abandoned ruins, each displayed as both a trophy and a warning of what could

come of relying too much upon tools that her religion eschews (namely, technology and magic). Some believe that these relics of other cosms are deposited by the mysterious reality storms, while others credit Lanala for simply having these ruins appear in remote locations with no witnesses. These pieces of lost worlds can be truly strange, touching on alternate realities as well as cosms that are no more. In many cases, these ruins contain information, materials, or even items of power that are very useful to Storm Knights fighting against the High Lord. Some edeinosaurs believe that the presence of these pieces from lost worlds is an expression (conscious or unconscious) of Lanala's desire to purify the Living Land of Baruk Kaah's influence—or more accurately, that of his Darkness Device.

The presence of these relics from lost worlds in the Living Land makes journeys into this cosm even more important for Storm Knights and agents of the Delphi Council looking for any advantage in the war against Baruk Kaah and the other High Lords. The Law of Wonders also allows for Pulp Powers and weird science to function without contradiction in areas within 50 meters to five kilometers of a ruin from a lost civilization, similar to the ranges for a hardpoint.

For more on using this aspect of the Law of Wonders, see **Lost Worlds** on page 105.

WONDROUS ENGINEERING

Buildings and structures in the Living Land can be built that would otherwise be impossible. In effect, the Living Land's Tech and Magic Axioms are relaxed slightly when relating to the construction of dramatically appropriate feats of architecture. Complex pyramids, inverted townships built among immense cavern stalactites, or even a series of aqueducts among mammoth, roaring waterfalls are all examples of what is possible in the Living Land. The Game Master should use his discretion as to what he considers plausible for this effect of the Law of Wonders, but in short, any visually impressive construction that fits the context of the current adventure can be encountered in the Living Land. Note that this applies only to the means necessary to build the structure, not for any technology,

magic, or other feature of the building beyond what is strictly needed for it to exist.

This law is also why ruined skyscrapers tend to remain even in Pure Zones which might otherwise cause them to transform or crumble. Even riddled with holes and overgrown with vegetation the structures remain sound unless purposefully undermined.

WONDERS OF NATURE

The Law of Wonders extends to natural formations as well. Any existing feature of Core Earth that is subsumed into the Living Land in a Pure Zone can become enhanced in every way. These natural formations become breathtaking things of beauty, grander in scale, and far more fitting for the Living Land's primal essence. Rock formations tower higher and broader. Caverns are far wider and more extensive (sometimes including ruins of lost worlds or tribes that have retreated from the surface). Water features such as a river or waterfall are cascading, rapid-running elements that can be either a threatening obstacle or an opportunity for a quick escape from danger.

MINOR WORLD LAWS

Although each cosm is described by three major World Laws, there are technically many more that shape the world's development and nature. Most of these laws are aspects of one of the major laws or contribute to them in some way.

LAW OF DECAY

Widely observed in the Living Land, the Law of Decay is generally counted as a subset of the Law of Life. Its effects are distinct enough that some argue it's a separate law. This force is what causes "dead things" to crumble so quickly.

Typically, Storm Knights that do not disconnect in the Living Land have little to fear as long as they take good care of their equipment. People who have ventured into the Living Land and returned alive often give sage advice to keep one's gear in mind in order to avoid the worst of this effect.

LAW OF SCARS

Life in the Living Land is intense and brutal, and those who survive the various perils found there

bear scars to prove it. Experts disagree whether this effect has more to do with the Law of Savagery or the Law of Life. Wounds heal quickly, but always leave prominent scars. Primitive cultures universally respect such scars as a sign of power.

Conversely, scars on a villain or creature act as a warning sign to Storm Knights. Such foes are usually experienced and tougher, with skills and attributes one to two points higher than a standard specimen.

LAW OF VARIETY

Noted under the Law of Life, but also empowered by the Law of Wonders, the creatures of the realm tend to be extremely diverse, even within the same species. Specializations abound, creating strange and divergent evolutionary paths: Electric shocks, tentacles, even flaming spit are possible adaptations. This law may be why the dinosaurs of the Living Land are different from Core Earth theory.

TRAVEL AND THE ENVIRONMENT

Within the Living Land, nature and the land itself transform significantly. Where the Living Land's cosm rules, the environment is thrust into deep jungles, swamplands, or rainforests. The temperatures are always hot, the atmosphere always humid. The ambient temperature of the Living Land averages around 30 degrees Celsius, ranging from around 20 at the lowest (typically at night) to over 40 at its peak.

The reality of the Living Land exemplifies a tropical climate, and most regions have only two seasons. The first is an extended "summer" with long stretches of hot, relatively stable weather patterns, followed by the second season—a "rainy" season where monsoons and tropical storms are far more common. During the rainy season, heavy rainfall, hurricanes, and other tropical weather phenomena occur more frequently than they do on Core Earth. Mudslides



Although called "dinosaurs," the beasts of the Living Land are not the reptiles of Earth's distant past!

and minor earthquakes are also more commonplace. Delphi Council researchers are certain the seismic activity is related to the expanding cavern systems that honeycomb the ground in invaded zones, and have even appeared in Core Earth zones.

Another peculiarity of the Living Land's reality is that pieces of other worlds sometimes appear within it. These lost worlds are typically ruins of a civilization either vanished in the past or conquered by Baruk Kaah and the other Reality Raiders. The remnants of a lost civilization are almost always uninhabited, merely a relic or reminder of the culture or people to whom it belonged.

More extreme examples include a mysterious "City of Gold" rumored to have been discovered in the Yucatán, or the bizarre mega-caverns beneath California. Occasionally, however, these relics of a lost civilization contain vital information, resources, or even items of power that Storm Knights have found useful to oppose Baruk Kaah's schemes. Some speculate that this effect represents Lanala's desire to preserve life, using the remnants of lost worlds as a reminder of what could one day happen to her people if the High Lord's reckless ambition is not checked by heroes.

FLORA AND FAUNA

The Living Land is verdant with plant and animal life of many kinds. In terms of flora, the cosm is rich with huge trees, jungle plants, and brilliantly colored flowers. Thick vines and creepers entwine across the rainforests and swamps, while the ground itself is often covered in a carpet of sturdy moss and lichen. Thick, leafy plants find root in nearly every flat surface, and it is not uncommon to find numerous different species of plants all thriving in unusual locations such as cliffs, ravines, or even the mouths of caverns.

Animal life is no less prevalent. Most of the time, visitors to the Living Land notice the massive dinosaurs that roam the land, paying little attention to anything else. Notably, dinosaurs of the Living Land are far more reptilian in appearance than avian, much closer to Core Earth's depictions of dinosaurs from two to three decades ago. The reptilian nature of the Living Land's dinosaurs suggests a strong link between these creatures and the native edeinos.

Aside from the dominating presence of the dinosaurs, however, many other animals make their homes in the cosm. The jungles brim with all kinds of animal life, including many varieties of reptiles (especially snakes, lizards, and tortoises), marsupials, and birds. Less commonly glimpsed are many great cats, including the sabre-tooth tiger, long believed extinct on Core Earth. These animals often are examples of robust health and grow to unusually large sizes. The coloration of reptiles and birds is particularly vibrant, often startlingly beautiful when placed next to the similarly spectacular surroundings of plant life.

Thanks to the Law of Wonders (see page 59), the natural environment of the Living Land is also stunning in its breadth, scope, and hauntingly memorable displays. From plunging ravines to arching rock formations, towering cliffs and thundering rivers, every aspect of these natural representations is enhanced to epic levels. Journeying through the Living Land is often dangerous, it is true, but is also an unforgettable journey thanks to these aspects of the realm.

TRAVEL IN THE LIVING LAND

Making one's way through the Living Land is no picnic—there's the thick plantlife, dangerous creatures, and the ever-present tropical heat. Occasionally there are other hazards, like the Deep Mist, torrential rainfall, or quicksand.

USING TRAVEL DISTANCE PER HOUR

The standard travel times in this section represent careful, measured movement—the same kind of travel one would undertake in a reasonably safe natural park over uneven terrain. If the Storm Knights push through the terrain with haste, the Game Master should designate one character as the guide for the group—the character "on point" as it were—and ask for a *survival* test. The test is Standard in the open or on a trail, Hard (DN 14) in ruins or mountain regions, and Heroic (DN 18) in jungle or swamp.

Failure gains no extra speed and incurs a Travel Hazard (see page 64). On a success the group travels an extra kilometer that hour but suffers a Fatigue result. A Good result uses the Trail pace

plus one kilometer, but still causes Fatigue. An Outstanding Success grants the same speed as a Good result but doesn't cause Fatigue.

TRAVEL TIMES

The most common types of terrain in the Living Land are (in order), jungles, swamps, mountains, ruins, and plains. The table below shows some typical travel times through the Living Land in these environments. If a trail or road is present use that speed rather than the surrounding environment.

Circumstances like bad weather, disease or Wounds, and carrying heavy or inappropriate gear can have a negative impact on travel times. Familiarity with the area or a good map might increase speeds. The Game Master should use his discretion to adjust the travel times for any applicable circumstances are in play.

TRAILS AND ROADS

Travel through the Living Land is considerably faster and easier when conducted along an existing trail or road. However, both of these options are fairly rare—trails tend not to last long with jungle growth accelerated by the Law of Life, while roads tend to decay and fall apart due to the same law! Some trails do continue to exist, particularly along rocky ridgelines, rivers, or across the remnants of a former expressway bounded by crumbling concrete.

The edeinos tribes are ingenious at constructing trails through the jungle, often through the use of the *shape plant* miracle and basic engineering skills.

Some edeinos—particularly the Ghost and Goldsun Clans—have learned to make corduroy roads by using logs covered in sand laid perpendicular to the path. These “log roads” help the edeinos move in large numbers, and Baruk Kaah has instructed the Redjaw Clan to begin the same tradition on the East Coast of the United States.

The US highway system remains intact over large stretches of the Living Land, particularly in mixed zones, and these roads also provide a good means to traverse the jungle. However, the creatures native to the Living Land—not to mention the edeinos tribes—have come to learn that these roads often provide prey for hunting. Therefore, the existing roads of Core Earth may be faster, but are also more dangerous than other trails.

NATIVES AND TRAVEL

The edeinos typically use large dinosaurs to clear paths through the environment for others to follow behind. They don't have enough widespread knowledge of metallurgy and blacksmithing to make machetes, although there are some tribes experimenting with the concept. Generally, edeinos travel single-file in a long, snaking formation, although some tribes prefer double-file.

Some edeinos use lakten to travel through the air. Other edeinos tribes use crude boats and canoes to travel in the swamps and wetlands. In contrast, gospog bull through the environment in unruly mobs. This often ends up with the gospog forming into tight groups—perfect for ambushes by partisans and resistance fighters.

TRAVEL DISTANCE PER HOUR

Type	Open	Trail	Road	Jungle	Swamp	Ruins	Mountain
Foot	3 kph	3 kph	3 kph	1 kph	1 kph	2 kph	2 kph
Beast	5 kph	5 kph	5 kph	3 kph	3 kph	3 kph	3 kph
Beast (Fast)	8 kph	8 kph	8 kph	3 kph	3 kph	4 kph	4 kph
Vehicle (motorcycle)	50 kph	40 kph	50 kph	3 kph	3 kph	10 kph	10 kph
Vehicle (Fast)	50 kph	40 kph	80 kph	3 kph	3 kph	15 kph	15 kph
Large Vehicle (truck)	40 kph	10 kph	50 kph	1 kph	1 kph	10 kph	10 kph
Large Vehicle (Fast)	50 kph	10 kph	80 kph	1 kph	1 kph	10 kph	10 kph

NON-NATIVES AND TRAVEL

For others trying to get through the Living Land, there are several options that have been explored—primarily by the Delphi Council and its agents. Machetes, of course, are an invaluable tool in the deep jungle for cutting paths, clearing stubborn vines, and serving as an all-purpose tool or weapon in a pinch. There are certain low-tech solutions for forming trails—one of these options involves ancient techniques of mixing concrete. While labor-intensive and slow, this particular approach has served the resistance fighters in the Ozarks and on the East Coast quite well, laying down concrete “roads” through the most heavily trafficked areas of each region.

Another option involves salting the earth, inhibiting the plant growth by removing nutrients and water from the soil, and ensuring that the Living Land has difficulty securing that ground with undergrowth.

VEHICLES IN THE LIVING LAND

Ground vehicles are nearly useless when there are no roads or trails. Motorcycles fitted for off-road terrain are the most popular option, although there are some resistance groups who have modified SUVs to traverse the terrain. Small boats and fanboats are useful in the swamps.

Naturally, aircraft are the most popular option, although the dangers of losing the vehicle to the low Tech Axiom do increase quite a bit. When crossing the boundaries between cosms, the operator of the vehicle must make a Contradiction check, otherwise the vehicle and pilot disconnect at an appropriate moment during the trip. On long journeys, flip a Drama card for each day of travel, and a Surge or Setback forces another Contradiction check.

TRAVEL HAZARDS

When a test to speed travel fails, the *Perils of the Living Land* card is played, or when the GM feels it's dramatically appropriate, a hazard appears to disrupt travel.

Roll 1d20 and compare to the list below, choose an appropriate peril from that list, or come up with a new complication based on the environment that the Storm Knights are traveling through.

•1–2: A bank of the Deep Mist rolls into the area, obscuring vision, confounding compasses, and getting the group entirely lost. No distance is gained during the hour at all.

•3–4: A set of primitive traps are laid out on the path ahead. Examples include crude deadfalls, snares, or a covered pit filled with wooden spikes. Each character must make a Difficult (DN 12) *find* test or suffer one Wound. *Reality*-rated characters may Soak normally.

•5–6: The heroes encounter a wide ravine with no obvious way to cross. It costs two hours of travel to backtrack to another route to find a safe route to climb down and back up again.

•7–8: A herd of herbivores comes into view between the Storm Knights and their goal. They may not be predators, but a stampede is just as dangerous. Treat as a Chase where the heroes suffer the damage from the dinosaurs as trampling each round where the dinosaurs are on the same Step or ahead until one side or the other reaches Step D.

•9–10: The lair of a Living Land creature impedes the heroes' progress. Choose a carnivore from Chapter 10: Threats.

•11–12: A rushing set of rapids or a waterfall lies ahead. Crossing the dangerous zone is a Dramatic Skill Resolution using *water vehicles* or *Dexterity* for each step, with a 30-meter fall as a consequence for failure.

•13–14: A sudden swell in the jungle's heat and humidity occurs, and the Storm Knights must either rest and take precautions or suffer Fatigue that may not be recovered until they rest for the day.

•15–16: The heroes find a crude rope bridge spanning a deep chasm. The bridge is in disrepair, and requires a standard *Dexterity* test to cross without suffering a 50-meter fall (see **Falling** in *Torg Eternity*).

•17–18: A series of stone plinths—some relic of a mysterious lost civilization—looms over the trail ahead. Cracked and worn, these stones are only a single misstep from toppling over. Each traveler must make an Easy (DN 8) *stealth* test or bring the structure down, dealing 20 +1BD damage to everyone.

•19–20: The heroes hear signs of pursuit! Roll again to determine an obstacle, and then add oncoming foes from the region (usually gopog or edeinos) to complicate matters.

UNDERGROUND TRAVEL

Traversing the vast cave network that winds below the Living Land poses dangers beyond strange occupants. Treat underground travel as mountain terrain, but only foot travel is possible. Most caves occasionally constrict to spaces too tight for vehicles or riding beasts.

Here are a host of environmental hazards that face such bold explorers. Roll 1d20 to determine one at random, or pick something that fits the situation.

•1–2: Portions of the ceiling collapse. Smaller debris near the collapse deals 10 +2BD damage. A standard *Dexterity* test reduces that to 10 +1BD, a Good Success reduces it to just 10 damage, and an Outstanding avoids debris entirely.

•3–4: Some floors in a cave are very thin, and crack like ice once stepped on. A Difficult (DN 12) *find* test spots these surfaces before any weight breaks them—Darkness penalties definitely apply here! If the test fails the character falls 20 meters or more (see **Falling** in *Torg Eternity*).

•5–6: Disorientation sets in. No tunnel is perfectly straight and level; each passage climbs, drops, twists, and loops around disconcertingly. Three-dimensional maps are difficult to create and interpret. Worse, the same stone formations look completely different from another angle, making landmarks seem to disappear. No progress is made for the hour.

•7–8: The cave floods. Outrunning an oncoming flood works like a **Chase** (see *Torg Eternity*), with the flood hitting one Step at the end of each round, and a character reaching safety once he completes Step D. Getting caught in the rush of water deals 10 + 1BD damage followed by Drowning every round until the character reaches Step D.

•9–10: Poisonous gases are subtle killers. Telltale signs may be a lightheaded feeling or strange odors. Characters without protection begin Drowning until they find a pocket of clear air or an exit. Some gases are explosive, and may be detonated by torches or other open flames. The initial wave of fire deals damage to everyone in the area like a Bonfire (see **Fire Damage** in *Torg Eternity*), and may also trigger a cave-in!

•11–12: Tight, winding passages make lights difficult to use. Travel time drops down to one kilometer each hour and all armor must be doffed to move forward. A Storm Knight in such tight quarters can see nothing at all save the stone around him.

•13–14: Living caves may have sections of deep mud, forcing a character to spend two or more meters of movement for each meter actually crossed, and dropping travel distance down to one kilometer per hour. Mud may also hide deadfalls or pits.

•15–16: Any living cave may have entire sections submerged in water. Traveling through such passages is a Dramatic Skill Resolution which requires a standard *find* test for each step. Each participant suffers one Shock each round.

•17–18: A Living Land creature is hunting in the same tunnels. Choose an underground carnivore from Chapter 10: Threats.

•19–20: The heroes hear signs of pursuit! Roll again to determine an obstacle, and then add oncoming foes from the region (usually gopog or edeinos) to complicate matters.

“TELL ME THE PHYSICS IN THIS CRAZY PLACE STILL SUPPORT PARACHUTES.”

-AIDAN MCALLISTER

BARUK KAAH AND THE INVADERS

Baruk Kaah is Saar (see page 68) of the Edeinos and the High Lord of the Living Land. He is the absolute ruler of his cosm and the high priest of the Way of Lanala, a religion worshipping the life goddess, Lanala. However, Baruk Kaah is both more and less than he appears. The Saar is a cunning strategist and savage warrior, but the unsophisticated nature of the Living Land makes him easily underestimated by his foes and the other High Lords. Baruk Kaah is no true follower of Lanala; he seeks to gather power for himself rather than for the glory of the goddess.

PERSONALITY PROFILE

The High Lord of the Living Land generally feels contempt for humans and sees Core Earth as a plum, ripe for the picking. Only a few—mostly Storm Knights and Stormers—have earned any other consideration, most often either hatred or grudging respect for the prowess of those who are *reality*-rated and the feats they can accomplish. He has great pride in himself, and is often considered somewhat overconfident and egotistic by the other High Lords.

Baruk Kaah is driven by his ambitions; he desires nothing less than to become Torg and claim true immortality for himself. In the Saar's eyes, becoming Torg is akin to becoming a god and achieving apotheosis to nearly omnipotent power. A great deal of that ambition, of course, has been fed to him by the corruptive influence of Rec Pakken, his Darkness Device.

The Saar is a ruthless leader, displaying a complete lack of scruples or mercy for any he considers an enemy. This temperament was shown most clearly during the siege of Seattle, when Baruk Kaah unleashed a miracle of exceptional power to trigger an earthquake that toppled the city—and all within it—into utter ruin. The High Lord is not entirely uncivilized, however. He has built a large dwelling atop the ruins of the state capitol building in Atlanta, Georgia, using hroctk roots and other natural materials. There, he apes the finery found in other rulers' strongholds, surrounding himself with a sort of primitive majesty.

Not far from his throne, Baruk Kaah has secretly stashed a large collection of potent and useful

(II) HIGH LORD BARUK KAAH

Attributes: Charisma 12, Dexterity 18, Mind 11, Spirit 18, Strength 18

Skills: Beast riding 23, dodge 27, faith 26, find 18, intimidation 25, maneuver 25, melee weapons 28, missile weapons 23, persuasion 17, reality 23, stealth 23, survival 16, taunt 19, tracking 16, trick 18, unarmed combat 26, willpower 23

Move: 18; **Tough:** 22 (4); **Shock:** 18; **Wounds:** 5

Equipment: Rec Pakken

Perks: Bolster, Miracles, Relentless, Spirit Bane, Star Eyes, Vehemence, Vengeful, Whip Tail

Possibilities: 10

Special Abilities:

- **Armor:** Stone skin +4.
- **Bite/Claws:** Damage *Strength* +2 (20).
- **Dimthreads:** The High Lord may use a dimthread to teleport himself away or bring reinforcements to his location. He usually refuses to use this ability until he has suffered three Wounds.
- **Dread:** While the Saar is present, any Standard Scene counts as a Dramatic Scene instead.
- **Fear:** Kaah exudes an aura of menace and terror. Test *willpower* or *Spirit* or become Very Stymied.
- **Large:** Kaah stands over three meters tall; attacks against him gain a +2 bonus.
- **Lightning Speed:** The Saar may spend one Possibility to take a second turn in a round.
- **Living Tornado:** Kaah may strike up to eight adjacent foes without suffering Multi-Target penalties.
- **Rec Pakken:** As a spear deals *Strength* +5 (23) damage, AP 10. Any *reality*-rated character hit by Rec Pakken must make a Near Impossible (DN 20) *reality* test or lose one Possibility. Each round Kaah chooses whether to gain *taunt* (40) or *trick* (40) as a defense from the spear.
- **Rejuvenation:** Baruk Kaah recovers all Wounds at the end of each scene.
- **Second Wind:** The first time Kaah would be KO'ed he instead recovers all Shock and gains another 10 Possibilities from Rec Pakken.



technology, magic items, and other relics captured from Storm Knights and protected by his Darkness Device. Although the Saar himself has forbidden the use of such items in the Living Land, he keeps these tools for his own use, preparing for the day he has foreseen when the High Lords' truce ends.

Kaah himself is ancient, perhaps older than all the High Lords save the Gaunt Man. He's been Saar for many generations. The times before Kaah are mere fireside tales to most edeinos.

PERSONAL INTERVENTION

Baruk Kaah takes a personal interest in any setbacks of his plans in the Living Land. Ever-watchful, Kaah represents a highly dangerous threat to any heroes meddling in his affairs. The Saar is ruthless when dealing with such interlopers, and more than a few groups of heroes have been utterly wiped out by encountering the High Lord himself. It is very possible that successful Storm Knights may find themselves pursued by the Saar and a large party of his fiercest warriors.

Kaah is no fool, and often prepares ahead of time a method of escape (most often via his Darkness Device) should the confrontation turn out badly. Several Delphi Council operations have been scuttled when notified of the Saar's interest, for there is little to be gained by directly attacking the High Lord as long as he has the backing of the priesthood, the clans, and his own personal power. In the end, Storm Knights must be very careful in the Living Land to avoid ending up as prey for Baruk Kaah's hunt. Many heroes who are veterans of the Living Land have learned that keeping a low profile after a victory is essential to long-term survival.

THE SAAR AND LANALA

As Saar of the edeinos, Baruk Kaah is both the high priest of his people's religion as well as their secular leader. His authority over both is absolute, in theory, and the High Lord has ruthlessly purged any who question his orders publicly. He has gathered a fanatical following of priests under his command, mostly gotaks (see page 82).

Under the Saar, Keta Kalles (see page 80) has become far more militant over the last several

generations. Baruk Kaah has led his people onto the path of a holy crusade, seeking conquest of other cosms because they are, in the Saar's words, "not worthy of the goddess's gift of life."

The Saar is indeed quite gifted at using miracles, and there are many who point to his personal prowess and record of successful conquests as a sign of the goddess's favor. However, there is a growing movement of priests, both optant and gotak, who quietly question the direction that Baruk Kaah is taking with the religion...and the entire culture of the edeinos.

Those edeinos who are growing uncomfortable with Baruk Kaah's merciless and mighty rule are few in number, and keep their discontent mostly to themselves—but the unrest continues to spread and grow, particularly in the wake of the invasion of Core Earth and the edeinos' exposure to other cosms.

The goddess herself has yet to directly intervene, which most edeinos take as a sign of tacit approval.

GOALS

Like many other High Lords, Baruk Kaah's ultimate goal is to become Torg. However, the Saar is cunning enough to realize that particular achievement is far in the future. In the meantime, he has chosen to focus his efforts on more pressing concerns.

Baruk Kaah desires above all else to become a deity like Lanala—to replace Keta Kalles with a religion of his own and achieve apotheosis into a living god. This goal is a long-term one, and he has numerous experiments underway to pave the way for his ascension. Already, his gotaks have subtly begun to hint and imply that Baruk Kaah's successful conquests of other cosms prove his worthiness. The Delphi Council suspects that the White Zone (see page 48) in Canada figures into these plans. Baruk Kaah must proceed carefully, for if his ambitions here were ever to be fully revealed by the edeinos clans, it would likely provoke a religious schism of massive proportions.

The Saar is quite vexed by the ongoing resistance by the United States on the East and West Coasts, particularly with regards to San Francisco, New York, and Philadelphia. Baruk Kaah is growing

more and more frustrated with the progress of the invasion in those regions. Thus, one of his current goals (and possibly the most on his mind) is to end the last pockets of resistance with overwhelming force. Currently, the Saar is considering whether to strike with military might—meaning a buildup of a large number of edeinosaurs warriors and dinosaurs—or to use miracles to deal with the situation as he had in Seattle. Using miracles in this manner is draining and time-consuming, so Baruk Kaah is reluctant to turn to that option too often. In addition, it makes him seem weak to the other High Lords when a situation demands his personal attention away from larger matters.

The Saar considers the resistance of the humans a distraction from his true scheme to become Torg. Toward that end, a more short-term goal for Baruk Kaah is to keep the other High Lords guessing and off-balance. He enjoys playing the role of an ignorant savage, all the while luring the other High Lords into underestimating both his intellect and resolve. The massive energy expenditures of creating so many maelstrom bridges is part of this facade.

Lastly, Baruk Kaah desires to maintain his alliance with the Gaunt Man—for now. While Core Earth provides a tempting feast of Possibility Energy, the Saar has no problem cooperating (at least, in appearance) with the others. However, Baruk Kaah is under no delusions that the agreement with the Gaunt Man and the other High Lords is anything but temporary. Eventually, the Saar reasons, the High Lords will battle among themselves for the ultimate prize...and Baruk Kaah is determined that he will be the victor of such a conflict.

RELATIONS WITH OTHER HIGH LORDS

Baruk Kaah certainly keeps a close eye on his fellow “allies” in the Possibility Wars. Some of the other High Lords who invaded Earth have earned the Saar’s respect, or even friendship. Meanwhile, others are considered bitter rivals or are remaining aloof from any concerns of the Living Land. Regardless, Baruk Kaah shares his opinions of the other High Lords only with his closest advisors.

AYSLE

Relations between Baruk Kaah and Uthorion are decidedly cool. No one is certain as to the reason for this, but there seemed to be an instant dislike between these two High Lords from the beginning. The Saar doesn’t concern himself with events beyond North America just yet, but Baruk Kaah doesn’t hesitate to spoil any of Uthorion’s plans of which he becomes aware.

THE CYBERPAPACY

Baruk Kaah and the Cyberpope, Jean Malreaux, have a strong enmity between them. Possibly most significant are the ideological differences of the two High Lords. The Cyberpope considers Baruk Kaah a blind, primitive infidel, and the Way of Lanala to be utter heresy. In return, Baruk Kaah dismisses Jean Malreaux’s religion as weak and self-serving.

The two rulers have more than one reason to quarrel, however. The Cyberpope’s ambitions in Central and South America were threatened when Baruk Kaah unexpectedly launched a maelstrom bridge into the Yucatán. Ever since, the territorial Cyberpope has ground his teeth over any advances made by the Living Land. So far, this rivalry has yet to escalate into open conflict, but the other High Lords consider it only a matter of time before edeinosaurs and cyber-crusaders clash.

THE NILE EMPIRE

An unexpected alliance links the megalomaniacal Dr. Mobius and the ambitious Baruk Kaah. For his part, Dr. Mobius’s devious mind senses a kindred spirit in the Saar, and the two High Lords have collaborated effectively a number of times. Although there are some clashes of ideology (especially considering Dr. Mobius’s beliefs that he is a Pharaoh), each has respect for the other’s abilities.

The strange nature of the Living Land’s ruins that allow Pulp Powers and weird science to function normally has allowed several parties of Nile Empire troops to operate in the Living Land. The Delphi Council is quite concerned that an alliance between the Nile Empire and the Living Land could prove disastrous for Core Earth if the two High Lords were ever to focus their efforts. However, Baruk Kaah’s preoccupation with securing his hold on

the United States and Dr. Mobius's own obsessions with ancient Egypt make this fear unlikely to come to fruition anytime soon.

ORRORSH

Under the rule of Baruk Kaah, the Living Land is an ally of Orrorsh and the Gaunt Man. Baruk Kaah supports Orrorsh to maintain this alliance, mostly by accepting the Gaunt Man's gifts: the gospog and Dimthread Trees. Although wary of an eventual betrayal, both are tools that have proven their use, and the Saar isn't one to leave a valuable tool unused.

So far, there have only been a handful of joint operations between the two High Lords. The Delphi Council believes that the Gaunt Man is none too eager to work alongside what he considers an unpredictable savage. Events in Orrorsh and elsewhere on Core Earth may change things, however.

PAN-PACIFICA

On the surface, the cosms of Pan-Pacifica and the Living Land couldn't seem more different. Pan-Pacifica's Tech and Spirit Axioms are nearly the opposite of the Living Land's, and both regions have significant differences in their approaches to stealing Earth's Possibility Energy. Distance has kept contact between the two realms low, and Kaah has no interest in changing that.

