

TARG

The Living Land



• DANIEL R. HORNE •
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**WEST
END
GAMES**

THE SOURCEBOOK OF PRIMITIVE REALITY

The Near Now ...

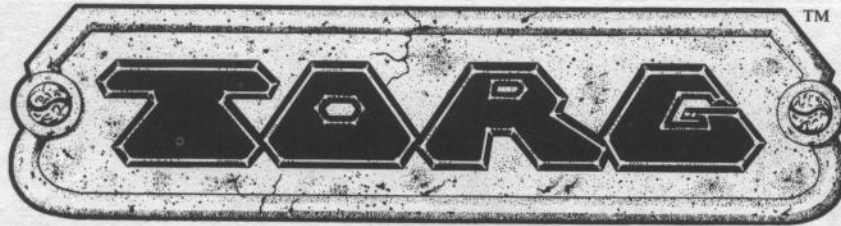
Later today, early tomorrow, sometime next week,
the world began to end.

North America has been invaded by raiders from another cosm — another reality. They have come to steal Earth's living energy ... to consume its possibilities. These Possibility Raiders have brought with them their own reality, and now portions of North America have become *someplace else*.

Baruk Kaah, Saar of the Edeinos and High Lord of Takta Ker, has brought his primitive reality to Earth. Now parts of both coasts and the far north have fallen to the invaders. Technology refuses to work. Men and women are succumbing to primeval urges and joining the invaders' camps.

Now dinosaurs control New York, a vast jungle encompasses Sacramento, and a Deep Mist pervades significant chunks of the United States and Canada.

This is the realm of ...



Roleplaying the Possibility Wars™

The Living Land

The Sourcebook of Primitive Reality

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The Living Land

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Introduction



isten: North America has been invaded by Jakatts — faithful worshippers of a god who they say rewards them for experiencing sensations. They must do everything for themselves. To make tools or use technology would be a disgrace, so they make do with what is at hand. We might call them primitive, for their prayers and spears remind us of so many other cultures on our world that we have labeled as such.

But here's the important part: Their god is real and they have spread their reality across the face of our continent.

The Living Land is a primitive realm, filled with dinosaurs and lizard men, action and adventure, unusable technology and high spiritual power. It is a "Lost World" superimposed over the world we know, thus adding to the mystery and horror of the place.

From New York to Wisconsin, from Vancouver to Monterey, and in the tundra wastes of Canada, the worshippers of Lanala roam the land in huge tribes, filled with blood lust for the holy rewards combat will bring. Humans are captured for sacrifice or made members of the frenzied tribes. Giant lizards the size of Earth's ancient dinosaurs now storm their way into our cities. Within the areas taken by the invaders, miracles occur on a daily basis. A deep, thick mist has spread over the land, confusing travelers and making the land hot and humid. The technology that we have grown accustomed to no longer works where the Jakatts have passed through — and our armies have been rendered helpless in the wake of this altered reality.

But North America does not suffer under an isolated storm of change. The entire Earth has come under siege by beings called the Possibility Raiders. These raiders, each from a different cosm, were organized by the Gaunt Man, the High Lord of Orrorsh who has claimed the title Torg. The Jakatts, and their High Lord Baruk Kaah, are just one of the six invading realms.

The Jakatts call their home world the Living Land, and through an arcane and evil art are spreading the reality of the Living Land across portions of the United States and Canada. The leader of the Jakatts is Baruk Kaah, High Lord of the Living Land, Saar of the Edeinos. He has invaded many worlds over the course of time, robbing each of the living possibilities that keep them alive. In this way, he has extended his own life at the price of billions of other lives.

The Jakatts, however, have not yet triumphed. Although they have taken much land from the United States and Canada, resistance from both nations has slowed the invasion's progress. Additionally, trouble within the High Lord's camp has caused the invaders problems, too. A religious war seems to be brewing among the Jakatts, so Baruk Kaah is battling on two fronts — against Earth's reality and against discontents in his own.

This is the conflict in North America. The conflicting interests are numerous, the alliances complicated and uncertain. The peculiar situation prevents anyone from knowing how the war will resolve itself. But one thing is known — the conflict will be a bloody one, for that is the way of the Possibility Wars.