However, the reality is that there is a secret link between these cosms—not through the High Lords, but through the secret cooperation of both Darkness Devices. While most are completely unaware of any link between these realms there are places in the tunnels that carve through Earth's crust where elements of both realities have begun to mingle in strange ways.

THARKOLD

The techno-horror of Tharkold has little to do with the Living Land, in both nature and leadership. The High Lord of Tharkold is focused on the situation in Russia and Baruk Kaah prefers it that way. The Saar believes (rightly or wrongly) that he can remain aloof from the Tharkoldu while they deal with the Gaunt Man and their own problems, and when the time is right he'll crush them with little

resistance. A few small skirmishes have occurred between small scouting bands from both sides, but no escalation has followed beyond that.

POLICIES

As the Saar of the edeinos, Baruk Kaah has his own agenda for the Living Land. Due to the limitations of his cosm's Social Axiom, he has a more difficult time assuming autocratic control than many other High Lords. However, Baruk Kaah is no fool, and he has learned to harness the fragmented society of the edeinos—and, especially, the religion of Keta Kalles—to his own benefit.

RELIGION

When it comes to the Way of Lanala, the High Lord has cemented his position as the ultimate authority, next to Lanala herself. All other religions are outlawed in the Living Land, and the word of the priests of Lanala is law. In addition, priests who personally serve the High Lord have additional authority, able to overrule other priests and marshal armies in the Saar's name. The worship of the goddess is enforced by the High Lord's laws, requiring humans in the conquered regions of the Living Land to convert or die.

Kaah has assembled a cadre of loyal gotaks to tend the "dead things" gifted by the Gaunt Man. Each swears binding oaths of loyalty to the Saar, and in turn they become his "inner circle," conspiring with him to achieve his goal of becoming Torg and changing the face of worship in the Living Land.

CLAN POLITICS

The position of Saar roughly equals the "one who rules many chiefs," a position that places Baruk Kaah as the ultimate political authority in the Living Land. He is theoretically able to issue direct orders to any clan chief, though doing so would likely result in considerable problems with the highly individualistic and proud clan leaders. With the exception of the Whitespears, each clan maintains a representative at the Saar's "court" in Atlanta to advise the High Lord. In truth, these representatives are more commonly used as hostages to ensure compliance with the Saar's orders.

Baruk Kaah has outlawed tribal conflicts and inter-clan wars, but intentionally turns a blind eye toward all but the most flagrant violations of this decree. Occasional skirmishes break out from time to time, and become more common whenever the clans are competing for the same territory or resources. The Saar's plan is to encourage clan rivalries behind the scenes, keeping these powerful groups from ever uniting against him. So far, this approach has been wildly successful.

These policies have made Baruk Kaah not particularly well-liked among his people. The most dissatisfied Clan are the Goldsuns, who constantly grumble about the best territories and plunder going to the High Lord's own Clan Redjaw. For his part, the Saar is dismissive of the Goldsuns and considers their faith to be particularly suspect. The Ghost Clan are considered eccentrics, while the Whitespears are nearly universally hated—particularly by the High Lord. Any rebellion by edeinos is a personal affront to Baruk Kaah, and even more so when the rebellion takes the form of a powerful priest of a rival god—in this case, Thrakmoss (see page 84).

It is not just the Whitespears who are in open rebellion against the High Lord, however. A number of tribes (many of whom have made contact with Storm Knights and the Delphi Council) have begun to question the Saar's true motives, and some of these have even taken up arms against those loyal to Baruk Kaah's regime.

STORM KNIGHTS

By decree of the Saar, any edeinos or humans that manifest signs of being *reality*-rated in the Living Land are to be captured and turned over to the gotaks. Many edeinos who are given to the gotaks this way are never seen again, while a comparative few reappear as loyal servants of the High Lord. Some Storm Knights have heard dark whispers about this practice, claiming that beings who can touch the Possibilities and fall into the hands of

the Saar are sacrificed to feed the hunger of his Darkness Device.

The Saar has ordered that if Storm Knights are defeated in the Living Land, any of their weapons or tools are to be delivered to him at once. Most items decay and crumble along the way, but those that don't find a place in Kaah's treasure vault. The result of these commands is that Storm Knights risk losing their gear if captured, but may also encounter special items carried by edeinos en route to the High Lord.

THE DARKNESS DEVICE, REC PAKKEN

Rec Pakken is the name of Baruk Kaah's Darkness Device. The device itself appears as an ebony-black hrockt-shoot spear of threatening aspect and immense size—a weapon even the largest edeinos would struggle to wield. Rec Pakken maintains a telepathic link with Baruk Kaah, through which the device attempts to sway the High Lord toward one path of action or another.

Rec Pakken's personality is quite sly and manipulative. To Baruk Kaah, the device always attempts to play the loyal servant, and would be called a "yes man" by any native of modern Core Earth. However, it has never lost sight of the fact that it has a higher allegiance to the Void than to Baruk Kaah—and acts on its own from time to time to ensure that its true agenda is advanced.

Thus far no other human or edeinos has tempted the ancient machine to stray from Baruk Kaah. He's proven the perfect mixture of power and malleability for its purposes. It watches developments with Thrakmoss with keen interest, sensing another with the potential to do great service to the Void. Rec Pakken has gone so far as subtly delaying Kaah's holy war against the insurgents just to allow things to develop.



Rec Pakken in spear form.

STELAE

The stelae of the Living Land cosm take the appearance of massive menhirs or standing stones. Often, these stones are marked with a crude engraving of a two-thumbed edeinos hand, the emblem of Lanala. Living Land stelae typically weigh around two tons and are formed of an igneous-type stone. To be planted, the menhir must have its base buried securely to a depth of roughly three feet in the soil. Vines and bones often adorn the monolith, a representation of the cycle of life and death. Rumors abound that the blood of *reality*-rated sacrifices is part of the ritual to install and consecrate a stela.

Edeinos seldom take any pains to hide their stelae. These are objects of worship for some, and territorial boundary markers for the rest. Their natural look and construction in the midst of thick forest and jungle still makes them difficult to locate.

Most edeinos view the stelae with awe and uncertainty. They somehow feel like both living things and dead things at the same time, which is a difficult dichotomy to resolve in their philosophy. Usually tribes don't live near a stela, but Whitespears have been known to create encampments around them.

NEW DEFENSES

After Storm Knights managed to uproot several of his stelae, an enraged Baruk Kaah devoted significant energy into protecting his vital network. In interior regions stelae remain normal, with minimal traffic around them to avoid drawing attention. That strategy proved disastrous in Nashville, but the backlash against Storm Break proved significant enough that Kaah doesn't expect a repeat

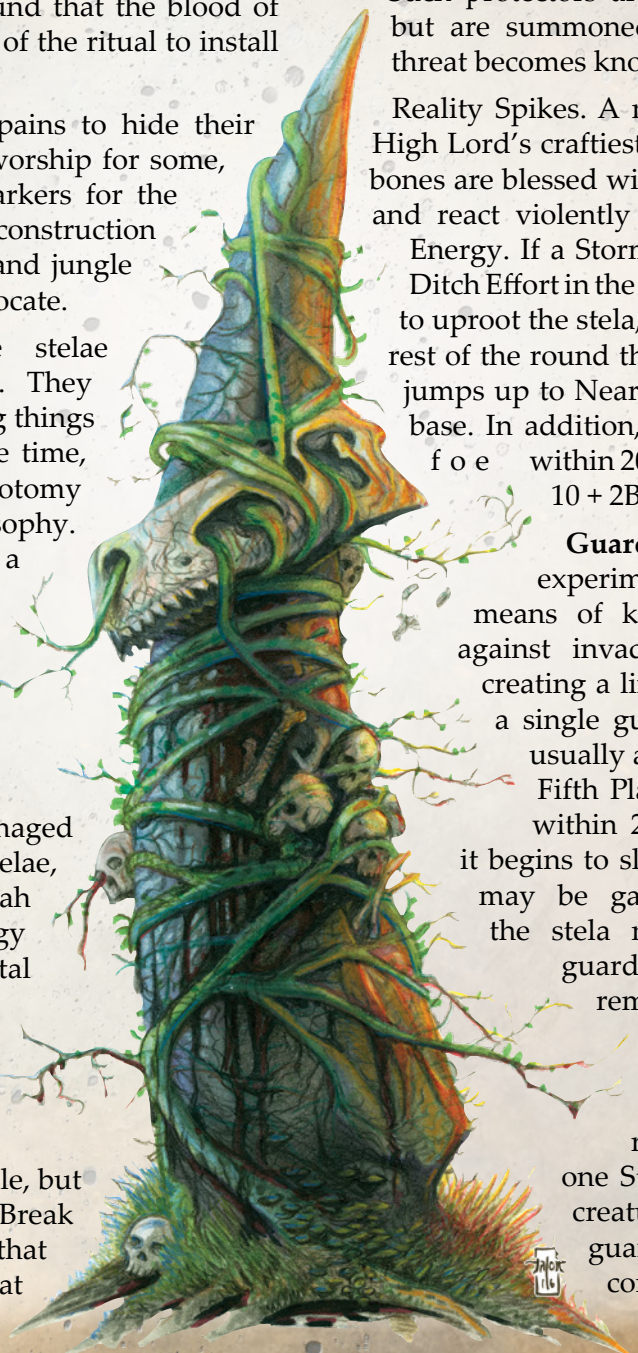
any time soon. Along boundaries marked with reality storms or in areas where stories of hope have begun circulating, the Saar spares no expense in energy or troops to reinforce his stelae.

Most commonly he commits Gospog of the Third or Fourth Planting to remain in the area surrounding the stela. These remain inactive, blending in with the local flora until intruders to the area awaken them. Baruk Kaah has also made deals with several ravagons to watch over stela, giving them free reign to hunt dinosaurs and edeinos in return.

Such protectors are seldom near the stela, but are summoned via dimthread once a threat becomes known.

Reality Spikes. A new development by the High Lord's craftiest gotaks, these sharpened bones are blessed with lavish spiritual energy and react violently to a rush of Possibility Energy. If a Storm Knight attempts a Last Ditch Effort in the Dramatic Skill Resolution to uproot the stela, the trap triggers. For the rest of the round the DN to uproot the stela jumps up to Near Impossible (DN 20) as a base. In addition, all creatures friend and foe within 20 meters of the stela suffer 10 + 2BD damage.

Guardian Link. Kaah is experimenting with another new means of keeping stelae grounded against invading Storm Knights by creating a link between the stela and a single guardian. The guardian is usually a Gospog of the Fourth or Fifth Planting, and must remain within 20 meters of the stela or it begins to slowly wither away. Steps may be gained toward uprooting the stela normally, but until the guardian is destroyed the stela remains firmly planted—even beyond Step D. Each round that the guardian remains within range, progress rolls back one Step. Thus far no sentient creature has made a viable guardian, but Baruk Kaah continues to experiment.



A BRIEF HISTORY OF THE EDEINOS

The edeinos are native to a world known as Takta Ker (literally translating to “Living Land”), a planet very similar to Earth in many respects. Their planet’s atmosphere contains numerous pockets of a unique phenomenon known as the “Deep Mist.” These banks of roiling fog are quite common, both day and night, keeping the world’s air moist and humid. While the Deep Mist is not ubiquitous, it appears with such regularity that edeinos barely notice it during their daily lives (similar to Earth’s rainclouds). The plant life of Takta Ker includes many distinctly unique flora, including the hrocket root that can be transformed into durable tools by miracles and the ravosh plant that contains a dye well-suited to coloring the scales of edeinos and dinosaur alike.

The earliest history of Takta Ker is largely unknown, mostly preserved through crude cave paintings, carved idols, and the edeinos clans’ tradition of stories and legends.

Takta Ker is home not just to the edeinos – other creatures inhabit that world as well, many of them recognizably similar to prehistoric creatures of Core Earth, including many different breeds of “dinosaur.” While many Earth researchers chafe at the broad use of this term to describe the fauna native to Takta Ker, the word has stuck firmly in the popular consciousness and is now part of general use when discussing the Living Land.

As for the edeinos, they believe they evolved from dinosaurs, for it is said they have always lived among these saurian beasts. The startling similarity of Takta Ker’s dinosaurs to those that inhabited prehistoric Core Earth has been noted by the edeinos. The priests of Takta Ker say it is the hand of their goddess, Lanala, bringing the edeinos to such a place they consider “blessed” by her presence in the distant past.

THE USTANAH WAR

Another native of Takta Ker was a race of sapient insectoid creatures known as the ustanah. For centuries, the ustanah had little contact with the edeinos. However, it was not long before the two

aces found themselves at odds over the resources of their shared world. When the edeinos began to worship Lanala, the ustanah became the object of a holy war—for the insectoids had no interest in their rivals’ religion. Many priests among the edeinos spoke out against the ustanah, fomenting hatred against the insectoids who so clearly were not of Lanala—they were dead things, who avoided the raptures of life.

Unwilling to convert to the edeinos’ barbarous ways, the ustanah fought back, triggering a brutal war that lasted for generations. In the end, the ustanah preferred to die rather than live under the edeinos’ laws. Across Takta Ker, the ruins of the ustanah are all that remain of this once-proud race. In the wake of the ustanah war, the priests of Lanala first began to witness Lanala’s preservation of lost civilizations—an act that many among the faithful believed was due to the Goddess’ sorrow over the bloodshed and destruction of an entire people.

THE RISE OF BARUK KAAH

It was not long after the ustanah’s annihilation that a young edeinos named Baruk Kaah witnessed an unusual sight. A blazing star had fallen from the heavens, landing in the jungle not far from the bold warrior. Curious, Baruk Kaah investigated the crater left behind by this mysterious object—and discovered one of the infamous Darkness Devices.

This particular Darkness Device took the form of a hrocket-shoot spear, its color that of deepest shadow. Baruk Kaah named it Rec Pakken (“Darkness Born” in the edeinos tongue). Under the guidance of the Darkness Device, Baruk Kaah united the tribes of his homeland and soon had gained the rulership of all Takta Ker and crowned himself ruler of all clans—a title known as “Saar.” As Baruk Kaah mastered the Darkness Device, his ambition began to grow—encouraged, of course, by Rec Pakken. Soon, the Saar led his people in conquest of other cosms, achieving victory after victory. The Saar conquered uncounted other cosms, and Rec Pakken feasted on their Possibility Energy. In time, Baruk Kaah’s successes drew the attention of the Gaunt Man, who approached him with a plan to join with other Reality Raiders to reap the bounty of Core Earth...

THE EDEINOS PEOPLE

Edeinos are a race of reptilian humanoids. They share much in common with Core Earth reptiles, including an ectothermic metabolism, meaning that they are “cold-blooded” and are more dependent on environmental conditions to regulate their body temperature. Edeinos thrive in warm, humid environments. In periods of extreme cold edeinos enter a state of torpor in which their metabolism slows significantly, similar to hibernation.

Edeinos have nictitating membranes, a transparent third eyelid that protects their eyes while maintaining visibility. Edeinos males and females are visually very similar, and most other races have great difficulty telling the edeinos’ genders apart. Edeinos hatch from eggs laid by the female and fertilized by the male; eggs typically require roughly 60 days to hatch. The young reach maturity quickly, attaining their full adult size in a matter of years.

Adult edeinos are larger than an average human, usually standing at or above two meters in height. Most edeinos have a tail roughly one meter in length. Snouts vary in size and shape. Most edeinos maws are lined with sharp triangular fangs, but larger teeth and even tusks aren’t unheard of. Most edeinos possess hands with two thumbs and three fingers, with the second thumb taking the place of a human’s smallest finger. In recent generations more and more young are born without a second thumb—an occurrence priests take as a portent, but they’re not sure yet exactly what the sign means. Claws adorn each finger, ensuring that all edeinos are equipped with natural weapons.

Strong, tough, and durable, edeinos are physically more imposing and typically more muscular than a human. They have sharp senses, particularly scent, and they often “taste” the air, not unlike a snake. Despite appearances, edeinos are omnivorous—although culturally, they are primarily meat-eaters.

Edeinos have a scaly, leathery hide that comes in a number of different variations of color. Most edeinos have a dull, matte-green hue, though this color becomes more vibrant in certain bloodlines, able to reach a truly iridescent emerald in some cases. Edeinos encountered in the Western Living Land tend to shade more toward gray and brown,

while those found in the Gulf Coast have a more yellowish or orange shade. Many of the clans have interbred over the centuries on Takta Ker, meaning that any clan may contain Edeinos of differently colored scales. Culturally, there is no stigma for having a different shade of skin. Many choose to further adorn themselves with piercings or tattoos. The ravosh plant is common in the Living Land; combining the juices of this plant with other natural dyes creates an ink that permanently stains the leathery hide of an edeinos.

Not all—or even most—edeinos are bloodthirsty savages intent on conquering Core Earth. Many tribes of edeinos prefer to live simple lives, following the original tenets of Lanala, and have no real desire to steal Core Earth’s Possibilities. Instead, it is the High Lord’s greed and ambition that has drawn several more warlike edeinos into his service. In truth, more edeinos fear the High Lord than truly believe in his way, and Baruk Kaah would most likely be shocked to discover just how tenuous his hold is over the majority of the edeinos clans from Takta Ker.

Some tribes have even gone into open rebellion against the Saar, either believing he has perverted Lanala’s ways or because they do not agree with the seemingly endless cycles of warmongering and conquest.

TROPHIES AND ADORNMENTS

Surprising no one, the edeinos have a very primitive idea of fashion. This is due to their tribal culture and overall low level of technology. Thus, the edeinos adorn themselves according to both tribal and clan tradition in conjunction with the pragmatic realities of the Living Land.

Most commonly, edeinos wear clothing made from leather and hide. These range from simple loincloths to full, hooded cloaks. The Ghost Clan tend to prefer the concealment of cloaks, while Goldsuns and Redjaws generally choose only basic harnesses, satchels, and loincloths. The simple clothing worn by the edeinos is sometimes dyed a variety of colors, and other times left a drab brown or gray.

Traditionally, edeinos warriors have the right to take and wear trophies from the creatures that

they hunt and kill in battle. Originally, this practice was a way to remind the tribe of the warrior's accomplishments in defending and providing for his people. The warrior gives praise to Lanala for surviving, typically taking some scales, fangs and claws, or dinosaur skulls (for particularly large and aggressive beasts) to wear as a symbol of his strength.

Since the invasion of Earth, many edeinos have extended this practice to taking skulls and bones from humans as well. The gotaks have condoned the practice under the quiet encouragement of Baruk Kaah.

LANGUAGE

Edeinos speak their own native tongue, a sibilant and hissing language that humans can learn with difficulty. Often, newcomers to the Living Land marvel at the resemblance of the edeinos language to hissing and croaking sounds of Core Earth reptiles. Learning to understand the edeinos tongue largely has to do with comprehending the patterns of sound.

Edeinos' culture is entirely oral—they do not possess a written language of any kind. However, they do use crude pictograms—most often carved into wood or stone with their claws—to designate basic concepts like “safe,” “food,” and “danger.” Some pictograms are used to mark shrines to Lanala or to indicate where a path leads in the jungle.

A rare few among the edeinos—in other cultures, they would be called “scholars”—have puzzled out much of the ustanah's written language. The ustanah were wiped out long ago, but these insectoid beings left behind writing, often carvings engraved into stone or chitin shells. Because only a handful of edeinos understand how to read ustanah writing, it remains largely unused in the Living Land.

Baruk Kaah has given orders to destroy writing—any at all, from shopping receipts in the pockets of refugees to Delphi Council op-orders, to the Ustanah's crumbling markings. This program against the written word is rarely remarked upon, and is not well-known outside of the Living Land. Even the Delphi Council is largely unaware of the extent of Baruk Kaah's

dislike for writing, nor what he stands to gain from suppressing it.

The Law of Decay does much of this work for him, but there are always some examples that become lost treasures thanks to the Law of Wonders, remain intact within hardpoints, or transform into a format that doesn't violate the realm's axioms. After all, writing itself isn't contradictory, just most printing methods and types of paper. Wall paintings, stone carvings, and a kind of hardy paper made from hrockt plants are common after transformation, and it's these the Saar has targeted for destruction.

THE CALL OF ADVENTURE

Edeinos are generally very interested in exploration of other worlds, having new experiences...and surviving against the odds. Keta Kalles (see page 80) inspires some edeinos to seek out greater challenges beyond the Living Land. These tenets are part of the edeinos culture, meaning that there are many edeinos who are curious about Core Earth and the other cosms involved in the Possibility Wars.

Several particularly bold edeinos desire nothing more than to accompany friendly Storm Knights on their adventures outside the Living Land, and several of those edeinos are *reality*-rated themselves. Some believe that the high percentage of *reality*-rated edeinos among these adventurous sorts is another expression of Lanala's will for her people to avoid repeating the mistakes of the past, but it is just as likely due to Baruk Kaah's campaign to identify and round up *reality*-rated individuals within his own people.

“IF YOU HEAR A PATTERN OF HISSING AND CROAKING SOUNDS, THAT'S THE EDEINOS LANGUAGE. IF YOU HEAR IT IN THE DEEP JUNGLE, IT MEANS YOU'RE SURROUNDED.”

-CARTER DIXON

EDEINOS CLANS AND TRIBES

Culturally, Edeinos are limited by the Social Axiom of the Living Land—this means they typically organize into smaller groups known as tribes, and tribes typically form into loose associations known as clans. A tribe is a vague term that can be applied to a number of edeinos— anywhere from a few dozen to nearly a thousand— bound by extended family ties. Clans encompass dozens or hundreds of tribes. Each tribe has a chief, and each clan has a chieftain or saar. Baruk Kaah himself is the “Saar,” or sometimes the “Saar of Saars,” who rules them all.

BLUESPINE CLAN

- **Location:** Florida and Cuba
- **Non-edeios Jakatts:** Very rare
- **Chieftain:** Manathar Tuy
- **Champion:** Silithar Tuy

The Bluespine Clan is unusual and standoffish even by edeios standards. According to their own oral tradition they were driven off the land long ago by the other clans, but rather than drown they began adapting to their new environment. For their parts, most other clans believe the Bluespines were driven off for a reason.

Bluespines favor turquoise or bright blue pigments, usually on their backs. They’ve developed webbed fingers and a lungs that allow them to remain underwater for hours at a time. Most are concentrated around the Florida Keys down to Cuba, but small groups are scattered all along the eastern coast and large enough rivers.

Baruk Kaah made an unusual bargain with the Bluespines, and allowed them to participate in this invasion if they placed stelae in deep water locations off the coasts or in lakes. So far the alliance has held.

ADVENTURE SEEDS

- Bluespine raiders sank a relief boat in shallow water and are now using it as a forward camp. The medicine aboard is sorely needed and may still be intact, if the group can drive off the edeios or make some kind of bargain with them.

- A monstrous sea creature has been stalking the coast, causing havoc for humans and edeios alike. A small group of Bluespine hunters approach the Storm Knights with a plan to eliminate the creature—all they need is bait.

- Delphi Council spies have identified a tribe of Bluespine Clan warriors who placed an underwater stela off the coast. Find a way to get the tribe to reveal the stela’s location through befriending them or through trickery.

THE GHOST CLAN

- **Location:** Western US and Canada
- **Non-edeios Jakatts:** Very rare
- **Chieftain:** Unknown, “The Gray Ones”
- **Champion:** Rec Ssatar

Perhaps the most reclusive of all the edeios tribes in the Living Land, the so-called “Ghost Clan” is typically considered a myth. The edeios of this tribe adorn themselves in leathers dyed white and smoky gray, allowing them to blend into patches of Deep Mist. Using the Deep Mist for concealment is one of the tribe’s hallmarks, as is their uncanny bond with some of the dinosaurs in their territory. Often, even the most aggressive and dangerous of these huge creatures give the Ghost Clan a wide berth. Even when they are encountered together, some reports have indicated that there are priests in the Ghost Clan who have mastered miracles that allow them to exert a powerful control over any nearby dinosaurs. It is not known if there is a single leader of the Ghost Clan, but the Edeinos defer to a group of senior priests of Lanala that are called “Gray Ones” in the Edeinos’ language.

Only a handful of Storm Knights have successfully made contact with this tribe. This is largely due to the Edeinos of this tribe having a propensity for isolation. The Ghost Clan is highly territorial. They routinely send out search parties to try and locate unexplored ruins of lost civilizations that seem more common on the West Coast. The ruins have a deep fascination for the Ghost Clan, seeing these fragments of other cosms as things that Lanala has preserved for a reason. Thus, the Ghost Clan serves Lanala by securing these ruins. However, some of the more adventurous members of the tribe have begun experimenting with items found within the



The five biggest edeinos clans: Redjaw, Ghost, Goldsun, Whitespear, and Bluespine.

ruins, tinkering with technology that other tribes would certainly shun. Overall, the Delphi Council has noted the Ghost Clan as “a highly mysterious group, not typically hostile but strongly defensive of their territory—approach with caution.”

ADVENTURE SEEDS

- A scouting party has gone missing around an unexplored set of ruins. The Gray Ones ask the Storm Knights to investigate and rescue the scouts’ party, if possible.
- A Ghost Clan edeinos approaches the Storm Knights with a mysterious artifact of the ruins. He asks the Storm Knights for help determining the item’s function. However, it seems the item has already activated, starting up a dangerous threat to the nearby Ghost Clan settlement.
- The Storm Knights encounter a Core Earth scientist who has “gone native” and become a jakatt of the Ghost Clan. The scientist’s family wants the Storm Knights to bring him out of the

Living Land, but the scientist refuses to leave—he is on the cusp of a groundbreaking discovery involving the Ghost Clan and how they control the movements of dinosaurs in their territories.

THE GOLDSUN CLAN

- **Location:** Throughout the Yucatán
- **Non-edeinos Jakatts:** Yes
- **Chieftain:** Kallikosh
- **Champion:** Ssoryn

Mostly concentrated in the Yucatán peninsula, the Goldsun Clan are much less threatening than their counterparts in the United States. For the most part, the Goldsun Clan simply prefers to be left alone, wandering nomadically throughout the Yucatán accompanied by herds of domesticated dinosaurs. The name of the tribe comes from the golden jewelry with which the edeinos adorn themselves. The Goldsun Clan is led by a bombastic and shrewd chieftain named Kallikosh. The chieftain,

for his part, is very protective of his people and pays only token respect to Baruk Kaak's position as High Lord. The Delphi Council has labeled this particular tribe of edeinos as "friendly, consider as possible allies against the invaders."

The Goldsun Clan is notable not only for the wealth that they openly display, but also for their extensive use of dinosaurs as assistants, helpers, and comrades in battle. Nearly every type of dinosaur has found a use in the tribe, either for hunting, fighting off attackers, or assisting with gathering food or other resources. Some Core Earth archeologists suspect that the Goldsun Clan has begun robbing many of the ancient burial sites in Mexico, and that the golden adornments the tribe cherishes so much may in fact be stolen from Core Earth's ancient Mayan and Aztec civilizations.

ADVENTURE SEEDS

- The group been sent to work out a treaty with Kallikosh. However, the crafty chieftain asks the Storm Knights to prove their good will first in a series of tasks that enrich the tribe, such as removing a dangerous creature from the tribe's territory, locating a new source of fresh water or food, and recapturing a lost band of domesticated dinosaurs.
- An archaeologist on the Delphi Council believes that an item from one of Mexico's ancient burial grounds may, in fact, be an Eternity Shard. The Storm Knights are sent to investigate, only to discover that the item in question has been taken by the Goldsun Clan and now belongs to a popular edeinos priest.
- Wild dinosaurs are rampaging through a section of the Yucatán. The Delphi Council asks the Storm Knights to deal with the problem, and suggests working with the chieftain of the Goldsun Clan to use some of the edeinos handlers who are skilled in dealing with grumpy dinosaurs.

THE REDJAW CLAN

- **Location:** Northeast and Southeast US (Particularly Atlanta and New York)
- **Non-edeinos Jakatts:** Rare
- **Chieftain:** Baruk Kaah
- **Champion:** Redbane

The most feared and hated of the edeinos clans is undoubtedly the Redjaw. This clan serves the Living Land's High Lord, Baruk Kaah, and consider him the one true prophet of Lanala. The Redjaw Clan gains their name from the crimson patterns tattooed upon their face, granting each edeinos warrior a fierce aspect.

Skilled tattoo artists are given great respect among the clan. A warrior's favorite dinosaur may be given special tattoos, or he may have sigils marking important achievements marked on the flesh of his arms or back.

The Redjaw Clan is concentrated mainly in the Northeastern and Southeastern United States, especially near and around New York and Georgia. Saar Baruk Kaah is the Redjaw chieftain, often delegating authority or making his will known through the priests and war-chiefs loyal to him.

This tribe has domesticated a number of dinosaur breeds, but the Redjaws consider all the bounty of the Living Land to be theirs and theirs alone. This attitude has fostered mistrust between the tribes in the Living Land, resulting in a number of minor incidents, although few have escalated to outright violence.

The Redjaw Clan is somewhat xenophobic, and tolerate few if any conversions to Lanala's worship by humans or other species. The High Lord encourages the tribe toward savagery and aggression. Redjaw warriors are infamous for killing any intruders they find within the ruins of the Living Land. Baruk Kaah has a strong hold over the tribe through religious control; the High Lord claims to speak for Lanala, and guides the Redjaw Clan by consecrating every attack as holy, every massacre as sanctioned. There are some rumors that the Redjaw Clan has begun practicing human sacrifice in an attempt to curry greater favor with the priests and the Saar, and through them, the goddess.

ADVENTURE SEEDS

- A shipment of supplies rounding the coast of Florida has been captured by Redjaw Clan warriors. A gotak among the edeinos plans to sacrifice the ship's crew at midnight to "honor" Lanala. The Storm Knights must rescue the

ship's crew (and, ideally, the supplies as well) from these murderous savages.

- A group of Delphi Council scientists has crossed paths with the Storm Knights en route to a mysterious ruin in Arkansas. The Storm Knights discover that a large Redjaw war party is headed to “cleanse” that same location. Somehow, the Storm Knights must either warn off the scientists or distract the Redjaw war party long enough for the scientists to escape.

- A charismatic gotak has been preaching the way of the Redjaw Clan to edeinos in the Yucatán. The Storm Knights become aware of this, and must debate taking action before the gotak sways the more peaceful edeinos toward the bloody traditions of Saar Baruk Kaah.

THE WHITESPEAR CLAN

- **Location:** Midwestern US (Particularly the ruins of Chicago and Detroit)

- **Non-edeinos Jakatts:** No

- **Chieftain:** Thrakmoss the Black

- **Champion:** Spearhand

If any tribe could be called “outsiders” in the Living Land, it would be the Whitespears. These edeinos gained their name from the traditional use of sharpened dinosaur bones as weapons, rather than forming spears from hrockt roots as all the other tribes commonly do. Whitespear edeinos are also fond of using bones as body piercings, armor, and adornments.

The Whitespear Clan has always been standoffish, preferring to remain apart from most other tribes. This propensity has only increased since the tribe has gained a new leader: the heretic priest Thrakmoss the Black. Under Thrakmoss, the Whitespears have changed their religious allegiance from Lanala to the being known as Rec Stalek. In the Living Land, the Whitespear Clan is mainly congregated in the Midwestern US, especially in and around the ruins of Detroit and Chicago. There, the Whitespears patrol silent, overgrown streets alongside undead dinosaurs, searching for more souls to convert for their chieftain.

Whitespear edeinos are typically superstitious, interpreting any number of varied events—the

more unusual, the better—as omens or portents. They often regard dinosaur bones as sacred, using the skulls, claws, teeth, and rib cages to create shrines within their territory. The Whitespear Clan has domesticated a few dinosaurs, but typically prefer to forage alone, seeing dinosaurs largely as rivals and food sources rather than potential allies. Whitespears are slow to trust and quick to anger. Most of the tribe is fanatically loyal to Thrakmoss. Troublemakers have often been transformed into shambling undead as a punishment. Baruk Kaah sees Thrakmoss and his followers as heretics and enemies of Lanala, leading to a number of violent clashes between the Redjaw and Whitespear Clans. It is possible that the Saar's Darkness Device (see page 71) is secretly encouraging this conflict.

ADVENTURE SEEDS

- The Storm Knights discover that two bands of edeinos are both interested in the same settlement of human survivors. One group are Redjaw Clan, the other Whitespear. Neither of these options being good for the humans, the Storm Knights must somehow get the humans out of the way before the two tribes arrive, or convince one tribe to attack the other and evacuate the settlement in the confusion.

- The Delphi Council wants the Storm Knights to retrieve an artifact from a ruin in Chicago. Unfortunately, this area is heavily patrolled by the Whitespear Clan. The Storm Knights must somehow create a diversion—possibly by playing on the Whitespears' superstitions—to draw the guardians away before the Storm Knights can acquire the artifact.

- A dying Whitespear reveals to the Storm Knights that a number of malcontent edeinos are being held in a primitive cage. Thrakmoss intends to make a statement by transforming all the dissenters into undead under the new moon. The Storm Knights could potentially rescue these Whitespear dissenters and create a movement against Thrakmoss—but doing so likely weakens any efforts by the Whitespears to undermine Baruk Kaah. Can the Storm Knights effect a rescue without helping the High Lord?

KETA KALLES

In the Living Land, life itself is considered sacred—it is a triumph, a victory over the predators and misfortunes and diseases that seek to take life and corrupt or end it. Thus, the religion of Lanala is about life itself. This faith is named “Keta Kalles” in the edeinos tongue (meaning “The Way of Lanala”), and it champions survival above all else. For the edeinos who follow the Way, life is about that struggle to survive against the odds. The first rule of the Way is “Survival Above All.” If dead things are needed for this to occur (such as in other cosms), it is acceptable...but not encouraged.

The Way of Lanala encourages followers to seek out and enjoy the fruits of life in full. This means that worshipers of the goddess are often daredevils and thrill-seekers who revel in fully exploring each new encounter. Followers of the Way rarely choose what is safe and practical over something they have not yet tried before. The unknown is often seen as merely another challenge to life, and proving oneself superior to the unknown is performed by surviving whatever comes along.

The faithful (also called “jakatts”) are expected to savor every moment, every triumph of survival, every sensation granted to them by their brief existence. Jakatts take power from life, from feeling the rush of sensation, from the triumph of resisting death. To honor the goddess, the faithful revere acts of great sacrifice and moments of survival when death is the expected outcome. Legends are told of jakatts who have faced down aggressive dinosaurs while on the hunt and heroes who have given their lives in defense of their tribe.

However, the role of death is not ignored in the Way of Lanala. Death begets life—decay seeds the soil which brings forth new growth. The Way of Lanala celebrates survival, but it also acknowledges that there is a circle to life—what lives now will eventually die, and from death will new life be born. For the Way, this is the natural order of things.

Those who do not fight to survive, those who rely too much on technology or dead things, they are considered unworthy of Lanala’s blessings. This particular tenet triggered the extermination of the ustanah. However, since that time, Keta Kalles has generally been more tolerant of outsiders and

others who choose not to observe the Way. There are still many hardliners, of course, who believe Lanala’s religion should reign supreme over all. Most of these hardliner priests have gravitated to Baruk Kaah’s view of things, joining his cause of conquest.

LANALA

The goddess of the Living Land is a remote being chiefly concerned with the survival of her chosen people, the edeinos. As an entity, she has not directly intervened in the Possibility War.

Lanala is often represented in edeinos culture with the emblem of an edeinos two-thumbed hand, open palm facing the viewer. Priests of Lanala claim that she occasionally manifests as a robust, golden-scaled female edeinos. She doesn’t see through her own eye, or feel through her own skin, but rather she perceives through the senses of jakatts.

Lanala is truly maternal, especially to the edeinos, and all of her faithful sometimes refer to her as “the Mother.” Lanala has granted miracles to the edeinos for uncounted centuries, but she has always remained aloof from the chosen path of her people. Some edeinos wonder, however, if Lanala has become more aware of the edeinos’ destiny over time, beginning with her sorrow over the fate of the ustanah. Now, Baruk Kaah’s schemes could irreparably damage her relationship with her worshipers if the High Lord remains unchallenged. There are a number of priests among the edeinos who believe that Lanala is adapting, if slowly, to the events of the Possibility War—and that the unusual amount of lost civilizations preserved in the Living Land may represent some small part of her growing awareness.

THE LIVING AND THE DEAD

Under the Way of Lanala, all living things are holy to the goddess. Conversely, dead things—nonliving matter such as worked metal or plastics—are judged unworthy. In the eyes of the goddess, dead things never had the opportunity to live, never faced the struggle for survival, and never earned a chance at Lanala’s grace. Stone has a living spirit, at least until it’s been worked or

(Ω) AVATAR OF LANALA

There are few foolish enough to challenge a goddess, but since Lanala walks her lands there are inevitably those who try. Where she steps, trails and roads disappear, and the jungle and flora bloom into life. She's aloof; seeing Lanala is a momentous event—being seen by her or acknowledged is even more so. If attackers manage to defeat Lanala she does not die, but it's some time before her corporeal avatar may reform. Her rage is still felt in the area long after, in the form of storms and increasingly aggressive wildlife.

Attributes: Charisma 24, Dexterity 18, Mind 10, Spirit 18, Strength 16

Skills: Beast riding 20, dodge 20, faith 30, find 18, intimidation 20, maneuver 19, persuasion 25, stealth 20, taunt (25), trick (18), unarmed combat 20

Move: 18; **Tough:** 16; **Shock:** (Current Spirit Axiom); **Wounds:** 5

Equipment: —

Perks: —

Possibilities: None

Special Abilities:

- **Awe:** Anyone attempting an action with Lanala present must make a Hard (DN 14) test against *willpower* or *Spirit* or become Very Stymied.
- **Divine:** Lanala may invoke any miracle available within the Living Land as a Simple Action, regardless of its usual casting time.
- **Hallowed:** Lanala ignores all penalties to tests.
- **Lanala's Rage:** If Lanala is defeated or KO'ed her avatar disappears and a terrible lightning storm lashes the area for the rest of the scene (see *Torg Eternity*).
- **Large:** Lanala stands over three meters tall, and attacks against her gain a +2 bonus.
- **Sacred:** Lanala doesn't have Possibilities, but she may spend one Shock for the same purposes, and may Soak damage using *Spirit* rather than *reality*.
- **Touch of Lanala:** Treat this as an unarmed combat attack. Any unliving object the goddess touches suffers 24 damage, ignoring all Armor. A living target recovers one Wound but suffers 2BD Shock from the overwhelming sensations.



changed by smelting.

Edeinos who revere Lanala have a disdain for technology for two main reasons. First, edeinos in general do not understand technology, especially technology from far more advanced cultures than their own. They have no frame of reference to how useful technology is in the struggle for life. Secondly, the Way of Lanala implies that tools formed from non-living matter or materials that were never alive to begin with (such as plastic and metal) are inferior, because those materials never participated in the struggle of life—there was no triumph because there was no challenge to their survival. This makes edeinos mistrustful of and hesitant to use technology, but the use of such tools are not outright forbidden. Many edeinos who adventure beyond the Living Land learn to overcome this hesitation (often to amusing results) and become skilled wielders of technology in other cosms.

In modern Core Earth, the term “orthodox” would seem to apply to those who most strictly interpret Lanala’s will in this matter. Culturally, this means that most edeinos are hesitant and reluctant to interact with anything considered “dead” by Keta Kalles. In edeinos culture, only special priests known as gotaks are entrusted with the responsibility of handling dead things (see below).

OPTANTS AND GOTAKS

There are two types of priests in the Way of Lanala. The priests of life—called “optants” by the edeinos—can be found in nearly every edeinos tribe and village. The role of these priests is very important in edeinos culture, sanctioning important social activities and helping guide the tribal or village chieftain in times of trouble. Priests of the Way command the spiritual power of Lanala, often using it to heal the sick or wounded of their tribe, or more rarely, to drive off attacking beasts or



The one thing optants and gotaks agree upon is technology has no place in the Living Land.

rival tribes. It is the responsibility of the optants to interpret Lanala's will, defend the tribe, and ensure that the edeinos—as Lanala's chosen people—continue to survive.

The priests of the dead are known as "gotaks." It is the task of the gotak to handle unpleasant tasks that jakatts balk at, such as handling "dead things" and consecrating the deceased, ensuring their spirits reunite with Lanala and she experiences their lives. Gotaks essentially take on the sins of the tribe, accepting the responsibility to bear Lanala's will in the place of their fellow edeinos. Gotaks are often shunned, but honored and revered—especially in times of war. During the reign of Baruk Kaah, gotaks have become more and more common thanks to the crusade of conquest the High Lord has embarked upon.

From the beginning of the Possibility Wars, the priests have stood on both sides. Some support Baruk Kaah and the High Lord's premise that all outsiders must be crushed. Those priests that have joined the Saar's cause are mostly those responding to the Saar's rule of the Redjaw Clan or his role as head of the religion. Other priests, however, have found their conscience dictates another path. Some of these priests practice quiet resistance, guiding their tribes away or simply choosing to ignore the Possibility Wars as best they can—most of these priests live among the Ghost Clan. A handful of priests have joined the tribes that are in open rebellion against the High Lord (many of them from the Goldsun Clan).

For centuries, the priests were one of the most important features of edeinos culture. It was the priests who led the edeinos into genocide against the ustanah, an act that led to many of these spiritual leaders to question their own wisdom. Ever since, their role has diminished slightly, more commonly deferring to the chiefs' decisions and unwilling to dictate policy for the people they serve.

JAKATTS

The term jakatt simply means "the faithful" to the edeinos. It is a term that applies to anyone who is a worshipper of Lanala. In addition, since the beginning of Baruk Kaah's path of conquest and the Possibility Wars, the word has come to

also embrace outsiders who convert to the Way of Lanala.

In the Living Land, the worship of Lanala has garnered several converts among the humans transformed by the cosm's reality. Fear and despair are common among those whose reality has been conquered by another cosm, and the Way of Lanala offers some solace to folk who feel as if they have lost any anchor to their previous life. Many of these jakatts simply have nowhere else to go, but there are a surprising number who feel they have truly found a spiritual awakening in the Living Land.

Thanks to the cosm's high Spirit Axiom, true miracles can be enacted even by lay worshipers of Lanala, and this concrete manifestation of divine power has convinced many who had previously led an atheistic life. In addition, the priests of the Way of Lanala typically represent an inclusive, supportive religious experience, and the tenets of the faith find homes in receptive hearts of many men and women looking for something missing in their lives.

The Delphi Council is particularly concerned about the jakatts, since the Way of Lanala appears to many outsiders as a particularly seductive cult. Of course, the involvement of a High Lord—Baruk Kaah—as the titular head of the religion also makes the Way of Lanala appear sinister on the surface. Storm Knights who have journeyed extensively in the Living Land have attempted to clarify the nature of the religion and its effects on those who convert to the Way, but the subject remains a complex and muddled one in Core Earth.

**"THERE IS A GREAT
DIFFERENCE BETWEEN
SOMETHING DEAD AND
SOMETHING WHICH WAS
NEVER ALIVE."**

-MOONWALKER

THRAKMOSS AND REC STALEK

Not long after the initial invasion began, a new player entered the scene in the Living Land zone of North America. An edeinos with black-spotted scales, clad in armor crafted from bones, he proclaimed that his name was Thrakmoss and that he represented neither the High Lord nor Lanala. Instead, Thrakmoss came to preach the way of death in homage to a new deity, a god that embodied the power of death and the ending of all things—Rec Stalek.

THRAKMOSS

This mysterious edeinos priest began his life on Takta Ker as just another villager in a conservative tribe. However, Thrakmoss's father had become curious about the ustanah, and had collected a number of artifacts and remnants of that destroyed civilization. The rest of the tribe found this obsession with "dead things" intolerable, and cast him out to perish in the wild.

For a time Thrakmoss remained in the village nursing a resentment for his father's death and curiosity about the obsession that cost him his life. Like most of the village, he answered the Saar's call to a crusade, and quietly delighted as those around him fell to the aliens' lasers and machines. Eventually he was the only one who remained. Wounded by soldiers, Thrakmoss wandered until he found himself drawn to a strange ruin. He found a place similar to an ustanah burial dwelling, but subtly different—a necropolis.

REC STALEK

Inside the wonder, Thrakmoss found a temple—an ancient and decrepit shrine to a foul and dark god. A shred of that god's power remained, and introduced itself to Thrakmoss as Rec Stalek—the god of the dead. Rec Stalek had challenged Lanala at a point in the distant past, a challenge that Rec Stalek lost. Only a fraction of the god's essence escaped destruction, hiding itself away until the time was right to seek new followers and rebuild a religion centered upon the ending of life rather than celebrating it.

Then and there, Thrakmoss swore himself to serve Rec Stalek as his high priest and spread worship of death far and wide. Thrakmoss secretly built a group of followers from among the local tribes, seducing many edeinos away from the Way of Lanala with his rhetoric and unusual miracles. By channeling the power of Rec Stalek, Thrakmoss could make miracles that created weapons and armor from bones, preserve corpses against the rotting effects of the Law of Life, and many other gruesome effects. The connection between Thrakmoss and Rec Stalek enables this edeinos priest to create undead creatures of bone and sinew from the corpses of large dinosaurs or the fallen edeinos of other tribes.

In time, Thrakmoss had gathered a number of tribes under his leadership—the Whitespear Clan, so named for their use of bones as weapons. The success of Thrakmoss's religion is due in part to Baruk Kaah's own Darkness Device. In the end, the Darkness Devices serve the Void, not the High Lords. From time to time the devices nudge events to create threats to the plans of the High Lords. These secret betrayals allow for some opposing forces to the High Lords' schemes—and further the Void's goal of destroying all cosms for all time.

The Whitespears accompanied Baruk Kaah's forces across the storm bridges during the invasion of Core Earth. Thrakmoss quickly established his own territory near the Midwest of the United States, after wiping out many of the edeinos tribes there loyal to Baruk Kaah. At first, Thrakmoss's opposition to the High Lord drew some bands of human refugees to join him. However, it is said that many of these refugees have been taken captive, while a handful have actively joined Thrakmoss's loathsome cult.

Whatever the truth, the Whitespears and Thrakmoss devastated entire regions, particularly the Core Earth cities of Chicago and Detroit. Thrakmoss took the opportunity to raise hordes of undead dinosaurs under his control from these victories. The zealous faith of the Whitespear edeinos and the uncanny power of Thrakmoss's power over the dead makes him a dangerous force to be reckoned with for both the Storm Knights and Baruk Kaah's forces, making him part of a three-way struggle for the future of the Living Land.

(1) THIRAKMOSS



THE DELPHI COUNCIL

The Delphi Council is an organization built around a single agenda: repel the invasion from every continent on Core Earth. It is not a government agency, but its personnel have ties and contacts with many governments. A great deal of its resources come from North America, so the council is deeply invested in the United States and has several operations underway to assist in repelling the Living Land once and for all.

Most missions the Delphi Council sponsors into the Living Land are scouting or fact-finding in nature, preferring gathering information to striking out blindly. That strategy wasn't popular early in the war, when it seemed like Baruk Kaah was running rampant and nothing was being done to stop him. However, the Nashville Incident showed exactly what was at stake if the war was pursued without true understanding, and opinion has swayed back in the council's favor.

A great deal of research is currently directed toward understanding the edeinos culture, learning more about the pieces of lost worlds preserved in the Living Land, and determining a plan of action for bringing down Baruk Kaah.

The Delphi Council's operations in the Living Land have access to a wide range of agents, resources, and influence. Even through the chaos of the Possibility Wars, America remains a strong nation. Many in the restored US government have granted the Delphi Council access to stores of weapons, top-flight researchers, and advanced facilities. However, being in the US has also exposed Delphi Council operations there to interference from competing agencies.

AGENDAS, OBJECTIVES, AND PRIORITIES

The following are the Delphi Council's prime objectives with regards to the Living Land: reconnaissance, establishing contact with refugees and resistance fighters, recruitment, and disrupting, dismantling, and destroying the High Lord's hold on North America.

RECONNAISSANCE

The low Tech Axiom and World Laws of the Living Land make this cosm extremely difficult to monitor on a long-term basis. Satellite imagery can be taken normally, but is difficult to leverage when the entire engagement region is a jungle canopy. Many pre-invasion maps are simply no longer accurate, and several landmarks have either been unrecognizably altered or no longer have any relation to known topography. In addition, the appearance and disappearance of the “lost worlds” that represent vanished civilizations present a unique challenge of their own.

Many of the Delphi Council’s operations in the Living Land are aimed at gathering intelligence, acquiring information, and answering urgent questions. One of the highest priorities at the moment revolves around discovering more about Baruk Kaah and his Darkness Device. Any hints of what the High Lord is planning are highly prized by the council’s think tank.

Another mission important to the Delphi Council involves the lost worlds. These unusual features of the Living Land often contain vital information, devices, and other secrets that can help in the fight against the invaders. Also, keeping these same resources out of the hands of Baruk Kaah is no small detail!

Recon missions are dispatched to locate specific people—often experts in a particular field or those possessing critical information—or resources. Some missions involve retrieving important research or prototypes that were left behind during evacuations or that have been stolen by the edeinos.

The council is also interested in discovering more about the edeinos’ political structure. Which clans are allies? Which are rivals? What maneuvering is going on behind the scenes, and how does the High Lord respond? The low Social Axiom of the Living Land makes this information of limited value, but having it at hand can be vital to understanding how the edeinos are likely to respond to a given situation. This improves the Delphi Council’s ability to plan ahead.

REFUGEES AND RESISTANCE FIGHTERS

The regions covered by the Living Land’s reality stretch across huge swaths of land, and affect millions of people. The council considers it very important to discover and recover any remaining refugees that have not yet made it out of the Living Land. Those captured as prisoners or thralls by the edeinos forces are a special priority. Now a year into the invasion, many of the humans in affected zones have either transformed or remain by choice as resistance fighters or to stay near family.

Nevertheless, hardpoints remain and those contain citizens of the United States imprisoned and surrounded by a foreign power. Similarly, those who have chosen to take up arms as partisans in the Living Land need to understand that they are not in this alone. The hope that knowledge engenders is almost as crucial as the supplies Delphi operatives can offer. Several missions into the Living Land were launched to locate and make contact with resistance groups, treat any of the sick or injured, identify a main point of contact, and deliver supplies.

Often, Storm Knights sent out to find resistance fighters discover that these partisans are proud people, unused to depending on help from the outside. Many resistance groups are unaware of events going on outside of the Living Land, with some even believing that the entire world has been conquered by Baruk Kaah’s forces. A few are nihilistic cults, thinking that they are the last remnants of humanity. Others are suspicious of everyone, including people from an agency they’ve never heard of before...this “Delphi Council” that claims to be working for the people of Earth.

For these reasons, these missions are usually assigned to disciplined operatives who are good at dealing with people, calming tensions, and have the ability to communicate effectively. Few Storm Knights who are from obviously exotic cosms (such as Tharkold, Aysle, and the Cyberpapacy) are dispatched on missions of this nature unless there is dire need.

RECRUITING FOR THE CAUSE

The fight against the High Lords can't be won by the Delphi Council alone. Several missions into the Living Land involve attempting to locate and recruit additional *reality*-rated individuals. The more Storm Knights working together to take down the High Lords, the better—that is the goal behind missions of this nature.

Whenever Delphi Council operatives are working with resistance groups (see above), agents are instructed to keep an eye out for any among them who may be *reality*-rated. This is also true for any tribes of edeinos the agents may encounter along the way. If a *reality*-rated individual is willing to discuss working with the Delphi Council, the agents should do what they can to bring that individual to a Delphi Council base for recruitment.

Similarly, some missions into the Living Land involve attempting to recruit entire tribes of edeinos—any who are willing to turn their back on Baruk Kaah. Thanks to guidance from other edeinos (especially Byzann, see page 93), operatives are aware that some tribes are deeply concerned about the High Lord's ambitions. These missions are usually diplomatic in nature, often requiring an agent who has well-developed skills in communication, oratory, and debate. Edeinos agents are especially valued as well.

Other missions for this objective involve traveling north and south into Canada, Mexico, and Cuba. The chaos going on south of the US border is very concerning, and the Delphi Council wants to try to help some form of legitimate government assert power there. Similarly, Cuba is facing serious issues defending against the Living Land, a fact that the Miami base is often tasked with addressing somehow. Canada is holding its own so far, but there are worrisome reports of mysterious goings-on in the White Zone.

From time to time the council offers the Canadian government aid in scouting the White Zone's encroachment into the north, but thus far no expedition has returned with valuable information. Most don't return at all.

FIGHTING BACK

There is enormous pressure on the Delphi Council to “take back” the United States. Most of this pressure comes from influential figures in American business, finance, and politics. There's also additional rabble-rousing from many religious organizations against the “heathen lizard-folk.”

So far, the council has only launched one offensive against Baruk Kaah's forces: Operation Ozark, to uproot the stela pinning down much of Missouri. The operation was a success, which has bought the council time to plan other targeted missions—once zones are ready for it.

Significant energy is coursing through the New York Zone. Restoring this zone would be a particular feather in the Delphi Council's cap since it would not only return Manhattan, but also cut off Baruk Kaah's first maelstrom bridge. Storytellers from the Homer Division have been trying to seed hope through the remaining population, but it's proven more difficult than expected. Zones in general seem to be filling with energy more slowly after the Nashville Incident. The exact location of the stela in Vermont remains undiscovered, and enemy activity in the area is extremely heavy. Despite the challenges this zone remains the council's primary target.

There are several object lessons of confronting the High Lord directly when the Living Land's axioms and World Laws work against the modern US military, especially in Pure Zones like New York. The council relies on small, surgical strike teams led by *reality*-rated operatives.

Typically, these strike teams target any agents of the High Lord they can locate—specifically, edeinos priests, influential tribal and clan leaders, and Stormers who serve the Saar. Gospog fields are ripe for elimination by Delphi Council operatives, although there has been a great deal of discussion on this point. Some advisors point out that depriving the High Lord of replaceable troops like the gospog is a strong strategy. However, leaving the gospog fields in place can also present an opportunity to anger the edeinos tribes if the existence of the fields—and their ties to the High Lord—could somehow be exposed to the edeinos culture at large.



The Delphi Council in North America: Thomas Cane, Diana Crowe, Amanda Larkins, and William Linear.

Agents of other cosms—such as the Nile Empire or Orrorsh—are considered targets of opportunity as soon as they are located. It matters less that these enemies are likely intent on foiling Baruk Kaah’s schemes than it does disrupting whatever dangerous purpose brought them so far out of their own realms.

Any threats to struggling resistance fighter camps or refugees are also high on the list of targets for strike operations. These threats range from tribes of murderous edeinos to herds of carnivorous dinosaurs or other fauna of the Living Land. Whenever unactivated stelae are identified—or groups of edeinos planting stelae in Core Earth—the Delphi Council immediately begins plans for an assault.

On rare occasions, Delphi Council operatives are asked to perform assassinations of particularly dangerous targets. Sometimes, this involves a persuasive edeinos priest swaying a recalcitrant tribe back to the Saar’s side. Other times, it means taking out a particularly cunning war-leader.

Most Storm Knights find these tasks extremely distasteful, but necessary.

PERSONNEL

Below are some of the most prominent Delphi Council operatives working in and near the Living Land:

DEPUTY DIRECTOR DIANA CROWE

Diana oversees all Delphi Council operations regarding the Living Land. She’s stern, dedicated, and possesses a wry sense of humor. Crowe was formerly a highly decorated US Marshal. Once part of that organization’s Special Operations Group, Crowe earned a reputation for a fanatical attention to detail and doggedly pursuing any and all fugitives who crossed her path.

A willowy woman of American Indian descent, the Deputy Director is currently confined to a

wheelchair thanks to severe injuries she sustained during a confrontation with Baruk Kaah during the initial invasion. One of the High Lord's miracles decimated the ad hoc group of fighters she had organized, and left Crowe herself nearly crippled. Her recovery is proceeding slowly, but she expects to return to full duty in roughly six months.

Crowe's focus and particular skill set were in high demand after the invasion, and even Storm Break attempted to recruit her. Ultimately her sense of morality forced her to choose the Delphi Council, despite some personal misgivings she had about Quinn Sebastian himself. Quinn himself has no reservations about Crowe, and the two are in firm alignment on the steps to take against the invaders.

The Deputy Director was initially suspicious of utilizing Storm Knights to assist the Delphi Council's plans, but over the first year after the invasion, she's warmed up to the idea considerably. Crowe now counts several Storm Knights from other cosms as friends, and she has seen firsthand the benefits of *reality*-rated agents in the field. Crowe herself is not *reality*-rated, but her skills, expertise, and natural authority make her more than a match for many Stormers.

In the first few months after the invasion, Crowe considered the edeinos as little more than violent barbarians, alien invaders who were slaughtering her friends and countrymen. However, over time, she has grudgingly come to understand that not all edeinos are loyal to the High Lord. Exposure to Storm Knights from Aysle, the Nile Empire, and other invading cosms has further changed her opinion.

AMANDA LARKINS

With a number of facial piercings and several prominent tribal tattoos, this woman is not the model image of a Delphi Council operative. Amanda Larkins was called out of medical retirement by the Deputy Director to act as a handler for Storm Knights and other agents active in the Living Land. Larkins has a no-nonsense and unconventional approach that gets results when other handlers are too busy worrying about proper paperwork and protocol. After all, paper doesn't last long thanks to the Law of Decay.

Larkins led several operations in the early months of the invasion, resulting in no few amount of scars and a lasting dislike of all edeinos. As a handler, this woman typically engages with teams of Delphi Council operatives sent on missions against edeinos targets. Larkins is also the founder and head of Operation Cloudburst (see page 100), a series of missions aimed at locating and assassinating Baruk Kaah himself.

Impatient with new agents, Larkins can be a difficult handler to like. However, she respects courage and initiative, and is realistic about the outcomes of tough assignments. Many agents who serve with her come to believe she is one of the Delphi Council's best chances for a lasting victory in the Possibility Wars—even if she is one of the toughest handlers to get along with.

Amanda has many years of experience as an interrogator and analyst, giving her a frightening ability to tell when someone is lying or withholding the whole truth. She does her best to prepare agents entering the Living Land for the threats they're likely to face from the denizens and the environment of that primitive reality.

Larkins takes it personally whenever one of "her agents" dies on a mission—and there are several agents in the Delphi Council who quietly believe that she may already be on the edge of a breakdown.

DR. WILLIAM LINEAR

An eminent paleontologist, Dr. Linear is the de facto expert on the unusual creatures, plants, and environment of the Living Land for the Delphi Council. He also has a world-class mind and a brilliant intuitive approach to problem-solving. Studying the dinosaurs, edeinos, and everything else native to the cosm has consumed his every waking hour.

Dr. Linear's insights into the physiology and habits of the flora and fauna of the Living Land has often proved invaluable. Sometimes, he directly asks agents dispatched into the Living Land to bring back samples, pictures, or rubbings of important edeinos cultural artifacts—totems, shrines, even commonplace items like satchels or spears. He's also had agents test new anti-dinosaur weapons and techniques.

Dr. Linear has some dark secrets in his past, which he's shared with Deputy Director Crowe and a few others. He himself is a survivor from another cosm destroyed by Baruk Kaah. He escaped and devoted his life to preparing his newly adopted home for the edeinos onslaught he believed was surely coming. When the maelstrom bridge landed, Quinn Sebastian was quick to locate Linear and bring him into the fold.

Due to his specialized knowledge Storm Break has shown interest in recruiting Dr. Linear. Theoretically they want the same thing he does: an end to Baruk Kaah. But he's hesitated out of fear that Storm Break might lump him in with the other invaders once they find out the truth about his background.