Important!

This sourcebook is a companion volume to *Torg: Roleplaying the Possibility Wars*. You must have the boxed set to use much of this book, as many concepts and rules are explained therein. Read the game books first, then come back to this book for details on the Living Land.

The Sourcebook

North America during the Possibility Wars is a fascinating and dangerous place. Large sections of land have

been claimed by the invading Jakatts. Winged reptiles fly over deserted McDonald's. Tribes of humanoid lizards and creatures that look like flying starfish pray to a strange god for survival. Meanwhile, the governments of the United States and Canada struggle to retain their power after losing cities of economic and political importance.

This sourcebook covers what life is like in North America during the Possibility Wars. It details the culture, religion and laws of the primitives. It describes the factions working with and against each other, presents day to day life in those areas still under Earth's reality. It provides new character templates for players to use, new rules for equipment and axioms of the Living Land, and more.

The first section of the book contains source material on the Living Land, covering such details as how a tribe from the Living Land is structured, how the United States and Canada are dealing with the invasion, and what life is like in certain cities across the continent.

The second part of the book provides rules and other information for the gamemaster. These rules are additions to the rules found in the *Torg Rule Book* specifically designed for use in primitive reality. This section also contains a listing of creatures found in the realm, miracles the Jakatts can receive from Lanala, and adventure hooks to build adventures on.

The final section provides new character templates — ready made characters for your group to play. See *the Torg Rule Book* for details on how to customize them.

The continent of North America is now a land of sharp contrasts and bloody conflicts. High-powered rifles are pitted against miracles granted by a primitive god. Gigantic reptiles are sent by the faithful to destroy Earth's cities. The struggle for Earth is underway, and the nature of reality hangs in the balance ...





The Realm and Cosm





Chapter One

The Storm Begins

It started, at least as far as most of the world was concerned, on Opening Day of the new baseball season. On that day, before a packed house at New York's Shea Stadium, the Possibility Wars began. A gigantic bridge of vines and roots and jungle smashed into the stadium, connecting the cosm of Takta Ker to Earth. Thus, one group of Possibility Raiders attacked our world.

The Possibility Wars

The Possibility Raiders came from alien cosms of differing reality, invading Earth in order to strip this cosm of possibility energy. The invasion was coordinated by the Gaunt Man, the High Lord of Orrorsh. Earth was too large and powerful a prize for even one as strong as the Gaunt Man, so the High Lord contacted others to help him with the invasion.

He contacted Baruk Kaah, High Lord of primitive reality, and convinced him to bring his Jakatts to Earth. Actually the second wave of the overall invasion, Baruk Kaah dropped his forces upon three parts of North America — one in Canada and two in the United States.

Whole tribes of edeinos warriors swarmed down the maelstrom bridges. Extremely violent reality storms wracked North America as two hugely disparate realities struggled against one another. Winged reptiles carried edeinos across the country, planting the important stelae that formed Baruk Kaah's borders and held his reality on Earth.

Canadian and United States military forces were devastatingly effective outside the stelae bounds, but

virtually useless within the reality of the Living Land. Official doctrine is not changing as fast as battlefield conditions, and a few field-brewed solutions are being attempted.

Now, three months after the initial invasion, soldiers have their hands full trying to maintain order along the borders as millions of refugees stream away from the Living Land.

The War on a Personal Level

Ted arrived in Honesdale, Pennsylvania at three in the afternoon. He put his truck into neutral and looked as far down the length of Main Street as he could. The sun was somewhere above him, but its light was obscured by the thick mist.

Like every place else he had seen since leaving Philly, the town was transformed. Vines grew up along the pane glass windows of the stores. Buildings made of stone were no longer square with flat sides, but had transmuted into rough, cliff-like faces. The plant life had altered drastically. Gone were most of the pines and maple trees that made the landscape green nearly year round. Now the plants of the lizards grew everywhere. The most common was a squat palm tree with huge red leaves that were lined with razor sharp thorns. They grew out of the wreckage of cars and often from the remains of corpses that were scattered along the pavement. The only difference from this town and the others he had passed through was that Honesdale had been his home.