PROFESSOR THOMAS CANE

"The Professor" hails from Hawaii. Although the islands haven't yet been touched by the invasion, rumors abound that Cane's family were early victims of Reality Raiders. Few know the man well enough to ask, and those who do haven't gotten an answer.

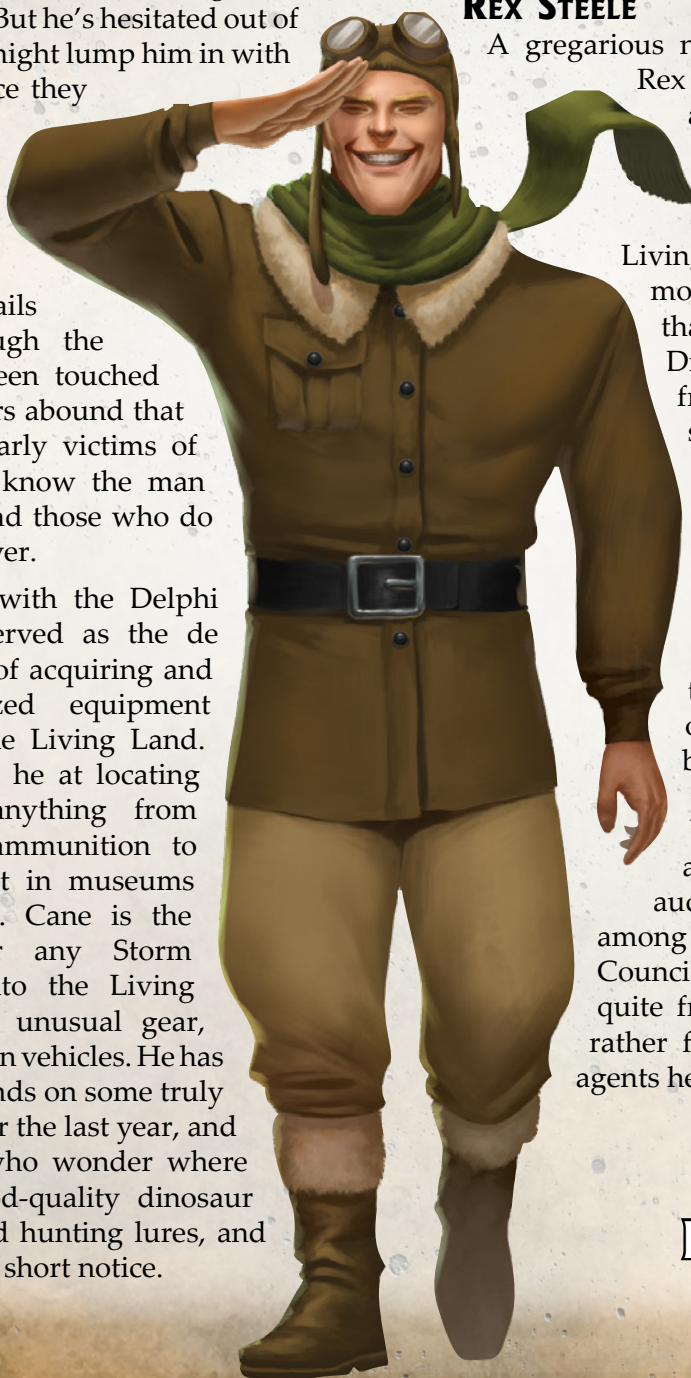
Since he signed on with the Delphi Council, Cane has served as the de facto agent in charge of acquiring and distributing specialized equipment for operations into the Living Land. No one is better than he at locating hard-to-find items—anything from particular types of ammunition to rare objects only kept in museums or private collections. Cane is the primary contact for any Storm Knights venturing into the Living Land who need any unusual gear, weapons, armor, or even vehicles. He has managed to get his hands on some truly unique equipment over the last year, and there are still some who wonder where he can get Hollywood-quality dinosaur animatronics, modified hunting lures, and restricted antivenin on short notice.

Thomas is *reality*-rated and holds a special grudge against the Gaunt Man. A few of the Storm Knights he works with have begun to believe that he is hiding something important, but none have been able to confirm their suspicions. Deputy Director Crowe herself dug into his past and discovered that his name was an assumed identity, and "Thomas Cane" didn't exist before the invasion. She took her concerns to Quinn Sebastian, who revealed he helped create the false name and that he has complete faith in Cane.

REX STEELE

A gregarious native of the Nile Empire, Rex Steele is an expert pilot and daring adventurer. Rex found himself involved with a number of Delphi Council operations in the Living Land during the first few months of the invasion. During that time, he and Deputy Director Crowe became fast friends, and Rex chose to stay on with the Delphi Council to help as much as he can with the struggle against Baruk Kaah.

A veteran of dozens of battles against the High Lords, Rex never seems to tire of sharing stories of his exploits. He's not a braggart, but instead tries to choose tales that are both thrilling and contain a point relevant to his audience. Rex is well-known among the agents of the Delphi Council, partially because he's quite friendly and talkative—and rather flirtatious with any female agents he may encounter.



REX STEELE

A daredevil behind the controls of any vehicle, Rex is notorious for always choosing the riskiest options when he's transporting agents or goods into the Living Land. Sometimes, Amanda Larkins has reprimanded him for these antics, and agents working with Rex are reminded that he may need to be dissuaded from taking the most "interesting" approach. Whenever there's an opportunity for a daring rescue or a dramatically appropriate arrival of reinforcements, Rex is the first to volunteer for duty.

What is less apparent is that Rex is beginning to tire of the Living Land. He owes a great deal to Deputy Director Crowe, and it is unlikely he'll abandon his post with the Delphi Council, but his reckless behavior has only grown more so over time. If Rex were offered a reason to journey to and explore other cosms (or particularly interesting lost worlds...) he'd jump at the chance.

CARTER DIXON

An experienced hunter, tracker, and wilderness guide, Carter Dixon is the agent most often trusted to lead groups of Delphi Council operatives through the Living Land's treacherous environment. A quiet, intense man, Carter's expertise was gained through several missions for the CIA in the jungles of South America. When the Delphi Council was formed, Carter was one of the first agents recruited by Deputy Director Crowe to deal with the encroachment of the Living Land's primitive cosm.

Carter and his father, Trevor, were both trapped in Atlanta during the initial invasion. Both men discovered they were *reality-rated*, and both managed to cross through the enemy lines. Father and son arrived in Washington, DC just before the last of the government left to transfer the capital to Houston. In the

chaos of the evacuation, Carter and his father were separated, and Trevor Dixon has not been seen since. Carter is determined to locate his father, and has used his time with the Delphi Council to hone his outdoorsman skills and his abilities as a Storm Knight in preparation for an expedition back into Washington, DC.

Carter does not warm up to other people quickly, but those he does count among a small circle of friends he defends fiercely. Carter and intrepid reporter Megan Darrow are very close, and although many in the Delphi Council suspect a romance, the truth is that they are merely colleagues and partners who have faced many dangers side by side.

When he is guiding Storm Knights into the Living Land, Carter intentionally attempts to remain aloof in order to keep himself focused on the task at hand. Already, Carter has lost several agents over the course of dozens of missions, and he has no desire to add any further missing-presumed-dead heroes to that list.

He's quite famous in some circles for being the first agent of the Delphi Council to confirm the presence of lost worlds in the Living Land. He's since discovered numerous examples of these vanished civilizations, and Deputy Director Crowe considers Dixon to be the expert on this phenomenon.

Carter neither likes nor dislikes *edeinos*, although he owes his life to a friendly *edeinos* priest who healed him during a botched escape from a Redjaw Clan war party. Afterwards, Carter has made a point of bringing some additional supplies to drop off at the friendly tribe's village whenever possible during his missions into the Living Land.



CARTER DIXON

BYZANN

This tall and heavily muscled edeinon is one of the so-called “Chosen of Lanala,” having seen the goddess personally in his youth. His scales are more golden in color than most edeinons. Byzann was found on one of Carter Dixon’s forays into the Living Land, and chose to return with them to experience the wonders of another cosm—in this case, Core Earth.

Byzann’s personality can be charitably described as belligerent, prideful, and naïve. Physically, he knows that he is stronger and tougher than nearly any normal human—or for that matter, most edeinons. He is enormously vain of the virtues of edeinon culture, although he does admit that his people have been led astray by the machinations of Baruk Kaah. Although he maintains the virtues of his people (he keeps his word when given, is not greedy or wasteful, and is very brave), Byzann tends to look at the Delphi Council as a halfhearted attempt to fight back, at best. His aggressive nature demands stronger and more decisive action, and he is quick to advocate an attack whenever the opportunity arises. Byzann is still very unused to Core Earth culture, making for a bit of comic relief around the base whenever the edeinon suffers a misunderstanding.

Byzann has fully transformed from the Living Land’s reality to that of Core Earth. He is quite intimidating with a shark-like stare and his imposing size. He is also skilled at close combat, but his true worth to the Delphi Council lies in what he knows of the edeinon people and the Living Land. Byzann is eager to answer questions about his home.

Deputy Director Crowe believes that Byzann’s motivations are simple—he loves to fight, and craves a strong challenge. Thus, he is aiding the Delphi Council to battle against Baruk Kaah. Dr. Linear, however, believes that Byzann has adopted the Delphi Council as his new tribe. An outcast in the Living Land, Byzann may have finally found a true home with fellow agents and Storm Knights seeking to defend Core Earth.

ALICE “GHOST” BURTON

A talented thief and infiltration expert, Alice Burton earned the nickname “Ghost” while serving as a freelance asset for the CIA and NSA. Burton’s skills kept her in high demand, and she had a very close romantic relationship with her handler, a senior CIA agent named Nick Bryant. These two factors ensured that she enjoyed a higher degree of freedom than most such “assets,” until everything changed with the advent of the Possibility Wars.

Two major events happened during the initial invasion. First, Alice discovered that she and her lover, Bryant, were *reality*-rated. Second, Bryant drew the attention of Baruk Kaah while using his newfound abilities—and the High lord personally killed him as an object lesson. Deep in shock and denial, Alice hid for weeks afterwards. The solitude helped her deal with her loss, and upon emerging from her hiding place, she sought out the Delphi Council, offering her services as a full-time agent.

Deputy Director Crowe agreed to take her on with the understanding that what Alice wants more than anything else is revenge for the death of her lover. Her only true satisfaction on the job will be the day that Baruk Kaah is brought down and she can spit on the High Lord’s corpse.

Most of Ghost’s missions are for the Marathon Division, slipping into and out of impossible situations to collect or deliver information. Many Storm Knights have picked up deliveries or received orders from her with no idea how she managed to reach their location—or escape once the exchange was complete!

**“IF YOU SAW
SOMEONE,
IT WASN’T ME.”**

-ALICE BURTON

RESOURCES

The Delphi Council knows well that it sends its operatives into deadly danger in every cosm. Naturally, the Living Land offers its own brand of unique threats that must be faced by Storm Knights sent on crucial missions into that reality. Deputy Director Crowe has marshaled an impressive set of resources and made them available to as many agents as possible. Crowe has summarized her position thusly: “No one is going to die on my watch because we couldn’t give them enough stuff.”

TRANSPORTATION

Travel through the Living Land can be difficult (see page 64). Therefore, the Delphi Council offers agents a number of ways to reach destinations in the Living Land without requiring overland travel. Travel by sea or air is generally preferred (and often faster) by many Storm Knights, so the Delphi Council has a variety of aircraft and boats available for use. Assume that any of the vehicles listed in *Torg Eternity* with a Value of 30 or less are generally on hand for Storm Knights wishing to

use them on a mission into the Living Land. Ships and boats are typically launched out of Miami, while many aircraft are staged either from airfields in the central United States or from a number of naval aircraft carriers off of both coasts.

Typically, the Deputy Director is concerned more with gathering information than launching an assault. This means that many times, transportation for Delphi Council operatives consists of small and quiet options rather than anything loud and noisy. For air travel, parachutes deployed from a high-altitude propeller plane (often piloted by Rex Steele) are typical, as are small and inexpensive planes for skilled Storm Knights. The Living Land is very hard on vehicles, so an expensive aircraft is rarely assigned for anything more than a flyover. From the sea, most missions involve zodiac light rafts, tuned- or souped-up personal watercraft, or small “cigarette boat”-style speedboats.

For numerous reasons, military vehicles are almost never allocated for Living Land operations. First, modern military vehicles depend on a great deal of technology—technology that simply doesn’t work in the lower Tech Axiom. Even if a Storm



Hazards and the Tech Axiom make transportation unreliable in the Living Land.

Knight can reconnect after a vehicle Contradiction, military vehicles are well-known targets for most enemy edeinos. The typical response from any tribe will be to call for the priests to invoke as many damaging miracles as possible onto it. Lastly, the terrain of the Living Land is largely thick jungle, swamps, or wetlands—none of which are particularly well-suited to tanks, armored wheeled vehicles, or helicopters and jets. This is not to say that the Deputy Director won't issue such vehicles if the mission calls for it, but so far, operations into the Living Land have not yet called for that kind of hardware.

INFORMATION

By far one of the most useful resources the Delphi Council provides to Storm Knights is intelligence regarding each mission. Data, maps, rumors, and reports on the activities of edeinos tribes are all highly useful. The Living Land is a realm that is largely a mystery to most Core Earth denizens—the edeinos culture is alien, the environment swathes the land in a green cloak that is nearly impenetrable by air, not to mention problems caused by the cosm's axioms, World Laws, and the occasional outbreak of the Deep Mist.

Most often, briefings are conducted by Carter Dixon and/or Alice Barton, with Dr. Linear, Byzann, and Professor Cane occasionally adding specialized counsel depending on the nature of the mission. Maps of the Living Land are extraordinarily difficult to maintain, and Storm Knights are often warned that any maps provided by the Delphi Council are likely to be inaccurate in terms of detailed locations and topography, although large land and water formations are generally the same. The location, numbers, and makeup for Baruk Kaah's forces—both edeinos and gospog—tend to fluctuate given the ongoing resistance efforts on the East Coast, although the situation is somewhat more stable to the North, on the West Coast, and in the regions of Cuba and the Yucatán.

Deputy Director Crowe goes to great lengths to ensure that the intelligence presented to agents going into the Living Land is as accurate as possible, but there are times when misinformation or mistakes slip through the cracks. Typically,

Storm Knights can expect to receive up-to-date lists of known contacts for refugees or resistance groups for any region they are likely to visit. Similarly, heroes can pick up an idea of what kind of enemies they may be facing, from crazed edeinos warriors to crafty gotak priests.

COMMUNICATION

One of the challenges faced by operatives on missions into the Living Land is remaining in communication with each other, much less anyone back at Delphi Council command. Long-range communications, including use of radio and satellite phones, are impossible beyond one kilometer. Satellites may view images from above, but not transmissions.

Storm Knights are issued short-range radio gear as a matter of course, and Professor Cane can scrounge or acquire anything more sophisticated on request. Comm gear procured by the Delphi Council contains some basic encryption, although anything more sophisticated is largely ignored since the enemy forces in the Living Land have no known method of listening in. The lack of working infrastructure in the Living Land vastly limits the usefulness of more ubiquitous communications options, like cell phones and the internet. The Professor usually recommends (with varying degrees of irony) that heroes venturing into the Living Land consider bringing along flare guns and learn some basic woodcraft in case they need to make a signal fire.

SURVIVAL

Agents who are planning any extended missions into the Living Land are often given a briefing by Carter Dixon before being issued survival gear. The Delphi Council offers survival kits (see page 29) to every Storm Knight, but Carter usually adds some advice on how best to prepare for the Living Land's environment. For example, Carter usually recommends taking a large supply of water and limiting the amount of weight carried by each agent. The tropical heat of the Living Land has ended the career of more than one Delphi Council agent who believed they were ready for anything.

Tents, lanterns, inflatable rafts, and almost any

other piece of camping gear, climbing equipment, or other items used in the outdoors are available. However, Carter has a habit of cautioning Storm Knights about bringing too much gear on an assignment—it is tempting to try to prepare for any circumstance one might encounter in the primitive cosm, but every item an agent brings is another pound they have to carry through thick jungle, punishing heat, and humidity. Most items are likely to disintegrate before they can be of use anyway.

Machetes are the most commonly requested item in this category from Delphi Council agents. Multi-tool pocketknives, rain ponchos, and military rations ready-to-eat are the runners-up. However, Carter recommends that the most useful tool in an agent's arsenal is their mind. Toward that end, basic manuals on surviving in the wild are also included as a matter of course, and every agent is expected to study them.

SUPERNATURAL AID

The Delphi Council has a limited number of more unusual items that agents heading out into field can requisition. Working together, Professor Cane and Byzann have catalogued a number of unusual items recovered by previous missions into the Living Land. These items range from highly unusual examples of weird science to some of the rare and mysterious sacred items blessed by the Goddess, Lanala. These items are incredibly rare, and often very little is understood about how they operate or what their intended purpose truly is. Deputy Director Crowe only authorizes items of this nature for missions with the highest importance.

"THERE MAY BE INFINITE EARTHS OUT THERE, BUT WE ONLY HAVE THIS ONE. SO WE MUST FIGHT FOR IT."

-DIANA CROWE

BASES

The Delphi Council maintains a number of bases in the North American region. For an installation to qualify as a base, it must possess a significant level of resources—a medical facility, an armory, a motor pool/vehicle bay/hangar, etc. Storm Knights visiting a Delphi Council base can find plenty of food, ammunition, and options for communication with other Delphi Council agents. Naturally, not all of these bases are public—many are hidden, either tucked away in a remote location or disguised as some other front (often an import/export business).

The following list contains several of the best-known Delphi Council bases in the region: The council also has a secret base in Cheyenne Mountain, but that isn't a widely known fact.

ALCATRAZ

The major holdout of Core Earth defenders on the West Coast is the island (and former maximum-security prison) called Alcatraz. As a center of Core Earth defenders in North America, the island is bustling with activity. The fact that it can be resupplied by sea has helped this lonely outpost continue to thrive. Several operations launched to the West Coast of the United States are staged from Alcatraz, and it is considered one of the most secure facilities within the Living Land.

FORT KNOX

This military installation has a small Delphi Council presence on site, hosted in a former officer's club. Surrounded by the US military, the agents who staff this base constantly feel pressure to launch aggressive actions against the Living Land. The base at Fort Knox is centrally located for operations into the East Coast and South of the United States. In addition, Fort Knox has plenty of resources for Delphi Council operatives, including firing ranges for personal and vehicle weaponry, testing labs for scientific (or weird science) research, and several secluded locations where tests can be performed on Storm Knight abilities, Eternity Shards, and so forth.

HOUSTON

The new capital of the United States, Houston has grown considerably in both population and prestige. The Delphi Council has its own building in the city center, not far from the offices of the President and the cabinet. Everything going on in Houston is under a political microscope, so most Delphi Council operations are kept away from the capital. When that is not possible, Storm Knights are advised that the media is likely to keep an eye on their every move while in the city. Resources from the Midwest are plentiful, but shipping in and out of the city's ports must run the gauntlet of Living Land seas. The shortest routes also force ships closer to the edeinon forces on Cuba. Between the natural blockade, interagency rivalries, and political wrangling, any useful supplies, intelligence, or people are throttled to a trickle.

MIAMI

The Delphi Council took over a former FBI regional office in Miami to act as their regional headquarters. The chaotic nature of "the Free City" ensures that Delphi Council operatives working out of Miami tend not to draw much attention. The functional port there also makes Miami one of the best places to begin a journey by sea. Resources are a bit thin in Miami, but thanks to "Ghost" Burton, a few underworld contacts are willing to deal with the Delphi Council for services such as smuggling.

SAFEHOUSES

When circumstances dictate something less than a full-on Delphi Council base, the organization has developed numerous safehouses throughout North America. Nearly all of these bases are nondescript, mundane-appearing buildings blending into their surroundings, but all are built around or inside hardpoints. One unusual safehouse is the New York Public Library. Another is built into a prominent church in the embattled city of Philadelphia. A string of safehouses exists in the Appalachians, typically in caves or ruined homes that remained intact due to the Law of Wonders. A few safehouses exist along both coasts of the United States, but the Delphi Council is still struggling to establish truly reliable locations in both Mexico and Canada.

INTERAGENCY RIVALRIES

The makeup of the Delphi Council, particularly in North America, consists of several different and distinct agencies from before the invasion. The CIA, FBI, NSA, Homeland Security, Canadian RCMP, and many others had become used to accomplishing tasks in their own individual way. Working together under the umbrella of the Delphi Council makes some representatives of these agencies chafe, and from time to time, old rivalries flare up.

This issue is exacerbated when it comes to working with the Deputy Director's list of priority operations, such as Empty Winter, Cloudburst, and others. Some believe that agencies with significant espionage experience, like the NSA and CIA, should be heading up these kinds of missions. Others turn to political figures for aid, placing financial and procedural pressure to help this or that agency ascend the Delphi Council's ranks. Not even the fact that Core Earth has been invaded by alien beings from other realities has significantly distracted from these turf wars. So far, Deputy Director Crowe has been able to keep a lid on the infighting and maintain focus on the invaders. Quinn Sebastian is also in favor of unity in the face of the enemy, but that does not stop some ambitious agents from trying to overrule Crowe by going over her head.

One factor that has so far limited the arguments of other agencies is the lack of *reality*-rated operatives outside of the Delphi Council. Some of these groups (particularly the NSA) have begun quietly attempting to build up their own stable of Storm Knights to strengthen their position.

Meanwhile, Storm Break remains in the shadows, occasionally helping or hindering various rivalries along the way to distract attention from their own activities. They have their own pool of mercenary Stormers to draw from, and aren't above loaning their resources to another agency in hopes of getting payback later.

CURRENT OPERATIONS

The Delphi Council is in the planning stages for, or has agents out in the field implementing, several different operations. Below are listed the most prominent of these ongoing projects:

OPERATION EMPTY WINTER

Deputy Director Crowe is determined to find out more about Baruk Kaah's schemes. This operation is designed to do exactly that, targeting the mysterious White Zone in Canada's Northwest Territories. The goal behind Operation Empty Winter is to penetrate the White Zone and return with useful intelligence regarding what's going on inside that region.

The Delphi Council is coordinating closely with the US and Canadian governments on this operation. Most Canadian officials are aware of the project's nature, and the agency has secured the cooperation of the RCMP.

So far, the operation is still in the planning stages. Other priorities tend to keep siphoning men and matériel from Empty Winter, a fact that is greatly frustrating the Deputy Director. Currently, the operation's plan calls for a small team of Storm Knights to slip into the White Zone undetected. Once inside, the team has a short window to scout the area and make a clean extraction where Canadian military forces will arrange transport out of the region.

OPERATION ROANOKE

Operation Roanoke serves to locate, explore, and catalog as many lost worlds as possible within the Living Land. This operation aims to discover the true nature of the lost worlds—whether they are some sort of naturally occurring phenomena, a manifest expression of Lanala's will, or something else altogether. In addition, gathering data about the lost worlds and the relics, maps, and other valuables that they contain is certain to assist the Delphi Council's efforts to fight back against the Reality Raiders.

The edeinos Byzann and human Carter Dixon are the two foremost agents involved with Operation Roanoke. Dixon has led several successful

expeditions to find lost worlds, and has returned with a number of unique devices, scrolls, and other unusual relics recovered during his travels.

The benefits of this operation are obvious, but the Deputy Director has begun to scale back the missions since the results seem entirely random. Carter Dixon fiercely believes in the importance of Operation Roanoke, such that he's gone on unsanctioned trips using his own funds. He's gone so far as to add additional objectives related to this project onto other, unrelated missions. So far Crowe has turned a blind eye to his growing obsession.

OPERATION HALLOWEEN

The Delphi Council has only recently become aware that there is a distinct threat from the Whitespear Clan and their leader, Thrakmoss, a threat that is entirely separate from Baruk Kaah's activities. Alice "Ghost" Burton has convinced the Deputy Director that Thrakmoss is a threat that should not be ignored, and thus she has spearheaded the creation of Operation Halloween to deal with this danger. The goals of Operation Halloween are simple: find Thrakmoss, determine why he and the Whitespear Clan have broken off from the Saar's authority, and eliminate him if necessary.

While Thrakmoss is not considered a priority target in the same league as Baruk Kaah, there are several in the Delphi Council—Ghost herself included—who place the blame for the death and destruction in the Midwest squarely onto the dark priest of Rec Stalek.

Missions related to this operation have not gone well so far. Battling undead dinosaurs is very different from tangling with live ones or gospog. In addition, the dark miracles wielded by Thrakmoss and his fellow priests wreak havoc on the unprepared. Ghost has grimly kept making plans for further actions into the Midwest to strike against the Whitespears, but the lack of available manpower is affecting this project more than any other.

Ghost has a plan for the next iteration of Operation Halloween. Alice believes that if the temple to Rec Stalek could be located and destroyed, the power of

Thrakmoss and his undead army could be greatly reduced if not eliminated outright. Naturally, such a task is not an easy one—it requires great courage, in-depth intelligence of the temple itself, and likely a great deal of explosives with no long-range timers or fuses.

OPERATION PROPHET

The cooperation and assistance of the edeinos Byzann has been of great help to the Delphi Council. Just knowing that not every tribe of these savage warriors are enemies of Core Earth is a relief, but they can be so much more—friends, perhaps even allies. Byzann has been asked by the Deputy Director to lead a project that aims to locate and make diplomatic contact with various edeinos tribes and clans. The potential for this operation is significant—if the clans can be convinced that the Core Earth defenders are not enemies, if there are others like Byzann who are willing to help fight against Baruk Kaah rather than serve under his command, then the cause of the Delphi Council has a much greater chance of success.

Reports from the field indicate that there are tribes among all the clans who are uncertain of Baruk Kaah's leadership. Many of the issues with the Saar stem from religious conflicts with differing interpretations of the Way of Lanala. Others question whether Baruk Kaah is truly worthy to lead, and there are a few among the truly fanatical edeinos who say that the Saar is too soft and forgiving of the smoothskins!

The goal of missions for Operation Prophet are to find and open up discussions with some of these groups, hopefully leading toward better relations with the edeinos and potentially splitting some of Baruk Kaah's political power base. Byzann's most recent evolution of this plan involves sending a delegation of Storm Knights to speak with Pykarr, an influential edeinos priest and member of the Redjaw Clan. What Byzann is not aware of, however, is that Pykarr is merely baiting a trap, hoping to snare some *reality*-rated Core Earthers and present them to the High Lord as a gift. Unfortunately, this information has not yet been made clear to the Delphi Council, and the mission is still scheduled to proceed.



Refugee camps along the borderlands are precarious places.

OPERATION RED WHISPER

The rampant disorder and lawlessness present in Mexico concerns the Delphi Council greatly, and never more so than for the agency's presence in North America. Carter Dixon proposed Operation Red Whisper as a means for the Delphi Council to investigate the problems plaguing Mexico. Of particular interest to the project are the unusual activities going on in the Yucatán peninsula.

The mysterious ruins of Chichen Itza and the High Lord's interest in them are one of the factors that make this operation important to the Delphi Council. There are some who are also concerned about the blood cult, Los Asanrados, but most senior agents dismiss rumors of this Aztec-inspired religion. The Deputy Director is far more interested in keeping whatever is so important about Chichen Itza out of Baruk Kaah's hands than the activities of some crackpot locals. There are some in the Delphi Council who want Operation Red Whisper to succeed in order to expand the project toward finding a way to restore a legitimate government in Mexico and end the unrest that is causing so much chaos south of the border.

OPERATION CLOUDBURST

The Living Land is the Delphi Council's biggest concern in North America. Amanda Larkins argues that the Living Land is the greatest threat to everyone in that part of the world, and Operation Cloudburst is her plan to end it. Larkins believes that the best way to deal with Baruk Kaah is to kill him. Thus, Operation Cloudburst is a project entirely focused on assassinating the High Lord.

Larkins believes that this task will not be easy; the Delphi Council has some knowledge of things like Darkness Devices and has a general understanding of how Possibility Energy works, but slaying a High Lord is never as simple as it may appear.

This project has received the greatest amount of interest (and funding!) from interested parties in the North American region, including the governments of both the United States and Canada. Deputy Director Crowe is somewhat dubious that simply killing the Saar will solve the problem of the Living Land, but she has kept most of her concerns to herself.

Larkins, for her part, is by no means certain that the operation will succeed...but she knows without a doubt that the assassination must at least be attempted. Symbolically, the idea of striking back directly against the enemy leader makes this project exceptionally popular among the Core Earth defenders, and Larkins has had a wealth of volunteers for any mission having to do with Operation Cloudburst.

Larkins is considering various means of eliminating the Saar: high explosives delivered into the throne room, virulent poison in the High Lord's food and drink, even nuclear strikes have all been discussed. Naturally, the limits of the Living Land's axioms reduce most of these options to uselessness, but Larkins continues to keep ideas cycling through. At least one plan under development involves slipping a strike team of Storm Knights into Atlanta for a nighttime raid on the Saar's headquarters, relying on distractions to remove most of the edeinos guards.

Rumor has it Storm Break is actively working on their own version of this operation.

OPERATION BACKSTOP

This ongoing, multi-division undertaking is a combined effort to patrol the region where Baruk Kaah might plant a new stela in an effort to capture Southern California. If such a stela were activated south of San Diego both it and Los Angeles—and all the refugees swarming to both—would fall to the Living Land.

So far two such attempts have been discovered and thwarted in time, and a large number of conventional forces are on call to bombard any area where scouts call in activity. Unfortunately this very successful operation has had other costs. The scouts, well aware of the importance of their mission have paid little attention to the international border, and their incursions (including a full-blown attack) were a contributing factor that destabilized the government of Mexico.

Both the Revolucionarios and Caracaras have shown as much willingness to fire upon Delphi Council scouts as they have upon each other or edeinos.

USING CURRENT OPERATIONS

The ongoing activities of the Delphi Council in North America can be useful to a Game Master in a number of ways. These operations help give the setting a feeling of immersion—that things are going on in the background even when the player characters aren't involved. The Delphi Council feels more engaged with the world of *Torg Eternity* when the agency is actively pursuing its own agenda. They also help show why the Delphi Council may not give a single group unlimited resources—others need those same items and vehicles!

Naturally, the Storm Knights can become a key part of these operations if the goals appeal to the group—meaning that the operation's success is in the players' hands. And, of course, there is no guarantee that these operations are going to succeed; the heroes themselves are going to need to help pick up the pieces if things don't turn out right!

IMMERSION

Having the heroes encounter other Delphi Council agents on another mission can bring up a lot of questions about the characters and the campaign. Is the other mission related to what the Storm Knights are doing, or is it something completely different? How do the player characters feel about the operation's goals, and how do they feel about being left out? What do the players think about the operation's chances of success?

Operations can be something that the heroes only know of peripherally. Perhaps they encounter agents discussing the outcome of an operation at the Delphi Council base between missions. Alternatively, they may come across a briefing of a planned operation or an after-action report for a mission that's already happened. In either case, this is a good opportunity for the Game Master to find out just what aspects of the Delphi Council's priorities are of greatest interest to the group, and tailor further adventures or storylines in the campaign appropriately.

DISTRACTION

Missions related to an ongoing operation can be an excellent distraction for the heroes' own activities in the Living Land. In addition, the actions of the player characters can end up providing a distraction for other agents carrying out an operation in the same area! In either situation, perhaps the most interesting part is determining how the Storm Knights react when they are the decoys...or when their fellow agents draw attention away from the heroes just in time.

FLASHPOINT

The Storm Knights are the true heroes of *Torg Eternity*, and it is only right that the players have the opportunity to change the outcome of a Delphi Council operation. Many of the operations listed in this section are unlikely to succeed on their own.

Some, like Operation Empty Winter, are not likely to get started without the heroes getting involved and pushing to make it happen. Make the Storm Knights aware of the Delphi Council operations going on in the Living Land. If there are any that resonate with the group, work that operation into the campaign where the players' choices have a meaningful impact on how that operation turns out, for better or worse. Plant seeds in other adventures that might lead back to an operation or change how it plays out.

AFTERMATH

When an operation is complete, there's always some kind of effect after the fact. If the operation succeeds, the group may be called upon to press the advantage. If the operation fails, then the Storm Knights may be the only ones able to step in and keep things from getting worse. For example, Operation Cloudburst has enormous potential to fail—High Lords are notoriously difficult to kill—and if it does, the characters are likely going to be right in the thick of things. Depending on how many agents were lost, the heroes may have to step up into roles of greater responsibility, or they may have to try and weather the impact of a very personal vengeance from Baruk Kaah.

ADVENTURES IN THE LIVING LAND

Adventures set in the Living Land—like every cosm that has taken part in invading Earth—have their own unique flavor. After all, the cosm is about more than just edeinos, jungles, and dinosaurs! The intention of this chapter is to provide the Game Master with guidance on how best to capitalize on those distinct properties for any *Torg Eternity* campaign.

THEMES AND TROPES OF THE LIVING LAND

The Living Land is a rich tapestry for campaigns. It can be a place of great danger—where technology can no longer be taken for granted and vicious creatures lurk around every corner. It can also be a place of great wonder, particularly for characters who have an interest in spirituality and the idea of communing with an actual “Earth Goddess.” However, the Living Land is more than the sum of its parts, and to get the greatest benefit from using this cosm, Game Masters should examine its main themes.

PRIMITIVE ADVENTURE

Generally speaking, heroes in the Living Land cannot rely on technology. Cell phones, GPS, any tech that needs something outside of a Storm Knight’s personal space to function—these items no longer work or are much less useful. Heroes in the Living Land find that survival here is a struggle. Food must typically be found either through hunting or tracking down edible plants. Water supplies may be more plentiful, but the environment itself is hot, humid, and uncomfortable for most humans. Even something as simple as starting a fire can be a challenge in the Living Land, making the *survival* skill extremely valuable when adventuring in this realm.

HIGH-TECH PROBLEMS, LOW-TECH SOLUTIONS

The Living Land has plenty of resources for survival—the edeinos themselves are a good example of this. However, what comes naturally to the edeinos is rarely how Storm Knights think when dealing with the difficulties of this cosm. In the Living Land, there is often a low-tech solution to any given challenge. Even a well-equipped and

highly trained team of soldiers may find themselves unable to match a single determined hunter—but in the film *Predator*, the soldiers turn this situation around by going primitive. They construct a snare using vines and ropes, and the group's leader, Dutch, ends up taking out the hunter with clever traps and a spear. Similarly, Storm Knights in the Living Land should consider that the environment is not always the enemy. Creative players may discover a means to stampede a dinosaur herd, build a swinging log trap, or use clever camouflage with mud and leaves to triumph over the High Lord's schemes.

THE NOBLE SAVAGE AND THE "SAVAGE" SAVAGE

The edeinos culture is a large part of what makes the Living Land special. These lizard-like humanoids live in communities known as tribes and belong to larger groups known as clans. To get the most out of the edeinos in a campaign, here are some tips:

- Edeinos are perfect to fit the role of the "noble savage." They are generally honorable and keep their word once it is given. There should be a general sense of innocence for the edeinos with regards to things like politics, oppression, and social injustices. Every member of the tribe is looked after, and edeinos are equal in the clans (with the exception of the chieftains and priests).
- Edeinos have difficulty speaking other tongues, and often they should speak in broken phrases ("Soron smash door. Stand back, friend.") to emphasize this, and often in a hissing whisper.
- Edeinos are highly spiritual, and give thanks to their goddess, Lanala, for everything that they experience in life—she is a goddess of Life, after all. Thus, edeinos generally have some respect for other beliefs and traditions, as long as those beliefs and traditions do not interfere with worshiping Lanala as well.
- Edeinos are generally not greedy (aside from Baruk Kaah's example), and are hardworking to advance the good of the tribe.

MAKING EDEINOS A THREAT

However, there is also a truly savage side to the edeinos. Their primitive culture has little room for advanced concepts of justice or morality. And they acknowledge the High Lord Baruk Kaah as the Saar—the leader of their people. Many edeinos take their cues from the High Lord's cruel, ambitious, and intolerant ways.

For the Game Master, it is important to remember that while edeinos may seem rather simplistic—basically brutes with spears—the truth is that they can be a highly dangerous threat to any group of Storm Knights. Edeinos have easy access to miracles in the Living Land, and accompanying a warband of edeinos with a single priest casting the *bless* or *bloodlust* miracle can turn the tide of nearly any battle. In addition, edeinos are fond of using the All-Out Attack option, taking advantage of the Law of Savagery to make their attacks brutally effective.

Edeinos are also masters of their environment. They understand the Living Land, and few can hunt, track, or survive better in the cosm than the natives. This means that edeinos are adept at launching ambushes when outsiders stop to rest or recover, and edeinos warriors are cunning enough to use features of the land such as a bank of the Deep Mist or a relic of a lost world to distract their opponents long enough for a surprise attack.

Edeinos are also physically quite strong, tough, and capable of withstanding extremes of temperature greater than most humans. For example, when the tropical environment may threaten many humans with heat stroke, the edeinos are quite comfortable. Obstacles like ravines or cliff walls are often easily overcome by the edeinos' exceptional physical abilities.

Another thing to consider is that the edeinos thrive in the Living Land due to their relationship with dinosaurs. Many tribes use these beasts as mounts or to help them hunt prey. The tribes themselves often range from dozens to hundreds of edeinos—meaning that when the Storm Knights anger a tribe, they may be heavily outnumbered by the angry natives.

Lastly, do not discount the raw spiritual power of the Living Land...edeinos can make use of certain

miracles (see page 21) without requiring the presence of a priest. While the miracles available to anyone in the Living Land are not particularly spectacular, they do provide a distinct edge for the natives of this cosm when dealing with outsiders.

PERILS AROUND EVERY CORNER

Journeying through the Living Land should never be a casual trip. Part of the idea of “primitive adventure” relies on the concept that traveling through the land is not safe. Dangers abound, and only the strong survive. It is advised that the Game Master cause at least one “peril” to occur in every act in the Living Land. More are likely to occur thanks to Cosm cards.

The nature of the peril can vary, but most often it should take the form of an environmental challenge to the heroes. Constant attacks by dinosaurs and man-eating plants may sound fun, but overusing the enemies found in the Living Land can actually make the cosm feel stale and simplistic. Instead, consider the nature of the ground that the heroes have to cover—often on foot, due to the limitations of technology and the thick jungle flora!

The Deep Mist is one example of a peril, but it is important not to overuse this particular threat. Getting lost and finding that their compasses don’t work may be exciting the first time it happens to the heroes, but using the Deep Mist more than once every couple of sessions or so can turn it from interesting to tedious very quickly.

Instead, consider the variety of difficulties in traversing a jungle environment without the help of helicopters, GPS, or even up-to-date maps. Dangerous mudslides or boulders perched precariously on ridgelines, or

even a flash flood in a riverbank are all possible dangers that the Storm Knights may encounter on even a short trip through the Living Land.

Ideally, perils are events that cause the players to think creatively and engage with the Living Land through their characters’ actions. This means that overcoming a peril should not cause lots of tests. Instead, the peril should just give the players something to think about and take precautions for, then feel good for overcoming the obstacle.

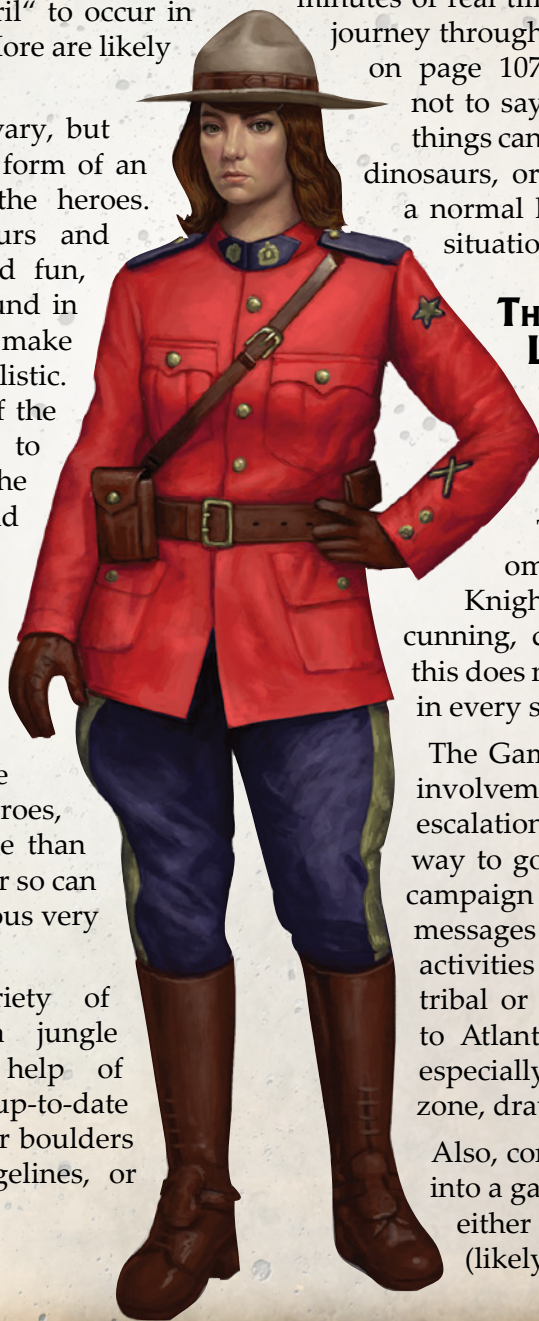
Perils should be a short encounter (roughly 5–15 minutes of real time) that punctuates the heroes’ journey through the Living Land. See the table on page 107 for some examples. This is not to say that interesting or dangerous things can’t occur during a peril! Edeinos, dinosaurs, or other complications can turn a normal hazard into a truly dangerous situation.

THE INTEREST OF THE HIGH LORD

Baruk Kaah is unlike many other High Lords in that he takes a very personal interest in troubles within his cosm. This means that he should be an omnipresent threat that the Storm Knights worry about. Baruk Kaah is cunning, dangerous, and vengeful—but this does not mean he needs to be present in every single adventure, either.

The Game Master should consider the involvement of Baruk Kaah as a major escalation of any game session. A good way to go about using Baruk Kaah in a campaign is to start slowly—hint that messages about the Storm Knights’ activities are being passed up to the tribal or clan chieftain, and from there to Atlanta and the Saar. Glory cards, especially if several happen in the same zone, draw his attention faster.

Also, consider that placing Baruk Kaah into a game means that there’s a chance either he’ll destroy all the characters (likely, given Baruk Kaah’s personal



AUDREY CAMP

power and his Darkness Device, not to mention his fanatical followers and personal guard) or the characters may destroy him.

If the campaign is not yet prepared for either of those outcomes, consider some alternatives. Possibly Kaah sends a representative to attack the characters as a warning, or have an idea for how the characters might have an escape route to leave the area just before the High Lord arrives. It can be quite suspenseful and memorable to barely stay one step ahead of the Saar as he tracks down the heroes across the Living Land.

If the High Lord ends up confronting the characters directly, don't panic. There are many ways to take such a scene and many possible outcomes. The other High Lords (particularly the Cyberpopo) are more than happy to spoil Baruk Kaah's plans if they can—meaning that an agent of another cosm could step in as a distraction. The Gaunt Man may demand an update on “far more important matters,” causing the Saar to delay executing the Storm Knights, or there could even be a major argument between clan chieftains or a Delphi Council operation that urgently requires Baruk Kaah's attention. At the end of the day, there are a dozen ways to have Baruk Kaah and the heroes interact without necessarily ending in bloodshed—and dimthreads mean the Saar can come and go quickly and freely.

LOST WORLDS

The Living Land is a cosm of primitive reality, complete with jungles, dinosaurs, savage edeinos, spiritual miracles and a distinct lack of high technology. However, there is another side to the cosm as well—for the ruins of many lost civilizations can be found scattered about, hidden in secluded valleys or behind waterfalls, tucked into the shadow of a cliff wall or atop a sheer plateau. These ruins are, for the most part, not originally part of Takta Ker or Core Earth. Instead, these lost worlds are reminders of other realities, other cosms that have fallen into obscurity, conquered and destroyed, or born from an alternate timeline that is no longer viable.

Core Earth is but one of many realities, a truth aptly demonstrated by the invasion of the

WHY LOST WORLDS?

Scattered remnants of lost civilizations are somehow preserved in the Living Land, and there are many theories about their mysterious origin. According to Baruk Kaah, the existence of these ruins are a sign of triumph. The High Lord tells his followers that the lost worlds are trophies of conquest and a manifestation of Lanala's favor of the Living Land's enterprise. There are many edeinos priests, however, who murmur that the lost worlds are a warning—a reminder of mistakes made during the ustanah war. Lanala, these priests say, wishes her chosen people to remember when they lost their way so that it never occurs again.

There is a third theory proposed by the Delphi Council. Many of these lost worlds contain useful information, relics, items, or even sentient beings who can help Core Earth fight back against the Possibility Raiders. The Delphi Council argues that the lost worlds may, in fact, be a representation of Lanala's desire to remove the corrupting influence of Baruk Kaah, his Darkness Device, and perhaps all the High Lords as well.

Reality Raiders from other cosms. Pieces of other realities, seemingly adrift from cosms vanished or conquered, come to rest in the Living Land. In appearance, these pieces of lost worlds are usually in the form of ruins—often important buildings like temples, places of learning, vaults, and throne rooms. Uniformly, all of these examples of lost worlds seem ancient, abandoned, and weathered. Most are empty—little more than tombs or reminders of a culture that no longer exists. Some, however, contain something important...a relic of power, a denizen of that vanished world locked in slumber, or even a bizarre-yet-functional computer are all possible examples. These lost worlds are part of the Living Land's reality, an example of the cosm's unique Law of Wonders.

Now You See It

Lost worlds are not permanent installations in the Living Land. Instead, these pieces of vanished civilizations appear and disappear with no set pattern. Characters may attempt to make a map of the lost worlds or try to set up a base of operations within one if they wish, but the lost worlds could vanish overnight—rendering the maps useless or removing the heroes' base just when they need it most.

The reason for the “impermanence” of the lost worlds is unknown, though many believe that Lanala chooses to move the lost worlds around in order to keep them out of the wrong hands. After all, if the lost worlds were static, it would not be difficult for Baruk Kaah to conquer them all, one by one. The appearance or disappearance of a lost world is usually heralded by an appearance of the Deep Mist shrouding the location.

Pulp Powers and Weird Science

The presence of the lost worlds creates an unusual “overlap” in the Living Land's reality. Whether it is Lanala's influence, some strange effect of encountering Earth's bounty of Possibility Energy, or a hidden scheme of the Darkness Devices, this overlap allows Pulp Powers and weird science from the Nile Empire to function without contradictions within a two-kilometer radius around any lost world, similar to a hardpoint.

Any technology located inside a lost world is generally weird science in nature—otherwise, it simply wouldn't work in most cases. Characters who possess pulp powers or weird science devices can sense immediately when they have entered or left one of the zones near a lost world. There are some exceptions to this rule at the GM's discretion—such as if a character's weird science devices are being held by an enemy at the time, or if the character's Pulp Powers have been somehow suppressed.

Using Lost Worlds

Lost worlds do not need to be part of every trip into the Living Land, but they can add quite a bit to a game session or campaign set in that realm. The presence of the lost worlds and the secrets hidden inside them can be a great motivation to visit the Living Land in the first place, or to return after a successful journey through the cosm in the first place. Perhaps most importantly, lost worlds provide the Game Master with another tool to make the Living Land memorable and distinct.

One of the primary function for a lost world is for the Game Master to use as a MacGuffin—an element that moves the story forward. This typically means that there's something in or about a lost world that others desire. Agents from other cosms can be encountered in the Living Land racing for the same prize. It is a goal for the villains to chase and for the heroes to swoop in and secure at the last, most cinematic moment.

Another way to use lost worlds is as a refuge for Storm Knights traveling through the Living Land. Such journeys are often difficult and fraught with danger. The heroes may need a place to stop and rest after a bloody fight, or they may be running short on essential supplies. Discovering a lost world can act as the first step for the characters' recovery—they may also discover supplies of food or clean water.

Lost worlds are also a vector for characters to engage with the mystery and ongoing story of one of the Living Land's major conflicts: the struggle between Lanala and Baruk Kaah for the soul of the edeinos people. Whether the lost worlds are trophies of the High Lord's conquests or a secret attempt by Lanala to provide means for Storm Knights to oppose the Reality Raiders, either approach (or another of your own creation!) sets up an interesting situation for the characters to get involved. Lastly, the concept of lost worlds allows the Game Master to lampshade and have some fun with the concept of alternate realities, providing the heroes with glimpses of what might have been or worlds where the Storm Knights failed to fight back against the Gaunt Man's schemes.

LOST WORLDS GENERATOR

Below is presented a series of charts to randomly generate a lost world for characters in the Living Land to encounter. First, roll for Origin/Materials to determine what the lost world is constructed from or where it was originally created (such as by the vanished *ustanah* civilization or from an alternate timeline). Next, roll for Purpose. This column determines what these ruins of a lost world were originally meant to be, although such a purpose may not be obvious at first glance. Lastly, roll on Found Within.... This chart details what, if anything, the characters may discover upon entering the lost world.

Naturally, these charts are simply suggestions and starting points. The Game Master is at his discretion to choose results rather than roll a d20, substitute his own results, or just use the ideas

here as a foundation for something completely new! Interpreting the results of this chart are often an engaging creative exercise that helps to fit the results into an ongoing campaign.

EXAMPLE LOST WORLDS

This section details some lost worlds that the Game Master can use for inspiration or to slot into his own *Torg Eternity* campaign. Each of these lost world examples are meant to showcase the potential of the Law of Wonders and the Lost Worlds Table. Similarly, if the Game Master is pressed for time, the following example lost worlds can be used to quickly get the characters into the action of the Living Land.

THE ANYTHING OBELISK

At first, this lost world appears as a floating, four-sided, tapering column of reflective, fluid metal—much like mercury. The obelisk hovers above

LOST WORLDS

d20	Origin/Materials	Purpose	Found Within...
1	Hide or leather	Necropolis/Tomb	Denizen in suspended animation
2	Plastic	Military Outpost	Only dust: abandoned and empty
3	Wood	Research Center	Magical or alchemical formula
4	Secreted Resin	Observation Post	Dusty tome of knowledge
5	Stone	Nursery/Breeding Area	Symbol of power (e.g., scepter, crown, etc.)
6	Metal	Hospital	Flag, banner, or tapestry
7	Glass	Homestead	Wrecked or non-functional vehicle
8	Crystal	Hunting Lodge	Broken weapons and/or armor
9	Clockwork	Temple/Shrine	Detailed map or star chart
10	Holographic	Power Plant	Scraps of a diary or journal
11	Living Plants/Trees	Water/Food Center	Survival gear, fresh water, or edible food
12	Quicksilver/Mercury	Store/Factory	A non-sentient, alien plant or animal
13	Giant Fungus	Library or School	A ceremonial object (e.g., a ring, robe, stole)
14	Carved Stones	Communication Center	A functioning battery or generator
15	Totemic Idols	War Memorial	Sarcophagus/coffin with a preserved corpse
16	Unidentified Metal	Throne Room	An aloof, self-aware computer
17	Insect Chitin	Vessel (Sail/Space)	A historical or political document
18	An Alternate Earth	Vault/Prison	A functional weapon or suit of armor
19	Earth's Distant Past	Storage Facility	Treasure (Value Level = 10 + 2BD)
20	Earth's Possible Future	Entertainment Center	A weird science device or sacred item

a fractally divided basalt dais, weathered and ancient, the stone of a highly different texture and color from any of its surroundings.

The original purpose of the obelisk is unknown. It may have been a monument of some kind, or possibly a shrine. The metal of the obelisk is highly reflective, like chrome, subtly distorting the images of any who gaze upon it. However, the most unusual feature of the obelisk is that its shape is highly mutable, morphing into many different shapes based on the viewer's desires.

Each character who gazes upon the obelisk can feel the object responding to them in some subtle yet profound way. In turn, the obelisk's shape transforms into a representation of the viewer's deepest, most fond desire. The obelisk might display the face of a loved one, transform into a weapon of vengeance, or show the seal of a high political office, depending on what the viewer considers their greatest wish.

The obelisk offers a great opportunity to show characters what each of the others most values—and possibly to question those beliefs. In addition, should the Game Master decide to have a notable villain show up, this is a way for the heroes to discover what the villains desire most as well.

THE CRYSTALLINE CONSOLE

This lost world resides in a cave, often tucked into a rocky valley or high upon a bare cliff face. The interior of the cavern is lit by the softly glowing radiance emanating from a waist-high table of what appears to be crudely hewn stone. Built into the surface of the table are a variety of crystals. These crystals come in a wide variety of shapes, sizes, and colors, seemingly spread out at random across the table's surface. A low, nearly subsonic hum is barely audible within the cave, and the air smells somewhat musty or stale.

The purpose of the console appears to have something to do with transportation. The particular arrangement of crystals and colors somehow represents regions of the Infiniverse. This fact is hinted at when the crystals change color as characters from different cosms approach the table. For each hero of a different cosm, the crystals react by shifting hues—deep brown for the Living Land,

a pale blue for the Nile Empire, glimmering green for Pan-Pacifica, and so on.

Manipulating the console's controls is a matter of will and instinct, although operating the console does require physical contact with the crystals. By doing so, a hero may make a Very Hard (DN 16) *reality* test. Success indicates that the character has an inkling of the console's purpose—to display other cosms and open a portal allowing transport to another reality.

If the character gains a Good success or better, the console will display a faint, blue-outlined image of Core Earth. The operator can then will the console to show regions of other cosms that have invaded this reality, displaying flickering visions of that realm's High Lord or glimpses of its denizens. An Outstanding Success or higher means that the Storm Knight senses how to use the console to open a portal between the cavern and that realm—however the precise destination is entirely random within that realm!

When it opens, the portal is roughly two meters tall and one meter wide. It lasts for five minutes before it fades away into nothingness and another *reality* test must be made to reopen it. The portals created by the crystalline console are chaotic things, liable to “slip” slightly in space and time—meaning that characters traveling through a portal have no guarantee of where they will emerge... and occasionally travel a few hours backward or forward in time as well. Characters who operate the console are aware of these risks before committing to opening a portal.

THE HIVEMIND PREDICTOR

This lost world is encountered in a remnant of the ustanah civilization. The exterior is made from secreted resin and is shaped like a dome some ten feet tall and forty feet around. There is a single open entranceway, and the interior is lit by a faded golden glow emanating from resinous bulbs attached to the ceiling.

Within, the center of the dome is taken up by a bizarre construction that resembles various jars of thick, honey-like fluid connected by a constantly flowing tree-like apparatus of tubes and filters. Even more unusual, the entire surface glimmers with faint lights when the device speaks to any who enter the dome.

At first, the device goes through several alien languages before attempting edeinós and, eventually, American English. The device is, in fact, a sentient computer known as the Hivemind Predictor. It is neither particularly friendly nor malign in nature, although it is willing to discuss its nature and purpose with any heroes who encounter it.

The Predictor, as it explains, was a construction of the ustanah meant to help guide their culture through difficult decisions. The main purpose of the computer is to analyze existing data and come up with a forecast of future events based on that information.

Due to the Predictor's alien origins and dispassionate personality, it does not respond to *intimidation* or *taunt* tests. The device can be reasoned with using Near Impossible (DN 20) *persuasion* and *trick* tests, but the most effective way to get the device to cooperate is a Very Difficult (DN 16) *scholar* test.

If the Storm Knights can convince the Predictor to assist them, the device can make a forecast about a single event. Essentially, the characters may ask the Predictor one question: "What happens if...?" and the device provides an answer. The Predictor itself has no trouble warning the heroes that its prophecies are based entirely on the information it has at hand. It furthermore notes that the fate of the ustanah is a signal that the Predictor is not infallible. The more information the Storm Knights can provide—whether that be telling stories of their exploits, journal entries, maps, etc.—the more accurate the Predictor is likely to be.

Naturally, the Game Master is at his discretion as to how accurate the device's forecast truly is—it can be a prophecy that comes true in every way, or merely one possibility among many. All the High Lords would love to get their hands on the Predictor. Surely the heroes would strive to keep such a useful device out of the wrong hands!



The Hivemind Predictor

THE FROZEN MENAGERIE

When discovered, this lost world takes the form of a red stone monolith on the face of a low cliff or hill. The monolith itself is smoothly textured, with strange crystalline symbols cut into its surface. The symbols correlate to no known language. When the monolith is touched or disturbed in any way, it slides open, revealing a deep and dark, ruined chamber behind it.

Inside the chamber are several coffin-like containers that seem to be made from cut ice. However, this ice does not melt, although it is quite cold to the touch, and is seemingly impervious to harm. There are two long aisles of these containers, each imprisoning within it the physical body of a bizarre creature. Some of these beings are recognizable—an edeinos here, an ustanah there—but most are far more unusual. Some of the strangest include a starfish-like being that seems to be frozen in the midst of some kind of self-propelled flight, labeled a “stalenger” in the ustanah language.

Another resembles nothing more than a lump of protoplasm frozen in the midst of shifting from a dark blue to an angry red in color, noted as a “benthe.” One of the other containers holds what looks like a humanoid skeleton wrapped in the remnants of a warrior’s garb made from the hide of a Core Earth leopard.

This lost world is a reminder that there are stranger realities beyond our own, beyond even those of the Reality Raiders. The Game Master can use a lost world like the Frozen Menagerie to present the players with clues or hints about the past of the Living Land or the other High Lords, bringing them into the greater story of the Infiniverse. Alternatively, one of the containers in the Frozen Menagerie could have been deliberately opened, resulting in a stranger from a long-vanished civilization now having to deal with his new situation, and the Storm Knights are either friends or foes in this endeavor.



You might find anything in a lost Wonder within the Living Land.

ADVENTURE IDEAS

Use these adventure seeds to develop further journeys in the Living Land for your *Torg Eternity* campaign.

- The characters are approached with a very unusual offer—the Sasquatch tribes in the Redwood Forest are asking for help. On the orders of Baruk Kaah, a visiting edeinos gotak has begun stirring up the Ghost Clan edeinos against the cryptids, claiming that the reclusive sasquatch are little better than humans. The sasquatch fear that if the priest is successful in his rabble-rousing, bands of Ghost Clan edeinos may soon be scouring the Redwood Forest of “unbelievers.” Can the Storm Knights stop the edeinos from cleansing the cryptids without escalating into all-out war?

- The heroes intercept a transmission detailing a mission by Storm Break, the mysterious organization of Stormers and mercenaries dedicated to fighting the invasion using any means available. According to the transmission, their strike team is being dispatched to make contact with the Gettysburg Patriots—a relatively successful group of human survivors camped out in the old battlefield. Once the team has documented the Patriots’ location, numbers, and resources, they are planning to wipe out the community in a misguided attempt to reduce the Possibility Energy Baruk Kaah can gain from the region. Will the characters be able to convince the Patriots of the truth and evacuate the area in time?

- A prominent Delphi Council researcher has gone missing during a mission into the Yucatán Living Land. The Storm Knights are tasked with finding the researcher and rescuing her—if she has survived. What the Storm Knights don’t yet know, however, is that the researcher is very much alive, and has converted to the blood cult of Los Asangrados. Can the Storm Knights rescue her before she commits human sacrifice for the cult, or becomes a sacrifice herself?