And that, if she was still alive, his daughter would be somewhere nearby.

He shifted the rig into gear and started down the street. He reached



over and touched the shotgun on the passenger seat. There were plenty of places for creatures of one kind or another to hide, and the going would be slow as he maneuvered the large cab down the street. Metal scraped against metal as the front of the truck forced abandoned cars out of the way.

When he dropped Jenny off at his sister's place for his run to Philly three months earlier, he'd told her he'd be back in three days. She was wearing her little blue dress that Margaret had picked out for her last Easter. Like Margaret, Jenny felt compelled to dress up whenever she was going visiting, whether the occasion was formal or not.

"Why can't I come with you?" she asked as he carried her up the stairs, swinging her back and forth in his strong arms. Her face had the unlined perfection of all eight year olds.

"Because a little girl shouldn't be riding in a rig til midnight," he said, "which is what I'm going to have to do to get through Philly and down to Washington to make this run by tomorrow."

"Did mom ever go with you?"

"Yes. A couple of times. But she wasn't little."

"Did she like it?"

He smiled. "I think so. Yes."

She leaned in and whispered to him, "I don't like staying with Aunt Mirium. Everything smells old."

"She is old," he whispered back.

Jenny giggled, then became serious. "Take me next time?"

"I'll think about it."

Now he stared at his reflection in the windshield and called himself an idiot. His large features, the nose that he always thought of as a melon, the eyes that were so big he usually looked like a surprised child, were formed into a terrible scowl. He'd already mentally thrashed himself for not bringing her, even though another part of his mind knew there was no way he could have known what was going to happen.

The people in Philadelphia told him it wasn't worth it, that anyone caught in places taken by the lizards switched over to the lizard's way of thinking. That not only was his daughter as good as dead, but that he would die too if he left the safety of the city. Fine,



he had thought. If I die, that's what I deserve. But it still took a long time to break away. There were so many things he needed to do, so many people he needed to help. But now he was on his way to recover his little girl.

He had crossed over the boundary and discovered that he thought the same way he always had. Whatever changed other people didn't affect him. Now all he had to do was find Jenny.

He cleared Main Street and passed over the creek. Just as he shifted into second he heard a gentle thud on top of the cab. He grabbed for the shotgun, but a lizard's clawed arm, long and sleek, smashed through the passenger window and tore into his wrist with its nails. Ted suppressed a howl and grabbed the elbow of the creature with

his free hand. He yanked on the arm and the lizard's head came smashing through the rest of the glass. Although the creature's tough hide kept it safe from damage, it was momentarily off balance. Ted slid his hand down the length of the gun, found the trigger, raised the barrel slightly, and fired. The creature flew back from the cab.

Two more thumps landed on the top of the cab and Ted raised the gun and fired. Cries of pain crowded out other noises. First a lizard man fell past the passenger window, and then a body crashed onto the hood of the cab.

Ted caught his breath. It was the Winslow boy, the high school football star. He wore only a pair of khaki shorts. His right leg was a road map of

blood. The teenager was writhing, clutching at his thigh. He was also smiling, and Ted realized with horror that the kid was somehow *enjoying* the pain. He slammed the cab back into gear and lurched forward. The Winslow boy skittered off the hood and out of sight. He gunned his cab forward and started racing up 191. He did not check the rearview mirror.

He'd just turned the first corner when he saw the lizard out in the middle of the road up ahead. It was about seven feet tall, thick as a football player. A red tongue flicked out of its tooth-filled mouth. As it spoke its race's high pitched language, it ground a stick of some kind into a slit under its scales just above its stomach.

"No magic. No magic right now!" Ted screamed, and he raced toward the lizard, hoping he could run it down before whatever spell it was preparing could be completed.

The creature closed its eyes and shrieked from the pain it was causing itself. For a moment it looked like the thing were praying. Suddenly, with only 20 meters between them, a giant rhinoceros of some kind, something the lizards had brought with them, raced onto the road and rammed the cab. Its center horn ripped through the passenger door and missed goring Ted by a hair. He tried to regain control of the cab, spinning the wheel to the right, but the dinosaur flicked its head and the cab was sent tumbling off to the side of the road.