- The Storm Knights stumble onto a ruin from the lost ustanah civilization. Also exploring the ruins are a group of Whitespear edeinos... and Thrakmoss! The followers of Rec Stalek seek a relic of power for the God of Death, and Thrakmoss intends to use this relic to cause even greater destruction. Will the heroes be able to keep this relic out of Thrakmoss’s hands?

- Prompted by a vision from Lanala, an edeinos priest approaches the Storm Knights. The priest says his vision showed Baruk Kaah gathering many Eternity Shards of great power—among them, the Liberty Bell and Cleopatra’s Needle. According to the vision, the Saar plans to use these Eternity Shards and a mass sacrifice of both edeinos rebels and human prisoners as an attempt to ascend to godhood. All signs point to Baruk Kaah traveling into the White Zone in Canada’s Living Land. Can the Storm Knights recover the artifacts and free the sacrifice victims in time to stop this ritual?

- Vicious packs of velociraptors have begun stalking the sewers of a major city outside the Living Land. Sometimes at night these sewer raptors emerge to hunt in the city’s parks or carry pets and people back down below to feed. The Storm Knights must halt the infestation and discover just how the creatures got so far into Core Earth territory. To make matters worse, the sewers themselves seem to have taken on the Living Land’s axioms even though they aren’t part of the stelae network.

- A Core Earth mine experienced a cave-in and strange creatures were spotted. Once a path was reopened a new tunnel was discovered leading deeper into the ground, and the miners trapped by the cave-in are missing. The Storm Knights are summoned to travel below and rescue the missing crew—if they’re still alive—and find some way to close off the dangerous new cavern system. Unfortunately these caves seem to belong to the Living Land rather than Core Earth!

ADVENTURE GENERATOR

The tables below are intended as a springboard for your imagination, and a quick-reference tool for the Game Master in need of an immediate idea for a scene or entire adventure set in the Living Land's reality. The results from the tables require some work to put them together into a coherent storyline, but offer an excellent starting point.

You can use the results to build a single scene or string multiple scenes together for a complete adventure. Feel free to omit results from the tables, or to choose ones you think work better for the storyline that comes to you.

GOALS

RESCUE

A great many people are trapped within the confines of the Living Land after the invasion, either because they lack the means to escape or because it's too dangerous or difficult to make the journey to the borders of the realm, wracked with continuous reality storms. Storm Knights may be asked to lead rescue operations to guide people safely out of the realm.

It's an impossible task for small groups of Storm Knights to evacuate millions of people, so rescue missions mostly focus on small groups in extremely dangerous areas, or Core Earth VIPs who have been missing since the Living Land invaded, including (but not limited to) politicians, diplomats, scientists and other experts, military personnel, or even loved ones.

DIPLOMACY

While attempts at diplomacy with the invaders are a resounding failure, there are still diplomatic missions available in the Living Land. First, Core Earth forces become aware of factions among the edeinos, not all of whom are supporters of the Saar. Still, they are not quick to trust humans, and an alliance with Baruk Kaah's enemies and rivals takes careful diplomacy and negotiation. Likewise, pockets of human resistance exist within the Living Land. These groups understandably mistrust outsiders, some because they value their freedom to do as they please, others thanks to the low Social

Axiom. Reaching out to them and earning their trust can be a challenge.

ASSESSMENT

In the chaos and confusion of the early days of the invasion, a great deal of information was lost, closed off behind the roiling dark clouds of the reality storms. Storm Knights can venture into the realm to learn more about what has become of Core Earth's former territory, people, and resources. At the start, Earth's forces know virtually nothing, and need all of the intelligence-gathering Storm Knights can provide. As things progress, investigations become more focused on particular targets: the whereabouts or fates of certain people and things, data on how quickly people are converting to the Living Land's reality, information about the particular edeinos tribes, and so forth.

RECOVERY

Many things are lost inside the invasion zone, some of them quite valuable, others whose value takes some time to become known. Storm Knights can be tasked with the recovery of military information or hardware and technological prototypes, before it becomes clear that neither is useful or valuable to the invaders. As time goes on, the value of things like unique works of art, historical artifacts, and other items that might be either Eternity Shards or potential rallying points for story seeds becomes apparent. Storm Knights might raid museums, galleries, and similar "treasure houses" in the Living Land, hopefully before the forces of the High Lords do. They can also revisit those technological, military, and governmental secrets when it becomes apparent that agents of other realities that do understand and value such things are operating inside the Living Land.

RECON

As Earth's forces begin to fight back against the High Lords, they need military intelligence and information about the enemy: their numbers, strengths, deployment, plans, and resources, to name a few. Storm Knights might be tasked with reconnaissance missions into the Living Land to find and bring back this information. The characters have to navigate the hazards of the realm and get close enough to Baruk Kaah's forces to gather

GOALS

d20	Goal
1	Rescue: Find endangered people and bring them safely out of the Living Land.
2	Diplomacy: Make peaceful contact and negotiate with potential allies.
3	Assessment: Learn information about Core Earth personnel or resources.
4	Recovery: Find and recover or salvage Core Earth resources.
5	Recon: Find out about enemy plans, positions, or resources.
6	Attack: Carry out an attack against the enemy or attempt to capture them.
7	Communication: Carry a message or information to allies.
8	Hunt: Track and hunt the creatures of the Living Land.
9	Explore: Seek out and explore a Lost World.
10	Harvest: Find and obtain an unusual Living Land plant.
11	Supply: Deliver supplies to allies in the Living Land.
12	Protect: Safeguard a person or item on a trip into or through the Living Land.
13	Investigate: Follow up on intelligence about something new or interesting.
14	Test: Try out a new or experimental weapon, tactic, device, or other advantage.
15	Surveillance: Track and observe another faction to see what they're up to. Roll again on this table for the other faction's goal.
16	Occupy: Seize and control an important site.
17	Destroy: Seize and destroy an important site or objective.
18	Training: Train or educate other characters in some aspect of the Living Land.
19	Story Seed: Carry a message of hope to people in the Living Land.
20	Stelae Strike: Find and destroy Living Land stelae.

information. Ideally, the Storm Knights can even use Core Earth tech to capture video or other data for analysis, and every scrap of information they can provide could help Earth to survive.

ATTACK

Most large-scale battles against the invaders are disasters for Core Earth, their troops losing the ability to use both their modern tactics and weaponry, overwhelmed by the savage onslaught and miracles of the edeinos. Storm Knights represent an opportunity to fight back and strike at different targets within the Living Land. Their combat role is more likely to be surgical guerrilla attacks against specific targets rather than leading a large force, although opportunities may present themselves for the latter, if the heroes win allies within the Living Land. In particular, attacks may focus on edeinos leaders, priests, and other important figures.

COMMUNICATION

Once the Living Land imposes its axioms, communication into or out of the realm by technological (or magical) means becomes impossible. The sophisticated communication and information network the modern world takes for granted is gone. The only way to get information to people and allies within the Living Land is to deliver messages in person, usually written ones. Storm Knights can act as couriers, finding their way through the Living Land to carry messages to allies within the realm, or bringing information and messages out of the realm to Core Earth.

HUNT

Hunting animals for food is part of the day-to-day reality of survival in the Living Land, and groups of Storm Knights may have to hunt as part of their adventures in the realm. In this case,

they specifically go to the Living Land in order to hunt one or more of its creatures. This might be a powerful predator menacing a holdout human refuge or encampment, or part of a rite of passage to impress an edeinos tribe and earn their respect and trust as part of a diplomatic overture. The hunt can be made more difficult by requiring the characters to capture their prey and bring it back alive.

EXPLORE

The Living Land is filled with mysteries and lost worlds, some of which may hold potential allies or resources for the struggle against the High Lords. Storm Knights are called upon to follow up on rumors or leads about a new lost world and find out if it offers anything of value—ideally before agents of the other High Lords can do so.

HARVEST

Although initial focus tends to be on the Living Land's deadly fauna and mysterious lost worlds, the realm also features a tremendous variety of otherworldly plant life, and the nature-attuned edeinos have considerable herbal and plant lore (to say nothing of miracles transforming some plants into tools and weapons). The jungles of the Living Land might contain cures for any number of diseases or potential wonder drugs, as well as biological or chemical weapons for use in the war, if only Core Earth scientists can get their hands on some proper samples.

SUPPLY

The complex network of production and distribution of vital goods modern people depend upon is not even a possibility within the Living Land, so surviving groups of humans need to scavenge and hunt to survive as best they can. Supplies from outside the realm may make the difference between life and death, and getting those vital supplies where they need to go relies upon the abilities of Storm Knights to make the journey.

Characters in the Living Land may also follow up on hints of caches of potential supplies protected from the Land's inexorable decay, raiding stores and warehouses, or even the lairs of bandit warlords who hoard and stockpile goods.

PROTECT

Travel through the Living Land is extremely dangerous, but some people may need to get in or out of the reality: diplomats, military leaders, spies, scientists, politicians and other VIPs, and it's up to the characters to escort them safely to their destination and then back out again. Often, this kind of goal involves the Storm Knights having to deal with one or more Ords who are at risk for transforming over to the Living Land's reality, and who may or may not understand the challenges involved. Keeping some politician or scientist alive might be difficult just because the characters are tempted to leave their charge behind!

INVESTIGATE

Information coming out of the Living Land is confused and uncertain, to say the least; eyewitness reports are second- or third-hand stories, possibly influenced by the reality's own tendency toward the extraordinary. Core Earth authorities get more of these leads than they can possibly follow up on themselves, and it can be difficult to tell which ones will bear out, but all they can do is choose ones that sound like they have potential for Storm Knights to tackle.

TEST

There's a great deal for Core Earth to learn about the nature of reality and the limits of operating in the Living Land and a lot of that involves experimentation and trial-and-error. When experts come up with a new theory about the Reality Raiders and their realms, guess who gets to test it out? While tech is Core Earth's forte, don't discount the possibility of testing out different social techniques or theories about how reality functions.

SURVEILLANCE

The characters have information about another faction operating in the Living Land and want to find out what it is doing. You can roll a separate goal for the other faction, and use the Opposition Table to figure out who they might be. For example, if you get an "Explore" result on the Goals Table, then the other faction is looking to explore a lost world. The characters spying on them discover their plans and may even have the opportunity to

beat them to their goal, or otherwise keep them from taking advantage of it.

OCCUPY

Although much of Core Earth's former territory has been all but abandoned to the invaders, there are efforts to hold onto or recapture important sites. In particular, as the nature of the Possibility Wars becomes better understood, Storm Knights may be tasked with protecting hardpoints as bastions of Core Earth reality within the Living Land, keeping invaders from destroying them, and using them as forward bases and shelters for refugees (at least until they can get out of the realm in some fashion).

Storm Knights may also occupy an important strategic site to prevent the High Lord's forces from advancing, anything from controlling and defending a mountain pass or bridge crossing a wide river to holding the passage or entrance to a lost world.

DESTROY

If an important or strategic site in the Living Land cannot be secured, then it may have to be destroyed to keep it from falling into—or remaining in—enemy hands. This includes strategic locations, particularly gospog fields, and may even include things like access to a lost world via a collapsible underground passage or narrow mountain pass.

Destroying a site can be a challenge in the Living Land, since things like remote-detonated explosives are long-range Contradictions unless a character intends to make the ultimate sacrifice to stay behind and set them off (a good use for the *Martyr* card). Fire can be a useful tool, but the damp jungle environment of much of the Living Land makes it difficult for a fire to spread too extensively without the use of an accelerant like burning oil or alcohol.

TRAINING

Since most Storm Knights don't come prepared to adventure and survive in the Living Land, there are opportunities for them to learn from and train with those who have those skills. They might learn some things from humans with wilderness survival training, but the best teachers are Living Land allies who know their own reality and its hazards well. Likewise the group may be called

upon to pass along their own knowledge of reality and the High Lords to fresh young Storm Knights who aren't quite ready for the Possibility Wars.

STORY SEED

Earth's forces cannot retake the terrain they have lost without first inspiring those who remain there with glorious tales of heroism and sacrifice in the struggle against the High Lords. As detailed in the *Torg Eternity* rulebook, tearing out stelae without first refilling the populace with hope and Possibility Energy results in terrible casualties, as those initially transformed to the new axioms are transformed back and destroyed in the process. While Storm Knights may spread stories of their deeds (and those of others) as part of their travels through the Living Land, especially once the role of inspiration is well understood, they may also be called upon to tour and tell stories as preparation for a strike to remove one or more stelae and uproot a portion of the Living Land realm, striking a blow for Core Earth in the war.

STELAE STRIKE

Once Core Earth forces learn what stelae are and what they are for, these beachheads of the Reality Raiders become potential targets, provided the area has been secured. If an area isn't yet ready, the strike might be aimed at a discovered backup stela, or tracking down a group of edeinos in the process of planting new stelae.

**"YOU DON'T NEED
BOMBS TO GET RID OF
STELAE, YOU NEED GRIT."**

-QUINN SEBASTIAN

OPPOSITION

d20	Opponents
1-3	Edeinos Warriors: A band of edeinos warriors.
4-5	Edeinos Optant or Gotak: The priest leads a band of warriors. Roll a d20: 1-15 = an optant; 16-19 = a gotak; 20 = a gotak of Rec Stalek leading undead in place of warriors.
6	Human Gang or Tribe: A human gang or tribe has claim to the goal or the characters' route to it.
7	Human Expatriates: Humans operating on their own in the Living Land come between the Storm Knights and their goal.
8-9	Other cosm: Agents of another cosm oppose the storm knights. Roll 1d20: 1-3 = Aysle; 4-6 = Cyberpapacy; 7-9 = Nile Empire; 10-12 = Orrorsh; 13-15 = Pan-Pacifica; 16-18 = Tharkold; 19-20 = Ravagons.
10-11	Lost World Natives: Inhabitants of a lost world oppose the characters.
12-13	Dinosaurs: Dinosaurs stand between the Storm Knights and the goal.
14	Core Earth Edeinos: Edeinos under Core Earth axioms oppose the characters.
15	Criminals: Human criminals have an interest in the goal.
16-17	Government: Agents of an Earth government have an interest in the goal.
18	Corporation: Agents of a corporation have an interest in the goal.
19	Living Land Gospog: Living land gospog are between the characters and their goal.
20	Multiple Factions: Roll again on this table and add that opposition. Another roll of 20 means re-roll an additional time for yet more enemies!

OPPOSITION

Roll on this table to generate opposition, the characters or forces standing between the characters and their goal. Most of the opposition the characters are likely to face can be found in the *Torg Eternity* rulebook and in Chapter 10. Feel free to modify the number and abilities of the opposition to provide an interesting challenge for the characters.

SETTING

Roll on this table for the setting of the adventure, or at least where the goal is located. For a long adventure, you might be rolling a different setting for each scene or chapter.

The invasion of the Living Land literally reshaped the landscape of parts of Earth in the image of primeval Takta Ker. The achievements of human civilization were buried virtually overnight beneath jungle growth, cast down into chasms and clefts, or lost in the depths of the mysterious Deep Mist. The various lost worlds associated with the

Living Land cause things to shift even more, such that places are not always what they seem, and the terrain even seems rearrange itself from time to time.

COMPLICATIONS

This table offers different complications: twists, surprises, challengers, and so forth. You can use these to spice up adventures or scenes. Complications add unexpected twists to the mix, providing some "spice," and keeping things interesting. Some complications take the form of additional challenges or opposition. Others may be advantageous to the Storm Knights, if they are quick or cunning enough to exploit them.

In addition to the complications presented here, keep in mind any Destiny or Cosm cards players might put forward during the adventure. If a player offers a card such as *Connection* or *Romance* and there doesn't seem to be a way to work the card into the plot, offer a roll on the Complications Table in its place.

SETTING

d20	Setting
1–3	Wilderness: The goal lies in the depths of the wilderness of the Living Land.
4–5	Overgrown Urban Area: The goal is in a former urban area, now overgrown.
6	Refugee Camp: The setting features or is in a camp of human refugees.
7	Edeinos Camp or Village: The setting features or is in an edeinos camp or settlement.
8	Waterfront or Aquatic: The setting is on—or even in!—the water.
9	Mountains: The goal lies high in the mountains.
10	Core Earth Landmark: A Core Earth landmark figures prominently in the setting.
11	Amusement Park: The setting is a Core Earth amusement park or similar locale now in the Living Land.
12	Factory or Industrial Complex: The setting is a Core Earth factory or industrial complex now in the Living Land.
13–14	Lost World: The setting is a lost world within the Living Land’s reality.
15	Museum or Gallery: The setting is a museum, art gallery, or similar place of culture or learning.
16	Underground: The setting is primarily underground.
17	Religious Site: The setting features a prominent site for a Core Earth or Living Land religion.
18	Deep Mist or Spirit World: The setting is cloaked in the Deep Mist or heavily influenced by supernatural forces of the Living Land.
19	Mall or Shopping Center: The setting is a Core Earth mall, shopping center, or other commercial center now in the Living Land.
20	Military Installation: The setting is a Core Earth military or security installation now within the Living Land.

MISTAKEN IDENTITY

Someone in the scenario is not who (or even what) that character appears to be. While one possibility is a spy or traitor (see *Betrayal!*, below) it could be something more involved. Perhaps one of the Storm Knights happens to look exactly like the statue of a god or foretold ancient hero from a lost world, impressing the natives but threatening their ambitious leaders. A “lookalike” refugee with amnesia or severe trauma is not actually the VIP the characters are looking for, or said VIP is disguised in some other way. Opposition targets one or more of the Storm Knights, thinking they or their allies are someone else. An edeinos optant claims the characters appeared to her in a dream sent by Lanala, but was it a premonition or a dire warning?

POCKET REALITY

The characters encounter a lost world in the form of a “pocket” reality that not only offers some odd artifacts or inhabitants, but exerts its own axioms or even World Laws. The source of the pocket reality might be a hardpoint belonging to the lost world, preserved by the Living Land’s Law of Wonders, or simply a property of the lost world’s continued existence within the Living Land. In either case, Storm Knights may be surprised to encounter dinosaur riders wielding crystal-powered rayguns, for example, or a cult of degenerate edeinos in service to a spellcasting sorcerer dwelling in an isolated valley.

SPIRITUAL FORCES

The Living Land is a place of powerful spiritual forces, and those forces are focused on the Storm

COMPLICATIONS

d20	Complication
1	Mistaken Identity: Someone is not who or what they appear to be.
2	Pocket Reality: Unusual axioms or world laws at work.
3	Spiritual Forces: Spirits or spiritual forces influence things.
4	Bait and Switch: The goal is not what it seems.
5	Technical Problems: Tech and equipment cause problems.
6	Nightmare Tree!: Orrosh's reality exerts its influence.
7	Difficult Terrain: The land itself creates complications and challenges.
8	Illness: A disease or toxin affects the characters.
9	Bad Weather: Dangerous weather conditions challenge the characters.
10	Geological Event: An earthquake, sinkhole, or other geological event strikes.
11	Betrayal!: Someone switches sides unexpectedly.
12	Wildlife: Dangerous creatures threaten the characters or their goal.
13	Trap or Ambush: Characters walk into a trap or ambush.
14	Unexpected Ally: An unexpected ally turns up to offer aid.
15	Sudden Revelation: New and unexpected information is suddenly revealed.
16	Unexpected Enemy: An unexpected enemy makes an appearance.
17	Rivals: The characters have rivals after the same goal as them.
18	Refugees: The characters encounter refugees in need of their aid.
19	Oddity: A true oddity turns up. See description for details.
20	Multiple Complications: Roll twice on the table, with each additional roll of 20 indicating an additional complication (and roll).

Knights and their activities in this instance. Characters encounter optants and gotaks guided to help or hinder them (or both), claiming they are directed by the goddess Lanala—and perhaps they are. The followers of Rec Stalek might get into the act, too, along with local spirits and supernatural powers. The characters' goal or opposition may have unexpected spiritual significance, being a part of some divine plan. At the very least, that's what many of the characters the Storm Knights encounter in the Living Land believe.

BAIT AND SWITCH

The characters' goal is not what it appears to be. The goal could be entirely false: a rumor or misunderstanding, or deliberate misinformation intended to cause the Storm Knights to waste their time and effort or to lure them into a trap (see Trap or Ambush, below). The goal might also be something other than it initially appears: Roll again on the Goals Table for an indication of what

the real goal might be. For example, a Recovery goal that turns out to be a bait-and-switch with a real goal of Training might be an elaborate test, set up for the Storm Knights by the Delphi Council or some other faction to see if they're capable of handling a particular mission. The goal might also be to find out where the heroes' loyalties lie, if they are tested by circumstances like recovering a major political figure alive from the Living Land.

TECHNICAL PROBLEMS

In addition to the normal issues of using modern technology and techniques in the Living Land, the characters run into all sorts of technical problems: Dirt, moisture, fungus, or insects get into delicate machinery and technology; things run out of fuel or battery power; strained devices choose exactly the wrong moment to break or stop working; guns jam or ammo proves defective, and so forth. Technical characters should be regularly challenged to jury-rig repairs and substitutions for useless tech. The

cause of the problem can be anything from sheer bad luck to sabotage or some kind of curse or divine intervention from local spirits or faithful jakatts.

NIGHTMARE TREE!

The situation is far more dire than the Storm Knights know: Somewhere in the area is a Nightmare Tree, one of the creations of the Gaunt Man (see page 52). While characters may be pleasantly surprised at the ability to use some magic, social, and tech tools more easily, they soon discover that everything has taken on a darker, more terrible edge, and threats from the Living Land are tainted with the horror and supernatural power of those from Orrorsh. The placement of the Nightmare Tree may indicate Orrorsh has an interest in the setting or goal of the adventure, or it could simply be an unfortunate coincidence. Either way, the tone of the encounter should shift toward horror and terrors lurking in the dense jungle and the Deep Mist.

DIFFICULT TERRAIN

While the Living Land doesn't feature any "easy" terrain, there's difficult and then there's *complicated* difficult. This indicates that the terrain poses unusual problems for the characters. It could be covered with a species of poisonous or allergy-causing plants, or a swampy area of self-igniting gas releases, causing fiery explosions that happen almost without warning. Part of the terrain could be an "elephant's graveyard" littered with animal bones, both difficult and dangerous to tread across, as well as being a virtual arsenal for priests of Rec Stalek and other-cosm necromancers. A seemingly solid jungle floor can conceal quicksand or boggy marsh, while geological activity and the influence of the Living Land's reality may create ravines or wipe out bridges, roads, or other crossings.

ILLNESS

The Storm Knights have to contend with an illness, contagion, or toxin in the environment. They might not be at risk of becoming ill themselves—the illness or toxin could be one primarily affecting the edeinos, for example—or the characters could also be at risk (to say nothing of instances of heroic edeinos Storm Knights being affected).

Core Earth diseases may cross into the Living Land, while those from Takta Ker's reality do the same. The devastation caused by the invasion means a substantial increase in disease and dangers to public health, and strange illnesses affecting the human population outside of the realm can lead to the spread of dire rumors and even mass panic. Storm Knights can find other goals complicated by illness, such as coming to aid a human outpost or group of refugees, only to find them victims of a mysterious ailment. Dealing with the disease can involve a combination of *medicine* skill, miraculous healing, and searching for necessary medicines, either technological or gathered from the flora and fauna of the land.

BAD WEATHER

In addition to the reality storms at the borders of the realm, Storm Knights may encounter all manner of tropical and semi-tropical weather conditions in the Living Land, complicated by disruptions in Earth's weather patterns. An otherwise routine adventure can be complicated by having it during a torrential downpour or tropical storm, with blinding rain, slippery and muddy terrain, and water damage to exposed equipment and weapons. High winds can down branches and entire trees, or fling debris through the air, while sustained amounts of rainfall may cause rivers to flood their banks, or flash flooding through riverbeds and empty urban canyons or underground networks.

GEOLOGICAL EVENT

A geological event has occurred, or is about to occur and complicate things. In the primeval Living Land, things like landslides, mudslides, sinkholes, earthquakes, and volcanic eruptions are relatively common, and they have become more common on Earth since the invasion.

Although Baruk Kaah invoked a miracle to strike the Pacific Northwest with an earthquake, many geological events in the Living Land are natural—or as natural as things in a reality never meant to exist on Earth can be. Others are the work of powerful spiritual miracles, invoked by the faithful or spirits themselves. These events may also be tied to the arrival or expansion of the caverns of the Wonders Below (see page 53).

BETRAYAL!

Someone who has the characters' trust intends to betray that trust. It could be someone they've just met as part of the story or a regular character. If a player has brought a *Connection* or *Romance* card into play, then perhaps things are not as they appear. You can even have the traitor turn out to be one of the Storm Knights, who might actually be an impostor, so long as you clear it with the character's player and ensure the original character can be rescued and returned to the group, assuming they survive the betrayal.

The betrayal complication does not even necessarily have to directly involve the characters. It might be aimed at someone they are with, a supporting character, or their goal, such as a VIP betrayed by a close friend or ally to the Storm Knights' enemies when they are on the verge of completing a rescue mission.

WILDLIFE

Sometimes the wildlife of the Living Land is an obstacle (as with the Dinosaurs listed on the Opposition Table or the *Dino Attack!* Cosm card), other times it may be a complication. Certainly, there's life everywhere in the realm, and life can be both tenacious and unexpected. Characters dealing with one problem—like getting past the warriors guarding their goal—may be able to use the wildlife to their advantage, creating a stampede of dinosaurs, for example, to drive the guards away. On the other hand, those selfsame dinosaurs (or other large creatures) might stampede as a result of bad weather, a geological event, or other catastrophe...right at the Storm Knights!

TRAP OR AMBUSH

At some point in the adventure, the Storm Knights potentially walk into a trap or an ambush. It might be set by their opposition, by the goal (or someone guarding it), or have nothing to do with the Storm Knights other than their stumbling upon it. Some "traps" can be natural hazards, like giant spider webs or other hunting lures, or snares set by primitive hunters. Others might be side effects of dangerous environments, like the collapse of rusty scaffolding in a building, or a mine tunnel with weakened supports.

Other traps are quite deliberate, from an ambush where attackers hope to catch their targets off-guard, perhaps trapped somewhere with limited maneuvering room, to luring them into one of the aforementioned dangers, or triggering a rock-slide, collapse, or the like by invoking a miracle. Regardless of the hazard, the characters should have some opportunity to notice the danger before it is sprung upon them, allowing them to prepare and have a chance to survive.

UNEXPECTED ALLY

Not everyone is against the heroes, as they have an unexpected ally. This could be an "enemy of my enemy" situation, where a foe decides to help the Storm Knights against a mutual enemy, with the understanding that the "alliance" is temporary, or the characters could earn a long-lasting ally.

Perhaps a neutral tribe in the Living Land is swayed by the characters' actions and supports them, or reinforcements show up in the form of a Core Earth military squad. The unexpected help could even come from the creatures of the Living Land, attacking the Storm Knights' enemies and giving them time to regroup and reach their goal.

SUDDEN REVELATION

Something unexpected suddenly comes to light, complicating things for the Storm Knights. It can be almost anything, from a dark secret concerning one character's past to new information about the Possibility Wars, the invaders, or the nature of reality itself. The revelation could concern one of the other elements of the story, such as the truth about the opposition or the goal, if there are things about them the characters don't know.

If nothing presents itself, you can roll again on the Complications Table, having that information suddenly revealed, or ask the players for a suitable revelation, coming up with some hidden element about one or more of their characters.

UNEXPECTED ENEMY

A new enemy appears, not necessarily as a betrayal, although it could be a formerly neutral or friendly faction turned suddenly hostile. The unexpected enemy could be a third party with something against the characters, or reinforcements or allies for the primary opposition.

The enemy might be a guardian or protector of the Storm Knights' goal, trying to keep them from it. If it is made to understand that the characters' motives are altruistic, the new foe might even side with them in the end!

RIVALS

The characters have a rival or rivals for their goal—not necessarily an enemy, but a faction that wants the goal for itself. The rivals do what they can to ensure they reach the goal before everyone else, and they might be willing to take extreme measures to ensure the Storm Knights never reach it. The rivals might represent another faction of the Possibility Wars, especially the other cosms.

REFUGEES

Storm Knights often only need to worry about themselves and their companions. In this instance, they also have to concern themselves with the fates of innocent people caught up in the Possibility Wars. The invasion displaced millions from the areas now occupied by the Living Land, trapping thousands of others inside the new reality.

Characters may encounter groups of refugees trying to get out or to survive as best they can, looking to the Storm Knights for aid and assistance. Taking care of them can complicate pursuing their goal, and the refugees may end up as hostages for the opposition or even conceal traitors or undercover agents.

ODDITY

A true oddity turns up with no real explanation, although you can figure a way to relate it to the overall events of the adventure, if you want. Start with the **Lost Worlds Generator** (page 107) for some inspiration, but let your imagination run wild. It can be anything from a working (if damaged and irrational) robot found in the jungle, to a living, talking, disembodied head in a jar, to a region of the Living Land where it is snowing and the temperature is below freezing—complete with animated snowmen with guns.

Oddities may be a result of the Law of Wonders or some lost world or another, or they could just be what happens from time to time when you mess with the fundamental nature of reality and try to impose one over another. As with other complications, the oddity may be beneficial, baneful, or both for the Storm Knights, depending on how they deal with it.

MULTIPLE

As if things weren't complicated enough, this result means to roll an additional die for two complications, with each roll of 20 adding another until you've determined them all. The multiple complications could be related or complete coincidences, depending on what suits the adventure.

THREATS

The Living Land is home to a wide variety of lifeforms. Dinosaurs, giant versions of creatures similar to those of Core Earth, other prehistoric beasts, and even carnivorous plants are wildlife found in this primitive cosm.

Particularly dangerous foes are noted with a (β) to mark that a group below Beta Clearance may not be ready to face such a threat, and may need to get particularly creative or flee depending on the situation. Similar markers exist for (Γ) Gamma Clearance, (Δ) Delta Clearance, and finally (Ω) Omega Clearance threats.

GOSPOG OF THE LIVING LAND

Baruk Kaah, like many of the other High Lords, plants specially prepared fields of corpses with seeds obtained from the Gaunt Man. These seeds then grow into a bizarre combination of zombie and plant creature called gospog. In the Living Land, the Saar has typically chosen to place his fields near sources of water. On the coast, these take the form of isolated bays and coves, while inland, they are usually ponds, lakes, or rivers.

A gospog field in a Mixed Zone only ever produces Gospog of the First Planting (see *Torg Eternity*), but Dominant and Pure fields sowed multiple times produce increasingly potent creatures. Each successive planting takes more time and yields only a small fraction of the gospog. Rare examples of fifth-planting gospog begin appearing after nine months—and more are coming.

Only the High Lord's most trusted gotaks are given the duty to plant and maintain the gospog fields, and the general knowledge of gospog is kept from most edeinos. These creatures are clearly not of Lanala, and are quite "dead" in the edeinos' religion. Baruk Kaah takes great pains to keep the gospog away from the main tribes of edeinos, typically unleashing the gospog only in times of great need, or as a distraction that he can later explain away as another, unrelated force. Most dinosaurs in the Living Land have an instinctual aversion to gospog. Predator species, such as tyrannosaurs or megalodons, often attack gospog in preference to another target.



Front row left to right: first planting, second planting, third planting, and fourth planting. Behind: fifth planting.

LIVING LAND GOSPOG OF THE SECOND PLANTING

In the Living Land, second-planting gospog are far more plant-like. These creatures are still humanoid, but they mostly resemble a corpse wrapped in living vines and decaying plant matter, oozing with viscous slime. These second-planting gospog are somewhat slow and deliberate in their movements. Baruk Kaah uses these gospog as shock troops to assault Core Earth hardpoints or to defend particularly valuable sites.

Attributes: Charisma 5, Dexterity 8, Mind 7, Spirit 10, Strength 11

Skills: Dodge 9, find 8, maneuver 9, missile weapons 13, stealth 8, trick (10), unarmed combat 13

Move: 6; **Tough:** 12 (1); **Shock:** —; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Slimy flesh +1.
- **Bite/Claws:** Damage *Strength* +2 (13)
- **Blood Sense:** *Tracking* against a target becomes Favored once a gospog deals a Wound.
- **Bone Spitters:** Stalks with heads like a carnivorous plant spit thorns and sharp shards of bone at targets. This is a *missile weapons* attack that deals 11 damage on a hit, Range 10/25/40.
- **Fear:** Gospog are horrific amalgamations of a corpse and rotten plant matter. Test *willpower* or *Spirit* or become Very Stymied.
- **Mindless:** Gospog are immune to *intimidation* and *taunt* interactions.
- **Relentless:** Gospog ignore Shock.

• **Undead:** Gospog are immune to poison and other effects that require breathing, eating, or other “living” processes.

LIVING LAND GOSPOG OF THE THIRD PLANTING

The third-planting gospog of the Living Land strongly resemble an octopoid creature composed mostly of kelp woven into and through a corpse. Third planting gospog use the long tendrils of kelp making up their bodies like vile tentacles, reaching out to envelop and strangle enemies. These gospog are also fully aquatic, able to move with surprising speed in the water. The High Lord dispatches gospog of this planting to raid shipping around the Florida Keys or to make amphibious attacks against Core Earth forces near rivers or the coasts.

Attributes: Charisma 5, Dexterity 7, Mind 7, Spirit 10, Strength 13

Skills: Dodge 9, find 8, maneuver (12), stealth 8, trick (12), unarmed combat 15

Move: 6; **Tough:** 15 (2); **Shock:** —; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Slimy flesh +2.
- **Bite:** Damage *Strength* +2 (15)
- **Fear:** Gospog are horrific amalgamations of a corpse and rotten plant matter. Test *willpower* or *Spirit* or become Very Stymied.
- **Immune:** Fire. This ability goes away if the gospog is out of the water for more than an hour and dries.
- **Mindless:** Gospog are immune to *intimidation* and *taunt* interactions.
- **Relentless:** Gospog ignore Shock.
- **Tentacles:** The creature’s lashing tentacles may target up to four foes up to eight meters away without suffering Multi-Target penalties. Tentacles default to a grappling attack, so a Standard hit deals *Strength* -2 damage (11), a Good hit deals the full 13 damage and Restrains a foe, and an Outstanding hit also Stymies the target. A gospog may Multi-Action to use both its Bite and its Tentacles in the same round.
- **Swim:** Speed 10 in water.
- **Undead:** Gospog are immune to poison and

other effects that require breathing, eating, or other “living” processes.

LIVING LAND GOSPOG OF THE FOURTH PLANTING

Gospog of the Fourth Planting grow with a stronger connection to the land and form an outer shell that looks, at first glance, like a bare and sickly humanoid tree. These gospog are significantly larger and tougher than their lesser-planting kin. The Saar uses gospog of this planting as living siege weapons, forcing breaches into Core Earth defenses that can then be followed up by other forces.

Attributes: Charisma 5, Dexterity 7, Mind 7, Spirit 10, Strength 15

Skills: Dodge 8, find 8, maneuver 8, stealth 8, trick (9), unarmed combat 17

Move: 7; **Tough:** 19 (4); **Shock:** —; **Wounds:** 2

Equipment: —

Perks: Whirlwind, Vengeful

Possibilities: Common (3)

Special Abilities:

- **Armor:** Bark-like flesh +4.
- **Bash:** Damage *Strength* +2/17, reach 4 meters.
- **Fear (-2):** When a character first encounters this creature in an act, he must make a *Spirit* or *willpower* test at -2 or be Very Stymied.
- **Large:** These gospog are the size of thick trees. Attackers gain +2 to attack rolls to hit due to its size and bulk.
- **Mindless:** Gospog are immune to *intimidation* and *taunt* interactions.
- **Relentless:** Gospog ignore Shock.
- **Undead:** Gospog are immune to poison and other effects that require breathing, eating, or other “living” processes.

(□) LIVING LAND GOSPOG OF THE FIFTH PLANTING

These immense gospog are roughly the size of a small hill and resemble a vaguely humanoid beast formed of moss, fungus, and lashing vines. These mighty gospog are few in number and terrifying in the extreme, for they possess the power to send a wave of fear billowing forth with a single glare. Many Core Earth forces flee in terror rather than face this gospog’s deadly claws. Thankfully, these

gospog are slow, lumbering creatures that take time to travel from one point to another, typically limiting their use to major Living Land offensive attacks.

Attributes: Charisma 5, Dexterity 6, Mind 7, Spirit 10, Strength 17

Skills: Dodge 8, find 8, intimidation 15, maneuver 8, reality 12, stealth 6, trick (9), unarmed combat 19

Move: 6; **Tough:** 21 (4); **Shock:** —; **Wounds:** 3

Equipment: —

Perks: Vengeful

Possibilities: 5

Special Abilities:

- **Armor:** Thick, slimy flesh +4.
- **Claws:** Damage *Strength* +2 (19)
- **Dread:** When this creature is present, any Standard Scene immediately becomes a Dramatic Scene instead.
- **Fear:** Gospog are horrific amalgamations of a corpse and rotten plant matter. Test *willpower* or *Spirit* or become Very Stymied.
- **Flammable:** If hit with a fire attack this creature is set aflame. It suffers the fire damage +1 BD every round for a minute. Unfortunately, the flames also hurt others, affecting any target just as Flesh-Eating Moss below.
- **Flesh-Eating Moss:** The moss that makes up this gospog's outer covering is acidic and digests objects it comes into contact with. Melee attackers suffer 12 damage unless they hit with a Good result or better, and any grappled foes suffer 12 +1BD damage each round at the beginning of the gospog's turn.
- **Mindless:** Gospog are immune to *intimidation* and *taunt* interactions.
- **Relentless:** Gospog ignore Shock.
- **Very Large:** These gospog are usually 10 meters across and just as tall. Attacks against them gain a +4 bonus.
- **Undead:** Gospog are immune to poison and other effects that require breathing, eating, or other "living" processes.

DINOSAURS

The Living Land contains many large reptilian beasts that strongly resemble prehistoric creatures of Core Earth. While they have colloquially become referred to as "dinosaurs," these beings are not native to Core Earth—instead, they are from a different reality altogether and are originally from Takta Ker. The dinosaurs of the Living Land are far more reptilian in appearance, being primarily cold-blooded and having scaly skin rather than feathers, resembling an understanding of similar creatures on Core Earth from the 1980s. Additionally, this section includes beasts that may not technically be dinosaurs at all—such as the pterodactyl.

ANKYLOSAURUS

A low and squat quadrupedal dinosaur, the ankylosaur is a living tank. Ankylosaurs are among the smaller dinosaurs in the Living Land, averaging around six meters long and two meters tall at the hip. This herbivore has massive knobs and plates of bone embedded in its tough and leathery hide, granting the creature considerable protection against most forms of physical attack. At the tip of the tail is a massive bone club formation that the ankylosaur uses to defend itself against predators. Examples of this creature found in the Living Land are relatively friendly to edeinos and humans, able to be domesticated and even trained like a faithful hound.

In the Living Land, the Goldsun and Redjaw Clans both train, breed, and raise ankylosaurs. Redjaw ankylosaurs are typically seen as hunting beasts and occasionally pitted against one another in games of bloodsport. Goldsun Clansmen, by contrast, most often consider ankylosaurs as friends and companions, much like a loyal Core Earth canine.

Attributes: Charisma 3, Dexterity 7, Mind 3, Spirit 10, Strength 15

Skills: Dodge 8, find 6, intimidation 11, maneuver 8, taunt (8), unarmed combat 12

Move: 10; **Tough:** 19 (4); **Shock:** 12; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Shell and scaly skin +4.
- **Club Tail:** Damage *Strength* +2 (17).
- **Large:** These dinosaurs are the size of a small car. Attackers gain +2 to attack rolls to hit due to its size and bulk.

(□) BORR AKA

The borrh aka stands 80 meters tall on four thick legs covered with large, heavy scales. Along its back run huge angled spikes that prevent creatures from attacking its exposed back. With its massive bulk this behemoth is used as an engine of war by the Redjaw Clan, as its strength and mass are enough to topple most buildings. Only one borrh aka has been seen in the realm, but it seems inevitable more are coming.

Attributes: Charisma 3, Dexterity 4, Mind 3, Spirit 8, Strength 34

Skills: Dodge 6, find 5, intimidation (28), maneuver (14), trick (13), unarmed combat 10

Move: 4; **Tough:** 39 (5); **Shock:** 14; **Wounds:** 5

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +5.
- **Bite:** Damage *Strength* +2 (36), reach 20 meters.
- **Dread:** When this creature is present, any Standard Scene immediately becomes a Dramatic Scene instead.
- **Monster:** The borrh aka is so gigantic it doesn't notice most opponents, making it immune to interactions from non-monsters. Called Shots have no extra effect on the beast.
- **Very Large:** The borrh aka is over 160 meters long from head to tail. Attackers gain +4 to attack rolls due to its size.
- **Vulnerable Spot:** If a foe can get under the sharp plates that protect the creature's spine the borrh aka becomes vulnerable. Reaching a viable spot is a Dramatic Skill Resolution using standard *Dexterity* tests for each Step. Each round the creature twists and grinds its plates, which counts as a free separate Bite attack against foes on the spine (no Multi-Target penalties). If a character completes the task he bypasses the borrh aka's Armor and counts as hitting a vulnerable Called Shot without taking

a penalty. The borrh aka may no longer hurt someone who has gotten inside its plates, but Redjaws and parasites may be inside!

BRONTOSAURUS

A long-necked quadrupedal dinosaur, the brontosaurus is a mostly peaceful plant-eater. Representatives of the types discovered in the Living Land weigh roughly 65 tons. Their jaws are lined with chisel-like teeth, and their necks are generally less flexible than they look, resulting in the creatures feeding mostly from the lower branches of trees and bushes. These creatures are often slow and lumbering, typically only moving with speed when they are threatened by a predator of similar size. Brontosaurus travel in herds for protection, and when panicked, can cause a devastating stampede.

An unusual breed of brontosaurus marked by its unusual iridescent green scales has the ability to crack their tail like a whip, creating a thunderclap sound louder than a cannon blast. Paleontologists in Core Earth are undecided as to whether this dinosaur is a mutation or has gained this ability through other means (such as magic or the divine will of Lanala).

Attributes: Charisma 3, Dexterity 8, Mind 3, Spirit 10, Strength 17

Skills: Dodge 10, find 6, intimidation 11, maneuver 9, trick (8), unarmed combat 10

Move: 8; **Tough:** 19 (2); **Shock:** 14; **Wounds:** 3

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +2.
- **Stomp:** Damage *Strength* (17). This attack counts as Favored against any creature smaller than Very Large.
- **Very Large:** These dinosaurs are over 10 meters in length and seven meters at the shoulder. Attackers gain +4 to attack rolls to hit due to its huge size.
- **Whip Tail:** Damage *Strength* +2 (19), reach 10 meters, Favored.



The mighty Borr Aka is the bane of skyscrapers held up by the Law of Wonders.

HADROSAURUS

Indicative of a broad family of so-called “duck-billed” dinosaurs, the hadrosaur is of a size and temperament that makes it a popular mount for both humans and edeinos. They walk on four legs, but run on two and are relatively quick for their size. They are easily startled and prone to fleeing when attacked, but if desperate they stomp or slap their tails dealing *Strength* damage (13).

Attributes: Charisma 5, Dexterity 12, Mind 3, Spirit 8, Strength 13

Skills: Dodge 13, find 7, maneuver 13, trick (8), unarmed combat 13

Move: 12; **Tough:** 14 (1); **Shock:** 10; **Wounds:** 1

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Thick skin +1.

• **Large:** Hadrosaurs are typically around four meters long as adults and stand two meters tall at the shoulder. Attackers gain +2 to attack rolls due to their size.

PLESIOSAURUS

These long-necked, four-limbed dinosaurs possess flippers for both arms and legs, suiting them well to life among the ocean. It is said that these creatures inspired the myth of the Loch Ness Monster. Feeding upon schools of fish, the plesiosaurs typically travel in pods within waters encompassed by the Living Land. They are generally reclusive, but from time to time, reports have mentioned that the plesiosaurus can be relatively friendly toward humans in the water with them, not unlike dolphins. In the Living Land, the Bluespine Clan has domesticated pods of plesiosaurs, using them to pull rafts and crude boats along the coastline,

and also hunts them for food. Plesiosaurs have been seen traveling up the freshwater rivers in the United States as well as in the ocean.

Attributes: Charisma 3, Dexterity 9, Mind 3, Spirit 10, Strength 14

Skills: Dodge 13, find 7, intimidation 12, maneuver 13, trick (8), unarmed combat 14

Move: 7; **Tough:** 16 (2); **Shock:** 12; **Wounds:** 2

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Thick skin +2.
- **Bite:** Damage *Strength* +2 (16), reach 4 meters.
- **Large:** Plesiosaurs are typically around seven meters long as adults. Attackers gain +2 to attack rolls due to their size.
- **Swim:** Move 13 in water.

PTERODACTYL

In the Living Land, pterodactyls form flocks that congregate around lakes, rivers, and the ocean shoreline. Various clans train them like a Core Earth falcon, as a raptor. Encountered in the wild, the creatures form large flocks and act with surprising cooperation when attacked, with some buzzing and distracting their foe with maneuvers as others dive and attack with their sharp, pointed beaks. Pterodactyls are carnivorous, largely feeding upon fish.

Attributes: Charisma 5, Dexterity 12, Mind 3, Spirit 8, Strength 6

Skills: Dodge 13, find 9, intimidation 8, maneuver 13, survival 7, taunt (10), unarmed combat 13

Move: 8; **Tough:** 6; **Shock:** 8; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never



From left to right: Brontosaurus, Ankylosaurus, Sohbha Sohbha, and Velociraptor.

Special Abilities:

- **Bite/Claws:** *Strength* +1 (7).
- **Flight:** Speed 16 in the air.

LAKTEN

The lakten is a larger pterodactyl, big enough for a human or edeinos to ride. These flying dinosaurs are easily tamed, and can be ridden as mounts. Lakten are often trained to glide over long distances and use thermals to gain altitude. Lakten can be fierce in protecting their riders. Lakten have been traded to the other clans, and are now found among nearly all of the edeinos cultures. Some of the Redjaw Clan riders have begun teaching their mounts to carry heavy stones and drop them on command as a form of primitive bomb using the rider's *missile weapons* and dealing 13 damage to a Medium Blast.

Attributes: Charisma 5, Dexterity 11, Mind 4, Spirit 7, Strength 12

Skills: Dodge 13, intimidation 9, find 9, maneuver 12, taunt (10), unarmed combat 12

Move: 11; **Tough:** 13 (1); **Shock:** 9; **Wounds:** 2

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +1.
- **Bite/Claws:** Damage *Strength* +2 (14).
- **Flight:** Flies at Move 13.
- **Large:** Most adult specimens have a wingspan over five meters. Attacks against them gain a +2 bonus.

MOSASAURUS

All jaws and 20 meters long, this creature has a muscular, barrel-shaped body, fins, and a powerful tail. It differs from Earth's fossil records with a proportionally larger head.

Attributes: Charisma 4, Dexterity 10, Mind 5, Spirit 9, Strength 16

Skills: Dodge 12, intimidation 13, find 8, maneuver 12, stealth 12, taunt (10), tracking 8, unarmed combat 12

Move: 10; **Tough:** 17 (1); **Shock:** 13; **Wounds:** 4

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +1.
- **Bite:** Damage *Strength* +3 (19).
- **Dread:** While the mosasaurus is present, any Standard Scene immediately becomes a Dramatic Scene.
- **Fins:** Move 12 in the water.
- **Very Large:** Most adult specimens are up to 23 meters long or larger. Attacks against them gain a +4 bonus.

SOHBA SOHBA

This odd import from Takta Ker resembles a lizard five meters in length, with two heads and two tails. Its teeth are shorter and duller than most predators, but oozing in poison. One head latches onto prey, while the other begins chewing to try to work the venom through the target's skin.

Attributes: Charisma 4, Dexterity 11, Mind 3, Spirit 10, Strength 14

Skills: Dodge 12, find 9, intimidation 11, maneuver 12, taunt (9), trick (8), unarmed combat 14

Move: 11; **Tough:** 16 (2); **Shock:** 16; **Wounds:** 2

Equipment: —

Perks: Vengeful

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +2.
- **Bite:** Damage *Strength* +2 (16), reach 4 meters.
- **Large:** Sohba sohba are typically around five meters long as adults. Attackers gain +2 to attack rolls due to their size.
- **Poison:** If a sohba sohba's bite deals damage exceeding the target's Toughness, then a pain-inducing toxin is introduced to the target. While poisoned the victim is Stymied and suffers one Shock each round.
- **Two Heads:** The sohba sohba gets an extra, separate attack with one of its heads as a free action each turn, no matter what the creature did on its turn—including an attack with the other head.

VELOCIRAPTOR

Velociraptors are small for dinosaurs found in the Living Land, only the size of a human! Velociraptors are carnivorous, bipedal creatures

that hunt in packs and possess wickedly sharp spur-like claws on their feet. A velociraptor pack does not hesitate to attack any prey they come across. Various clans “adopt” lone velociraptors and treat them like hunting dogs, but most edeinos consider them a creature to be feared and loathed rather than cherished.

Attributes: Charisma 5, Dexterity 10, Mind 5, Spirit 8, Strength 9

Skills: Dodge 11, find 8, intimidation 9, maneuver 11, stealth 11, taunt (10), trick 8, unarmed combat 11

Move: 12; **Tough:** 10 (1); **Shock:** 8; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly hide +1.
- **Bite/Claws:** *Strength* +2 (11).

UNDEAD DINOSAURS

The mad edeinos priest, Thrakmoss, has used the powers granted him by Rec Stalek to create undead monsters from the corpses of dinosaurs. These creations are usually shambling, rotting carcasses of dinosaurs granted an unnatural form of life by the miracles of Rec Stalek. Other than the Whitespears, who consider Thrakmoss a prophet, the edeinos tribes are repulsed by the idea of undead creatures in general, and any undead made from beings native to the Living Land in particular.

GHOULASAUR

The name “ghoulasaur” has been used to describe a variety of undead dinosaurs created by Thrakmoss’s twisted miracles. Typically, these undead creatures are putrescent, shambolic bodies, more bone and sinew than scale and flesh. Most often, one can smell the presence of a ghoulasaur long before seeing one. Ghoulasaurs are somewhat more difficult to kill than their living cousins, being immune to most poisons and other effects that target a biological system.

Attributes: Charisma 3, Dexterity 10, Mind 3, Spirit 8, Strength 15

Skills: Dodge 12, find 6, maneuver 11, trick (8),

unarmed combat 12

Move: 10; **Tough:** 17 (2); **Shock:** —; **Wounds:** 2

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Shell and scaly skin +2.
- **Bite/Claws:** *Strength* +2 (17).
- **Fear (-2):** When a character first encounter this creature in an act, he must make a *Spirit* or *willpower* test at -2 or be Very Stymied.
- **Large:** These dinosaurs are the size of small cars. Attackers gain +2 to attack rolls to hit due to its size and bulk.
- **Mindless:** Ghoulasaurs are immune to *intimidation* and *taunt* interactions.
- **Poison:** The putrifying flesh of a ghoulasaur’s mouth produces its own kind of poison. If its Bite attack deals damage over the target’s Toughness it takes effect, leaving him Vulnerable until the poison wears off. This poison also counter-acts the direct effects of the Law of Life.
- **Relentless:** Ghoulasaurs ignore Shock.
- **Undead:** Ghoulasaurs are immune to poison and other effects that require breathing, eating, or other “living” processes.

SKELERAPTOR

Thrakmoss made some minor alterations to the miracle he used to create the undead dinosaurs in order to produce a faster, deadlier, creature to act as a scout. These creations were little more than bones animated by his foul miracles, composed of the bodies of slain velociraptors. Dubbed “skeleraptors” by those Storm Knights who survived facing them, these uncanny beings are tireless hunters and trackers. Although they have no flesh, they can still somehow sense prey through supernatural means, and strike with blinding swiftness.

Attributes: Charisma 5, Dexterity 12, Mind 4, Spirit 5, Strength 12

Skills: Dodge 15, find 8, maneuver 14, stealth 14, trick (9), unarmed combat 14

Move: 12; **Tough:** 12; **Shock:** —; **Wounds:** —

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Bite/Claws:** *Strength* +2 (14).
- **Fear:** Test *willpower* or *Spirit* or become Very Stymied.
- **Mindless:** Skeleraptors are immune to *intimidation* and *taunt* interactions.
- **Relentless:** Skeleraptors ignore Shock.
- **Undead:** Skeleraptors are immune to poison and other effects that require breathing, eating, or other “living” processes.

(D) Z-REX

The mightiest of Thrakmass’s undead creations is the animation of a powerful tyrannosaurus rex into a rampaging, zombified monster that immediately garnered the moniker “Z-rex” from Core Earth observers in the Midwest United States. The Z-rex is, as its name suggests, an undead dinosaur of great size and power. However, unlike the other undead dinosaurs created by Thrakmass, these beings are almost uncontrollably aggressive. From time to time these beasts go berserk, attacking anything that moves, be it friend or foe.



Attributes: Charisma 4, Dexterity 8, Mind 4, Spirit 8, Strength 17

Skills: Dodge 10, find 8, maneuver 10, tracking 9, unarmed combat 15

Move: 8; **Tough:** 20 (3); **Shock:** —; **Wounds:** 4

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +3.
- **Bite:** Damage *Strength* +3 (20).
- **Dread:** When a Z-rex is present, a Standard Scene becomes a Dramatic Scene instead.
- **Fear (-4):** When a character first encounters this creature in an act, he must make a *Spirit* or *willpower* test at -4 or be Very Stymied.
- **Mindless:** Z-rexes are immune to *intimidation* and *taunt* interactions.
- **Poison:** The putrefying flesh of a Z-rex’s mouth produces its own kind of poison. If its Bite attack deals damage over the target’s Toughness it takes effect, leaving him Vulnerable until the poison wears off. This poison also counteracts the direct effects of the Law of Life.
- **Relentless:** Z-rexes ignore Shock.
- **Undead:** Z-rexes are immune to poison and other effects that require breathing, eating, or other “living” processes.
 - **Very Large:** Z-rexes are up to 18 meters long. Attacks against them gain a +4 bonus.

EDEINOS

BLUESPINE SATA EATER

Edeinos are trained in combat from the day they're born. They grow up with a spear in their hands and are ferocious in their pursuit and capture of prey, which they rip apart with their savage teeth.

Attributes: Charisma 5, Dexterity 9, Mind 6, Spirit 8, Strength 11

Skills: Dodge 10, faith 9, intimidation (15), maneuver 10, melee weapons 11, stealth 10, survival 8, taunt (10), tracking 8, unarmed combat 12

Move: 9; **Tough:** 11; **Shock:** —; **Wounds:** 1

Equipment: Hrocket-shoot spear (*Strength* +2/13).

Perks: Vengeful

Possibilities: Rare (2)

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (13).
- **Berserker:** These edeinos ignore Shock.
- **Swim:** Move 9 in water.

EDEINOS PRIEST

The priesthood of the edeinos fall into two categories. Priests who celebrate life are known as optants. These priests typically heal and guide the tribe, interpreting the will of Lanala. Other priests focus on the forces of death. These priests are called gotaks, and while they are honored and respected, gotaks typically remain aloof from the tribes they serve due to the nature of their duties. Both types of priests can channel the power of the goddess and create miracles, and both priests can have a great deal of influence over a given tribe's traditions—though most often, the true authority in a given tribe belongs to the chief. Almost all of the Whistlespears have turned to Rec Stalek, forsaking Lanala completely.

Attributes: Charisma 6, Dexterity 9, Mind 6, Spirit 11, Strength 10

Skills: Dodge 10, faith 14, find 8, intimidation 13, maneuver 11, melee weapons 11, missile weapons 11, survival 9, unarmed combat 11

Move: 9; **Tough:** 12 (2); **Shock:** 11; **Wounds:** 1

Equipment: Hrocket-shoot spear (Damage *Strength* +2/12), hrocket-root armor (Armor +2, Torso)

Perks: Gotak or Optant, Miracles (Optant: *bles*,

soothe; Redjaw Gotak: *curse, strike*; Whitespear Gotak: *kill, sculpt bone*)

Possibilities: Rare (3)

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (12).

EDEINOS SHROUDED

These edeinos are shunned by their own kind due to their diseased appearance. Each member of the tribe is covered in strange fungal growths. The result makes them look lumpy and deformed. When a shrouded edeinos is KO'ed its skin bursts open, releasing a cloud of toxic spores around the unfortunate creature.

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

Skills: Beast riding 11, dodge 11, faith 11, first aid 7, intimidation 10, maneuver 11, melee weapons 12, missile weapons 11, stealth 11, survival 9, tracking 9, unarmed combat 11

Move: 10; **Tough:** 12 (2); **Shock:** 10; **Wounds:** 1

Equipment: Hrocket-shoot spear (*Strength* +2, Shroud Spore Poison).

Perks: —

Possibilities: Rare (1)

Special Abilities:

- **Armor:** Scaly skin +2.
- **Claw/Bite:** Damage 12, Shroud Spore Poison.
- **Shroud Spore Poison:** Suffer 1 Shock and become Vulnerable each round (see **Poison** in *Torg Eternity*).
- **Spore Cloud:** When the edeinos is KO'ed poisonous spores affect a Small Burst radius around it. Any character within must succeed at a Challenging (DN 12) *Dexterity* test or breathe in the spores and be poisoned.

GOLDSUN BEAST RIDER

Edeinos have an affinity with many of the dangerous creatures of the Living Land. These elite riders nearly become one with the beasts they control.

Attributes: Charisma 6, Dexterity 9, Mind 6, Spirit 8, Strength 10

Skills: Beast riding 11, dodge 10, faith 9, find 8, intimidation 10, maneuver 10, melee weapons 11, missile weapons 10, stealth 10, survival 8, tracking 8, unarmed combat 11

Move: 9; **Tough:** 10; **Shock:** 8; **Wounds:** —
Equipment: Hrocket-shoot spear (Damage Strength +2/12)

Perks: Beast Rider

Possibilities: Rare (2)

Special Abilities:

- **Beast Bond:** The rider may divert one Wound from an attack to hit his mount instead of himself.
- **Bite/Claws:** Damage Strength +2 (12).

GHOST CLAN MISTWALKER

Most edeinos are skilled hunters and trackers with a knack for stealth, but the Ghost Clan's "mistwalker" scouts are exceptional. They tend to travel with the Deep Mist, and many edeinos consider the tribe cursed, or at least partially composed of spirits rather than living edeinos.

Attributes: Charisma 6, Dexterity 9, Mind 6, Spirit 8, Strength 10

Skills: Beast riding 11, dodge 10, faith 10, find 9, intimidation 10, maneuver 10, melee weapons 10, missile weapons 10, stealth 14, survival 8, tracking 10, trick 9, unarmed combat 10

Move: 9; **Tough:** 10; **Shock:** 8; **Wounds:** —

Equipment: Hrocket-shoot spear (Damage Strength +2/12)

Perks: Chameleon Skin, Skin Shifter, Sprinter

Possibilities: Rare (2)

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (12).

(□) REC SSATAR

The champion of the Ghost Clan wasn't born with his current name, which roughly translates to, "One who walks in the darkness." Legend has it he was struck blind by Lanala herself for some slight, but she helped him "see" in other ways once he repented.

Quote: "Your movements are so predictable that seeing you is unnecessary."