For an instant Ted saw the world as a spinning rainbow, and then his head smashed into the ceiling and he saw nothing.

Sometime later, a small hand touched his cheek.

"Father?"

Ted opened his eyes. Jenny stood before him. His arms tried to grab her, to hold her, but he discovered that his wrists were tied behind his back.

"Jenny? Jenny, honey, how are you?"

"I'm fine, Father," she giggled, as if the question were silly.

"Listen, I'll get us out of here, don't ..." And then he noticed the hunger in her eyes. Or at least it seemed like hunger at first. As he looked into her eyes, though, he realized she was ac-

tively consuming as well, as if she were possessed by an eternal appetite that was always being fed, but never sated.

"Shhhh." She put her finger to her lip. "The optant wants to sacrifice you. I told him you were blood, and he said if you decided to join the tribe you would be spared." Jenny stopped and stared at him again, still with the same hunger.

"Join the tribe? Jenny, these are aliens or something. They've taken over parts of the country. I can't join them."

Now Ted noticed about 30 figures around him and his daughter. All of them were watching. Most were the lizard creatures, but some of them were humans. There were a few larger lizards, which Ted had seen the creatures ride as mounts. And beyond those, in the trees as the edge of the

clearing, Ted saw what looked to him like giant starfish made of stained glass. For a moment he was captured by their beauty. Then his daughter's voice brought him back to the situation.

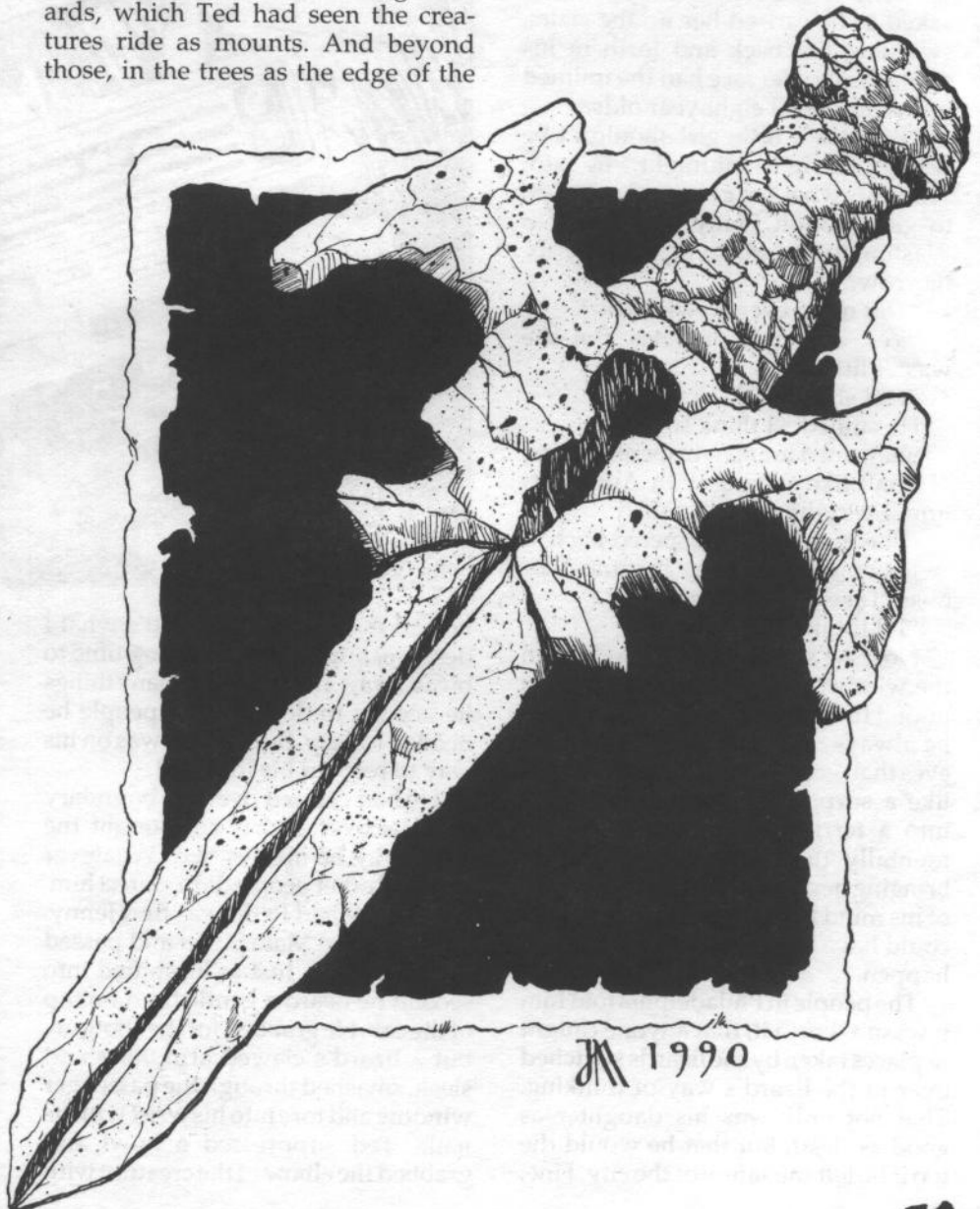
"Then you will die."