Attributes: Charisma 8, Dexterity 13, Mind 10, Spirit 12, Strength 12

Skills: Dodge 18, find 15, faith 15, intimidation 17, maneuver 18, melee weapons 21, reality 15, stealth 16, unarmed combat 15

Move: 13; **Tough:** 12; **Shock:** 14; **Wounds:** 3

Equipment: Claw Blade (Damage Strength +3/15).

Perks: Endurance, Indomitable, Relentless, Trademark Weapon (Claw Blade), Whirlwind

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (14).
- **Miraculous Alertness:** Rec Ssatar doesn't suffer Darkness Penalties, and any *find* test he attempts is Favored.

(□) REDBANE

With Baruk Kaah as Saar the Redjaw Clan doesn't technically need a champion, but Redbane clawed her way (literally) to the position. Any who wish to challenge the Saar must get through her first, and her reputation is terrifying enough that very few try. She doesn't just kill her opponents, she humiliates them and makes them suffer before the end.

Quote: "Victors have the luxury of squabbling about honor. Losers are silent meat."

Attributes: Charisma 8, Dexterity 12, Mind 10, Spirit 13, Strength 12

Skills: Dodge 17, faith 14, intimidation 21, maneuver 15, melee weapons 17, missile weapons 17, reality 15, stealth 17, unarmed combat 15

Move: 12; **Tough:** 14 (2); **Shock:** 13; **Wounds:** 3

Equipment: Hrocket-root armor (+2), redthorn whip (Damage Strength +2/14, Painful)

Perks: Poison Tolerance, Vengeful, Whirlwind, Whip Tail

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (14).
- **Insidious:** Discard a Destiny card from each target's pool when Redbane successfully performs an Approved Action.
- **Poisoned Weapons:** All of Redbane's attacks (including her claws) are coated in night root (page 36), which takes effect if damage exceeds the target's Toughness.

(□) REDJAW WAR-SCARRED

Some edeinos become very skilled in the arts of war. These veteran hunters and warriors often form the personal guard for a tribal chief or an influential priest. Scarred from dozens of battles, these veteran edeinos are stronger and tougher



From left to right: Rec Ssatar, Spearhand, and Redbane.

than your typical edeinos warrior, and often more deft with the edeinos' traditional weapons as well. Veterans usually carry a shield and coat their weapons in toxins available in the region.

Attributes: Charisma 8, Dexterity 11, Mind 7, Spirit 11, Strength 12

Skills: Beast riding 12, dodge 12, faith 12, intimidation 12, maneuver 12, melee weapons 14, missile weapons 14, stealth 12, survival 8, tracking 8, trick 11, unarmed combat 13

Move: 11; **Tough:** 14 (2); **Shock:** 11; **Wounds:** 1

Equipment: Hrockt-shoot spear (Damage Strength +2/14), Tortoise shell shield (+2 Defense).

Perks: Poison Tolerance, Scarred, Stone Skin

Possibilities: Common (2)

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (14).
- **Poisoned Weapons:** When a spear does more damage than the target's Toughness he is poisoned with Night Root (see page 36).

(□) SILITHAR TUY

The champion of the Bluespines is brash, young, and cocky. He isn't considered the equal of the other clans' top fighters, but Tuy is eager to change that impression. He prefers to fight with his bare hands, and gained his position by crushing the neck of a plesiosaur. If he can, he'll grapple and drag a foe underwater where he has a distinct advantage.

Quote: "These hands have crushed the bones of creatures larger than you!"

Attributes: Charisma 7, Dexterity 12, Mind 7, Spirit 12, Strength 13

Skills: Beast riding 13, dodge 16, faith 13, intimidation 15, maneuver 17, melee weapons 15, missile weapons 17, reality 15, stealth 17, survival 8, taunt 12, trick 12, unarmed combat 20

Move: 12; **Tough:** 15 (2); **Shock:** 12; **Wounds:** 3

Equipment: Hrockt-root armor (+2)

Perks: Bluespine, Whip Tail, Whirlwind

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (15).
- **Grappler:** Silithar Tuy does full damage on a normal success with a grappling attack. If restrained, he may attempt to break free with a Simple Action, testing his *Strength* against the *Strength* of the character restraining him.
- **Swim:** Move speed 12 in water.

(□) SPEARHAND

Spearhand is the mute champion of the Whitespear Clan. He was born bone-marked and with a stub for a right arm. He was shunned by the tribes, but somehow managed to survive on his own through strength and perseverance. Thrakmoss saw potential in the young outcast, and began using bone shaping miracles to create his henchman's trademark weapon—grafted directly into his skeleton!

Quote: "..."

Attributes: Charisma 6, Dexterity 12, Mind 8, Spirit 14, Strength 12

Skills: Dodge 17, faith 17, intimidation 22, maneuver 17, melee weapons 17, stealth 15, survival 9, taunt (10), trick 13, unarmed combat 17

Move: 12; **Tough:** 16 (3); **Shock:** 14; **Wounds:** 4

Equipment: Bone armor (+3), bone spear (Damage *Strength* +3/15)

Perks: Bone Marked, Hardy, Razor Scales, Scarred, Trademark Weapon (Bone spear)

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (14).
- **Grafted Spear:** Spearhand's weapon is part of his own skeleton, so he may not be disarmed.

(□) SSORYN

The champion of the Goldsun Clan is something of a celebrity among edeinos. He is bold, large, and relishes a fight against a worthy opponent. He respects anyone who can overpower him, which unfortunately includes Baruk Kaah. However, he has no respect for Redbane and itches for a chance to face her in fair combat.

Quote: "I strike with Lanala's strength!"

Attributes: Charisma 10, Dexterity 12, Mind 8, Spirit 12, Strength 13

Skills: Beast riding 14, dodge 15, faith 14, intimidation 15, maneuver 15, melee weapons 20, missile weapons 17, persuasion 12, reality 15, stealth 15, survival 10, taunt 13, tracking 10, unarmed combat 15

Move: 12; **Tough:** 16 (2); **Shock:** 14; **Wounds:** 4

Equipment: Two hrockt-root clubs (Damage *Strength* +2/15)

Perks: Endurance, Hardy, Relentless, Scarred, Smasher, Stone Skin, Whirlwind

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (15).
- **Gloater:** When *taunt* or *intimidation* are Approved Actions, Ssoryn may affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.

WHITESPEAR WARRIOR

Typically, edeinos who are prepared for battle wield a hrockt-root spear and wear no armor. Others may be armed with blowguns or woven hrockt-root shields. Those of the Whitespear clan often adorn themselves with bone armor and their namesake—bone spears.

Attributes: Charisma 5, Dexterity 9, Mind 6, Spirit 8, Strength 10

Skills: Dodge 10, faith 9, find 8, intimidation 11, maneuver 10, melee weapons 11, missile weapons 11, stealth 10, survival 8, taunt 8, tracking 8, trick 9, unarmed combat 10

Move: 9; **Tough:** 13 (3); **Shock:** 8; **Wounds:** —

Equipment: Boneforged armor (+3), boneforged spear (Damage *Strength* +2/12)

Perks: Relentless

Possibilities: Rare (2)

Special Abilities:

- **Bite/Claws:** Damage *Strength* +2 (12).

CRYPTIDS

SASQUATCH

Towering three meters tall, sasquatch are a reclusive breed of humanoid cryptid found in secluded portions of the Living Land. Sasquatch have a human-like face with a deeply sloped brow, craggy jaw, blunt features, and a wide nose. Sasquatch fur ranges from deep brown and black to pale tans and oranges. Some tribes of sasquatch have dyed and braided their fur to denote status in their community.

Sasquatch are not normally aggressive, but when threatened, these creatures can be frighteningly powerful warriors. They are naturally quite strong and durable, and some sasquatch have begun to use crude weapons like stone spears and immense two-handed clubs.

Attributes: Charisma 6, Dexterity 10, Mind 5, Spirit 12, Strength 14

Skills: Dodge 13, faith 13, find 8, first aid 8, intimidation 14, melee weapons 15, missile weapons 13, stelath 11, survival 8, trick (8), unarmed combat 14

Move: 10; **Tough:** 15 (1); **Shock:** 14; **Wounds:** 3

Equipment: Two-handed stone club (Damage *Strength* +3/17, Stagger, Unwieldy)

Perks: Jungle Master, Smasher

Possibilities: Rare (2)

Special Abilities:

- **Armor:** Hairy hide +1.
- **Large:** Sasquatch stand three meters tall or more. Attackers gain +2 to attack rolls.

CHUPACABRA

Strange reptilian creatures who inhabit the Living Land, chupacabras are cryptids who gather in small families near bodies of water. Standing just over a meter tall, the typical chupacabra is the size of a large dog. It has green, leathery skin composed

of dull scales. A row of sharp, bony spines decorates the creature's spine, and its mouth is full of prominent fangs. Chupacabra are nocturnal hunters who can see in the dark exceptionally well. What is truly unusual about the chupacabra is that they do not typically consume meat—instead, they gain sustenance from blood. These creatures hunt during the dark of night and creep up on their prey before draining it of blood.

Attributes: Charisma 4, Dexterity 11, Mind 5, Spirit 8, Strength 8

Skills: Dodge 13, find 7, intimidation 12, maneuver 13, taunt (9), trick (8), unarmed combat 14

Move: 11; **Tough:** 10 (2); **Shock:** 8; **Wounds:** 1

Equipment: —

Perks: Ferocious

Possibilities: Never

Special Abilities:

- **Armor:** Scaly skin +2.
- **Bite/Claws:** Damage *Strength* +2 (10)
- **Bloodsucking:** On an Outstanding attack the chupacabra's attack hits the target's lowest Armor value.
- **Jump:** A chupacabra may leap double its movement as a simple action, but doing so leaves it Vulnerable.

MEGALODON

A titan of the sea, this enormous shark prowls the ocean waters where the Living Land's reality overlays that of Core Earth. Megalodons, like other sharks, have a jaw lined with sharp, serrated rows of teeth, and are exclusively carnivorous. As observed in the Living Land, megalodons are peerless, relentless hunters who do not hesitate to attack any



prey that comes into their territory. Megalodons have been known to attack ships and swimmers, making any trip into waters that are connected to the Living Land's reality quite dangerous indeed.

Ships crossing the Gulf of Mexico or traveling too close to Cuba and the Florida Keys have reported sightings of megalodons, and more than one vessel has vanished mysteriously after doing so, suggesting that these giant sharks are responsible.

Attributes: Charisma 3, Dexterity 12, Mind 3, Spirit 10, Strength 17

Skills: Dodge 13, find 7, intimidation 12, maneuver 13, taunt (8), trick (8), unarmed combat 14

Move: —; **Tough:** 18 (1); **Shock:** 14; **Wounds:** 3

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Thick skin +1.
- **Bite:** Damage *Strength* +3 (20)
- **Feeding Frenzy:** Once a Wound is done (either to the megalodon or anything else in the water) the creature becomes Mindless (immune to *intimidation* and *taunt*) and must All-Out Attack on its action each round.
- **Swim:** Move 18 in water.
- **Very Large:** These massive sharks are 20 meters long and weigh 60 tons. Attackers gain +4 to attack rolls due to its size and bulk.

HUMANS

CARTEL SOLDIER

Vigilantes and enforcers on borders with the Living Land commonly patrol for edeinos and other unusual activity. Shotguns have become the preferred weapon against the invaders, so long as the axioms support them.

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

Skills: Dodge 10, find 9, fire combat 11, first aid 9, intimidation 9, maneuver 11, melee weapons 10, stealth 10, survival 8, taunt 8, unarmed combat 10

Move: 9; **Tough:** 8; **Shock:** 8; **Wounds:** —

Equipment: Machete (*Damage Strength* +2/10), 12-gauge shotgun (*Damage* 14, *Range* 10/20/30)

Perks: Bodyguard, Double Tap

Possibilities: Rare (2)

Special Abilities: —

LOS ASANGRADOS CULTIST

The followers of Los Asangrados are regular men and women who have become fervently faithful in this bloody religion. Led by their priests, these cultists practice human sacrifice and other gruesome rites. What sets them apart from normal humans is the cultists' near-fearless attitude: They are willing to throw themselves recklessly at almost any foe.

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

Skills: Dodge 10, faith 10, find 9, intimidation 11, melee weapons 10, persuasion 9, stealth 10, survival 8, trick 10, unarmed combat 10, willpower 10

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

Equipment: Bronze machete (*Damage Strength* +2/10)

Perks: —

Possibilities: Rare (2)

Special Abilities: —

LOS ASANGRADOS PRIEST

The leaders of Los Asangrados are fanatical zealots. The spiritual power of the Living Land has granted these human priests the ability to wield miracles. Drunk on the heady rush of calling for divine aid and receiving a tangible answer, the priests of Los Asangrados rarely use anything other than miracles in combat or to achieve their goals. The priests see themselves and the cult as one way to preserve the future of Mexico. Thus, the priests have little patience for the meddling of Storm Knights or Delphi Council operatives.

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

Skills: Dodge 11, faith 14, intimidation 11, melee weapons 10, persuasion 10, reality 12, stealth 11, survival 8, trick 11, unarmed combat 9, willpower 12

Move: 8; **Tough:** 8; **Shock:** 12; **Wounds:** —

Equipment: Bronze machete (*Damage Strength* +2/10)

Perks: Endurance, Miracles (*bloodlust, curse, ward evil*).

Possibilities: Common (3)

Special Abilities: —

- **Minions:** The priest may transfer any hit to a cultist within a few meters if he succeeds at a *reality* test.

PRIMITIVE HUMANS

Much of the population in zones occupied by the Living Land have transformed to match their primitive new reality. Some have embraced the Law of Savagery, banding together to hunt and pillage. Others are confused by the lower Social Axiom and drawn toward strong leaders.

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

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

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

Equipment: Improvised club (Damage *Strength* +2/10, Unwieldy)

Perks: —

Possibilities: Never

Special Abilities: —

FLORA

CARNIVOROUS PLANT

Among the many dangers of the Living Land is one that few ever detect before it attacks. This threat is the carnivorous plant, a deceptively normal-appearing piece of jungle vegetation that has adapted to resemble existing flora.

Extremely adept at ambushing unsuspecting prey, the carnivorous plant can change its coloration and size to mimic other nearby plant life. Typically, the carnivorous plant consists of a thick, prehensile stalk roughly six inches in diameter and 12 feet in length rising from a series of tough, flexible roots. The stalk is lined with broad sturdy leaves and terminates in a set of wide leaves, hinged at the midlobe and lined with fanglike thorns. Other thorns are hidden along the plant's main stalk.

The carnivorous plant has a limited range of motion and can move around only with great difficulty. However, the stalk and the maw-like

terminal leaves can swivel and lunge to attack prey. The leaves and stalk glisten with a sticky, tar-like sap that can immobilize anyone who touches it. Lastly, the carnivorous plant has a unique feature in that it can expel the thorns on its stalk as a ranged attack with a buildup of gases inside the trunk. Any creatures slain by the carnivorous plant are broken down by digestive enzymes secreted by the terminal leaves, leaving behind very little evidence thanks to the Living Land's accelerated processes of decay.

Attributes: Charisma 2, Dexterity 6, Mind 2, Spirit 6, Strength 12

Skills: Dodge 8, find 8, maneuver (9), missile weapons 12, trick (7), unarmed combat 12

Move: 2; **Tough:** 13 (1); **Shock:** —; **Wounds:** 2

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Thick skin +1.

- **Clutching Roots:** Damage *Strength* +1 (13), reach 10 meters. Roots attempt to grapple all foes within reach without suffering Multi-Target penalties.

- **Large:** These massive plants are three meters tall and can fit a human inside their grotesque bulbs. Attackers gain +2 to attack rolls due to its size and bulk.

- **Launched Thorns:** Damage 12, range 10/20/30. A plant only launches thorns if it has no foes to grapple with its Clutching Roots.

- **Mindless:** Carnivorous plants are immune to *intimidation* and *taunt* interactions.

- **Relentless:** Carnivorous plants ignore Shock.

DEEPWEED

Underwater settings in the Living Land can be difficult, simply because regular SCUBA gear and other breathing equipment is potentially unreliable.

Disconnecting and drowning is generally not much fun, but Storm Knights can venture into the deep to swim among the dinosaurs and megalodons through the use of "deepweed," a kelp-like plant that grows in the warm shallows of the Living Land. Ingested, it allows the character to breathe underwater for eight hours at the cost of



In the Living Land even the plants bristle, stab, and bite.

taking +1 Shock from any Fatigued results due to exertion while the herb's effects last.

An Easy (DN 8) *survival* test discovers banks of deepweed underwater when in need. Note that the effects of deepweed require a Spirit Axiom of 11 or higher to function. On land, adventurers should seek out deeproot (see page 30) instead.

GLOWERS

Glowers is a term that describes any of the varieties of luminescent fungi encountered in caverns below the Living Land. Most throw off a dim light of varying color that illuminates an entire cavern. A single glower may be plucked to provide light (-2 if it's the only light source) until it fades and dies (usually after around six hours).

SATA'CHLAR

This short, reddish fern helps characters resist pain. It grows on the edges of streams and rivers or at the bases of waterfalls, and may be found

in caverns with natural light or on the surface. A fern may be plucked and the juice sucked from the stem as a simple action that restores 1BD Shock. The juice is only effective from a freshly picked sata'chlar; after six seconds it loses all its potency. There are other types of sata, visually very similar to this one, that are instead deadly poison.

TALGAR SPORE

Talgar are large white spores filled with a sap that assists in climbing. Happily, they grow most often on sheer surfaces in living caverns, especially those near waterfalls. A character may rub the spore to coat her hands with sticky sap excretions. The sap remains sticky for an hour, granting a +2 bonus to tests involving climbing or putting an opponent into a grapple. However, the sap exerts a -2 penalty on all but the simplest melee weapons and any attempt to escape a grapple.

ETERNITY SHARDS AND LOST TREASURE

ETERNITY SHARDS

Some items have been touched by the power of Apeiros, the creator of all cosms. These rare objects are known as Eternity Shards. Rich with the power of Possibilities, Eternity Shards provide special bonuses to Storm Knights who are worthy of receiving the unusual powers of these items. Some Eternity Shards present in the Living Land are listed below.

THE LIBERTY BELL

Cosm: Core Earth

Possibilities: 15

Tapping Difficulty: 16

Purpose: To represent liberty, justice, and self-determination for all, and to awaken a desire to defend those virtues whenever they are threatened.

Description: A national icon of the United States' foundation, the Liberty Bell is a large bell cast in copper and tin with a distinctive crack running up from the bell's mouth. Roughly three feet tall and weighing over 2,000 lbs, the Liberty Bell is mounted in a special center and museum in Philadelphia, Pennsylvania. The bell bears an inscription exhorting "*Proclaim LIBERTY Throughout all the Land unto all the Inhabitants Thereof.*" After the beginning of the Possibility Wars, the Liberty Bell has a new significance—there is a palpable aura of spirituality and determination surrounding the object. Many credit the Liberty Bell for inspiring the defenders of Philadelphia through a long and grueling siege by Baruk Kaah's forces.

Powers: The Liberty Bell is directly tied to the cosm of pure Core Earth. Anyone who can hear the bell ring when it is struck is in a zone of pure Core Earth. Anyone physically touching the Liberty Bell is in a zone of pure Core Earth.

Restrictions: The Possibilities of the Liberty Bell can never be used for any purpose that imprisons, oppresses, dominates, or otherwise infringes upon another's freedom (this includes *intimidation* tests). The Liberty Bell loses a Possibility if it is struck on the pre-existing crack by sufficient force (Damage Value 20 or higher). If it has no Possibilities left, the blow shatters the bell and destroys this manifestation of the shard.



THE FEATHER SHIELD

Cosm: Core Earth

Possibilities: 5

Tapping Difficulty: 14

Purpose: To cherish cunning and aggression in war. To celebrate the valor of a courageous warrior. To fight against great odds and great challenges.

Description: An ancient artifact of the Aztec civilization, this particular shield was last known to be on display in the Palacio Canton museum of history and anthropology in the Yucatán. The shield is decorated with a stunning mosaic of feathers and gold highlights on a frame of braided bark and rattan. The shield has a leather fringe on the rim, with feather tassels that hang down on either side. The background is red, with a blue stylized emblem of a coyote in the center. The coyote was a patron of elite Aztec knights, and it is thought that this shield once belonged to that order of warriors. As an Eternity Shard, the shield is now incredibly durable and strong, enchanted with supernatural resilience. In addition, the shield seems to pulse with a sense of bloodlust, urging any wielder toward violence. The colors and gold are particularly vibrant, almost glowing with an inner light.

Powers: Anyone wielding the shield gains a +3 bonus to all defenses. A user who rolls an Active Defense gains +10 Armor in addition to any other bonuses. The shield also grants automatic knowledge of the *bloodlust* miracle, and the ability to invoke it.

Restrictions: Possibilities contained within the feather shield can only be used to power miracles, increase attack rolls, and not for any other use. The shield is notoriously fickle, and has been used by Storm Knights and Stormers alike.

THE FOREVER TOTEM

Cosm: The Living Land

Possibilities: 10

Tapping Difficulty: 16

Purpose: To memorialize the edeinos history. To be a symbol of Lanala's love for her chosen people. To manifest the goddess' love of life.

Description: This Eternity Shard takes the form of a 50-foot-tall wood pillar, carved with scenes of the edeinos' history. Being constructed from a tree trunk, it is dubbed the "forever" totem because it does not decay at all. This is completely in defiance of the Living Land's world laws, making it obvious that the totem is sacred to Lanala. Carvings in the wood tell the story of the edeinos, including the ustanah war and the Possibility Wars under Baruk Kaah. Some edeinos scholars believe that the totem does not require an artist, updating itself as notable events in the edeinos' culture occur. There is a sense of peace and serenity surrounding the totem. Anyone observing the totem is more aware of their own bodies—their vitality and life force. Sensations seem heightened and very flow of life is quickened.

Powers: The Forever Totem is a symbol of Takta Ker and the Way of Lanala. The Totem maintains a Living Land Pure Zone around itself in a 100-meter radius. Attempts to invoke miracles by praying to Lanala within 10 meters of the Totem are Favored. The *invoke Lanala* miracle gains a +10 bonus within this range.

Restrictions: Possibilities in the Forever Totem can never be used for magic, or to power miracles of Rec Stalek or the deities of other cosms.

LA MALINCHE'S NECKLACE

Cosm: Core Earth

Possibilities: 3

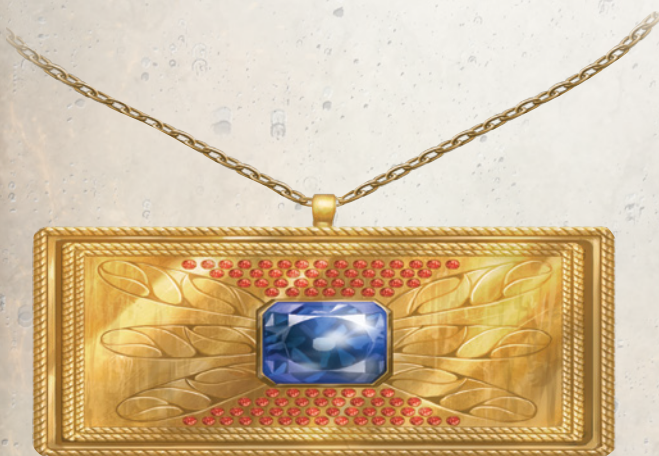
Tapping Difficulty: 14

Purpose: To create a new nation in the Yucatán peninsula.

Description: The bronze necklace is made in an ancient Mayan pattern, rectangular in shape with an embossed pattern and a gem that reflects red and blue set in a circle at the very center. It's attached with an unassuming leather cord. The only thing that gives away its lineage is the figure known as "La Malinche" is seen wearing a similar necklace in several old drawings of her. La Malinche had several names and was traded among several different peoples until she finally became the mistress of Hernán Cortés, and according to legend helped him conquer the Aztecs as an interpreter and strategist.

Powers: This necklace grants the gift of tongues. The wearer may understand and speak any language as a native. This translation does not extend to written communication, only the spoken word. *Persuasion* and *taunt* tests become Favored. A rarer power of the necklace is the user may attempt to Soak using *persuasion* instead of *reality*. Soaking in this manner requires a Possibility and is treated as a normal Soak in every way except for the skill tested against.

Restrictions: The necklace's Possibilities may only be spent on tests against *Charisma* and its related skills.



LOST TREASURES

When a player uses a *Lost Treasure* Cosm card there's no telling what items might show up—usually driven by the needs of the characters and the story. A lost vehicle may appear, only in need of minor repairs with *science* before it may be useable again. A store of ammunition might appear at a critical juncture when the group is running low.

Not every lost treasure is useful, but those which aren't are interesting, and potentially valuable to dealers or scientists once returned to Core Earth. Below are a few examples of unusual finds thanks to the Law of Wonders.

AUTOMATIC SPECTACLE CAP

This odd piece of headgear takes the form of a very stylish—for some centuries—hat with armatures and several multi-colored lenses built in. With slight head movements the lenses snap into place or slide back to the side, offering magnified and even low-light vision to the wearer. *Find* becomes Favored, and the wearer may ignore up to four points of Darkness penalties.

This treasure isn't from Core Earth, but another cosm that was destroyed by Baruk Kaah long ago. It looks as though it's Tech Axiom 18, but that's misleading because this is actually a weird science device. It functions without Contradiction near wonders in the Living Land or in the Nile Empire, but anywhere else using the Favored status on *find* or ignoring Darkness penalties on any test opens up the user to Contradictions.

CYCLOPS, NEREUS, AND PROTEUS

These are three bulk cargo ships, all of a similar design, that have been spotted lying grounded in various parts of the Living Land. Their steel hulls remain intact and make excellent shelter against storms, dinosaurs, or other attackers.

Exploring a ship's interior finds no evidence of any crew. No ship logs survived the Law of Decay, but the majority of the ship is in working condition. Some interior bulkheads have deep grooves, perhaps made by some creature's claws, but their shape matches no known dinosaur or minion of

the High Lords. The holds are filled with ore. Most of the ore is manganese, but residents of the Nile Empire recognize that some small portion of the cargo is now eternium, and very valuable.

If the heroes find a ship and research its history back in Core Earth, they discover it was lost in the Bermuda Triangle over a century ago. If they encounter another of these ships they find it in almost exactly the same condition, including the ore in the hold and the grooves on the bulkheads. All three sister ships disappeared under similar circumstances.

And it's just possible that restless ghosts (see Torg Eternity) or other dangers haunt these misplaced ships.

HOVERBOARD

The hoverboard is a strange, silver tablet that floats in the air about one meter off the ground. There's no visible means of propulsion or sign of machinery that keeps it suspended in the air. It's not even clear the object was ever intended as a means of travel, but it certainly works as one!

A rider leans forward to accelerate the board. It can hit a top speed of around 40 kilometers per hour, and keep that speed in any terrain, even jungle and swamp. In an encounter it grants the rider Movement 10. The hoverboard is a Tech Axiom 27 item, and if it disconnects it's reduced to a solid silver plank.

POLICE CAR

The first hint that something odd is happening is that the car isn't rusted or damaged. Another hint may come from where it's found: atop a roof or tree, sitting in a jungle field with no road nearby, or even inside a cave.

The car may not seem like that much of a treasure, but it has a full tank of gas, a shotgun and ammunition, and a fully stocked first aid kit inside. Like other treasures, it isn't immune to the ravages of the Living Land's axioms and the Law of Decay, but it could provide much needed supplies or temporary transportation in a pinch.

REFRIGERATOR

A 1950s-style icebox appears alone in the wilderness. It still looks gleaming and new, and though it doesn't have power it still works fine—the contents are chilled and the light even turns on when the door is opened. There's even ice cream inside!

SINGING CRYSTAL

The singing crystal glows a soft yellow, providing light, and a constant stream of music emits from it. Core Earthers compare the sound to an electronic synthesizer, but edeinos just consider the sound "otherworldly." *Stealth* is impossible while the crystal is in the group's possession. Interestingly, the Deep Mist disperses to about 100 meters away from the crystal—roughly the distance where its music becomes too soft to hear. Any penalties from actual darkness remain, but penalties from fog, clouds, or other atmospheric conditions cease to be a factor.

SHATTERER

The treasure is a strange-looking bio-organic rifle. The metallic tentacles around the stock still writhe, and happily circle the wrist of anyone bold enough grab the handle and aim the weapon. They do release the wielder if he sets the weapon down. The user must aim the weapon and then will it to fire, and can feel a teeth-rattling buildup of power before it discharges. The weapon deals 18 Damage plus an automatic Bonus Die. A Good or Outstanding hit adds more Bonus Dice as usual. However, this weapon operates at a deadly cost to the user.

The firer suffers damage equal to the total rolled on whatever the Bonus Dice the weapon generates. This includes dice added by Coup-de-Grace or other sources.

The weapon's Range is 20/40/60. It fires only one shot a round, but doesn't need Ammo apart from whatever damage it deals to its user. This device is Tech Axiom 27.

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A REALM OF PRIMITIVE ADVENTURE...

The Living Land is ruled by High Lord Baruk Kaah and his army of reptilian edeinos. It has taken over both coasts of the United States, the Yucatan Peninsula in Mexico, and the mysterious “White Zone” in Canada.

Where the Living Land rules miraculous spiritual power is available, but technology rusts and fails. Ordinary humans—and even some heroes—regress and become ruled by their primal passions.



There are amazing opportunities scattered among the Living Land’s perils. The Law of Wonders insures that lost treasures appear in the misty and unexplored jungles. These treasures might have disappeared from Earth long ago or they may be relics from cosmos destroyed by the High Lords. Whatever their different origins, they are resurfacing here and now, for adventurers bold enough to discover them!



INSIDE YOU’LL FIND:

- New Perks, Miracles, and Gear for players.
- New threats, foes, and plenty of dinosaurs!
- Details the different regions of the Living Land.
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This game requires the Torg Eternity core rules and Drama Deck to play.