"Jenny!" he whispered harshly. "What's with you. Don't you want to get out of here?"

"No." She answered the question with such ferocious joy that it frightened him. She must have flipped over to their way of thinking, like the others he had met.

"Doesn't it mean anything to you that I'm your father?"

"It is why I asked them to spare you."



"And if I don't surrender?"

"Father ..."

"Stop calling me father!" Ted shouted. "I'm your daddy, blast it!"

She stopped as if she had been slapped. For a moment he could see his little girl in her eyes. Then the alien hunger returned, and she continued coldly. "You are blood. But the tribe comes first. If you wish to die, then so be it. That is the first test anyone must pass before joining Baruk Kaah. If the person wants to die, they cannot be part of the tribe. They are given their wish. Everyone in the tribe wants to live."

"What are you talking about?"

"Everyone in the tribe wants to live. No one here ever wants to die. The night after Mother died, you cried and said you wanted to die. If you were to join the tribe you would never have that feeling. We always want to live."

Henry Winslow's grinning face sprang up in Ted's mind. "I just left Henry Winslow dying down the road. He seemed happy enough about it."

"He is not dead. He was cured by a praying to Lanala. He rewarded him for the sensations he gave him. And if you thought he was happy about dying you are wrong. But the pain was ..." she stopped to search for a word. "A feeling he was overwhelmed by. In the tribe all feelings ... everything ..." She could not go on, but her eyes were so very alive. She was like a new born baby who had been given the intellect to go out and get whatever it desired.

"I don't want to feel that," Ted said.

"You will feel that just for a little bit before they kill you. That is part of the ritual."

"I don't want to live that way. I want to be upset over your mother's death. I want to care." His daughter turned and walked away from him.

"Jen! Jenny!"

She walked on.

Time passed, and Ted found himself spread eagle on the ground, vines tying his wrists and ankles to heavy roots. Above him was the eternal, white void of the mist. It was very humid. It seemed that the whole tribe was around him now, except for Jenny. He could not spot her anywhere.

They were in the field where the county fair was held each year. The grandstands were empty. He struggled and the vines cut into his wrists. A lizard man stepped beside him and began chanting. The creature held a large knife made of stone. Along the sides of the blade were many symbols.

"You bastards!" Ted shouted. "Give me back my daughter! I want to kill you all. Let me loose and I'll kill you all."

The lizard stopped his chanting and called a woman over. She said something to the lizard in its own language. The lizard looked down at Ted for a moment, then said something to the woman.

The woman, a brunette with a face very much like Margaret's, said, "The gotak says you seem to want to live

now. If you wish to join the tribe you will live and fight all you want."

"I live only by my rules."

She made a few sounds to the lizard and stepped away. The lizard continued his chanting. Suddenly Ted felt a strange sensation wash over him. He tried to shout again, but found he could not. Instead of anger he felt joy. The granules of dirt that dug into his back were each alive and tickling him. The harsh edges of vines still dug into him, but each fiber created such an overwhelming feeling that he rubbed them harder to maintain the pleasure. Even his breathing made him happy. He had never been aware of how incredible it was to draw in air and feel it coursing through his body. Everything around him fed into his senses and he suddenly realized he wanted to live more than anything, to live and feel whatever sensation that he might encounter, just as long as he could feel it as strongly as he could feel everything now.

The lizard then plunged the stone dagger deep into Ted's chest, cracking his ribs and piercing his heart. Ted shouted out a tremendous gasp. The pain was terribly sweet. His lifeblood leapt with strong spurts out of his body. And though he could not help but be fascinated by the experience, he was sad, for he could not remember why he had wanted to die, what was it that compelled him to give up his life so that he would never feel anything again.

Within moments he was dead.



Chapter Two

The Cosm: Takta Ker

The edeinos' cosm home-world is a huge planet covered with jungles, forests, and swamps. It is similar to Earth in many respects. The differences, however, are great enough that no one from Earth would confuse it with his homeworld.

The edeinos call their world Takta Ker (literally translated as The Living Land). It has a rotation period of 36 hours. The axis tilt of the world is so slight that there is hardly seasonal difference on the planet as it revolves around its bright, white sun.

The atmosphere of the world is obscured by the Deep Mist, a thick fog which obscures vision and keeps the world continuously warm and damp, day and night, throughout the year. There is no snow or ice on the world, and the conditions of winter are completely unknown.

The only areas not perpetually warm are the two polar regions. The southern polar region is an ocean filled with hundreds of barren islands. Although the water is cold, there is no ice. Because the cold conditions are so inhospitable to the edeinos and other creatures of the world, the area is completely devoid of life except for a small variety of sea-dwelling creatures. These range in size from massive whale-like creatures to small fish.

The northern pole features a continent that is no more than a vast tundra. Short, brown bushes dot the landscape. The inhabitants are burrowers and serpents ranging from Earth-size equivalents to giant ugresks. Like the south pole, the area is colder than the rest of Takta Ker, but no worse than an autumn morning on Earth. To most of the creatures of the world, however, that is not a comfortable environment, and most stay away from the poles.

There are five continents on the world, including the northern continent just discussed. The northern continent is called Heta. The other four are Jister, Palcoc, Yerqu, and Vandast. The four mid-world continents are very large, filled with towering mountains, plummeting valleys, roaring rivers and thick, encroaching vegetation. Each of the four mid-world continents are inhabited by Jakatts. The Jakatts roam the world in their nomad tribes, taking from an area what they can and then moving on.

The continents of Jister and Palcoc each have two bridges rising from them that lead to Earth. The Jister bridges lead to Pasadena and Fort Providence. The Palcoc bridges lead to Thunder Bay and New York. Also rising out of Jister is a bridge leading to the Aysle cosm. The bridge to Aysle was built by Baruk Kaah, which means that there is little chance of invasion from the Aysle cosm, since the bridge is controlled by the Living Land's reality.

History of the Living Land

The race of the edeinos lived for hundreds of thousands of years on their world Takta Ker, the Living Land, before Baruk Kaah stumbled across the device which let him build bridges and raid worlds. They evolved from a higher order of dinosaur, much like humans evolved from a higher order of primate, but at a much slower rate than humans did due to their lack of tool manipulation and close, almost draconian, ties to nature.

Thousands of years ago, there also existed on Takta Ker a tool-using insectoid race called the ustanah. The



two races seldom had any contact. It was conjectured that the ustanah saw the edeinos as little more than beasts with complex social instincts. But when the edeinos came fully to understand the true nature of Lanala and the way of true life, they swept over the ustanah. The entire culture of the ustanah, filled with poetry, plays, written language, math and the beginnings of engineering, was destroyed within a century.

The edeinos saw the ustanah as a dead race, disconnected from the Life Lanala offers. They offered the way of Keta Kalles to any ustanah who would accept, but none of the insectoids wanted to give up their ways. They were proud of their accomplishments and preferred to be destroyed with their culture rather than adopt what they saw as a barbaric life.

Jakatts displayed no hatred of the ustanah. They saw a dead race that wanted death. They put the ustanah in dangerous situations, encouraging them to wake themselves from their slumber of indecision. They forced them to either live fully as a Jakatt or finally accept true death. The insectoids chose the latter.

During their war with the ustanahs, the edeinos saw that the tools the ustanahs used could be advantageous. But they were forbidden from creating such things as the ustanah had created them, for such creation involved using items that were dead. They asked Lanala for guidance, and through prayer the goddess granted them living plants that would grow in useful ways, thus simulating dead tools.

The war with the ustanahs greatly increased the complexity of edeinos culture, through contact with a new social structure.

They transformed from a scattered, unorganized people who depended mostly on the family unit for shelter, to a society with standard religious prayers and a large tribal infrastructure. For the first 500 years after the end of the ustanah war, the tribes were separate and frequently at war with each other (for no purpose other than to experience the intensity of combat). It was during this period that Baruk Kaah, merely an edeinos youth at the time, came across the device from

“beyond Lanala” and began to assemble all the tribes of the Living Land under his rule.

It took decades for the future Saar of the Edeinos to bring his race together and attempt an invasion of another cosm. The first world he attacked was the homeworld of the stalengers. The flying race of multi-colored pentapods was quickly destroyed, though a great many became Jakatts and joined the tribes of the Saar.

Other worlds followed, among these the world of the benthes. These small, amorphous creatures feed off the emotions of other creatures and can manipulate emotions to their own end. They too found the god Lanala worthy of their attention and now travel with the High Lord on his conquests.

Baruk Kaah grew more and more powerful over the years, and enriched his people tremendously. When the Gaunt Man approached him with the

proposition of invading the “possibility rich” world of Earth, Baruk Kaah readily agreed, and prepared his people for a new war.

Baruk Kaah's Darkness Device

The Jakatts whisper of a terrible dead thing. They call this thing Rec Pakken, which translates as “Darkness Device.” The Darkness Device is the source of Baruk Kaah's power. The High Lord found the item centuries ago and it was with its aid he elevated himself above the other edeinos and thereafter began his series of attacks through the cosmverse. According to legends, Baruk Kaah was only a youth when he saw a falling star land near where he was watching the night sky in prayer. He ran to find it, not sure what to expect. What he discovered,



buried within a crater, was a large, hollow rock. Although the heat emanating from the rock was incredible, Baruk Kaah worked through the night to shatter it, for it is said he heard something calling to him from within the rock.

At dawn he succeeded, and the contents of the rock spilled out: a single, giant seed. It was as black as night and as smooth and reflective as a calm pond. It was as big as his fist, and it sang to him of power and glory. Thinking the seed was a gift from Lanala, the young edeinos took it off to an area far from his tribe and planted it. It immediately took root and began to grow. In only a week's time it was as large as a tree, and in his pride Baruk Kaah brought others to see what Lanala had given him.

But the other edeinos were not as happy with the recent addition to their world as Baruk Kaah was, for the tree was not truly alive. Although it was quickly getting bigger, it was not really growing. It was like a rock, all black and hard, and it had a life of its own — but it was not alive.

After three weeks the "dead tree" had branches that stretched 10 meters out and were so heavy they sank to the ground. These branches in turn "took root" and new tree sprang up from these points. It was clear that the one seed Baruk Kaah had planted was going to eventually produce a vast, dead forest that was actually a single entity.

Many of Baruk Kaah's fellow tribe members suggested that the dead tree be destroyed. Most of them were killed when they went out to hunt, their bodies never recovered. It was soon discovered that Baruk Kaah was behind the murders and the disappearance of the bodies, and that he had fashioned small sacks from vines and filled these with the remains of the dead edeinos.

This seems to be the point at which Baruk Kaah split off from some of the Jakatts in his home cosm — a schism that still exists today. For in the Living Land it is natural, and therefore *right*, that the dead decompose in the Deep Mist to be used as food for the land to grow strong. Baruk Kaah was destroying this cycle.

When all this became clear, Baruk Kaah revealed that the strange tree, which in fact by this time had become what looked like a copse of trees, spoke to him. The tree had shown him how to preserve the bodies so that the power of the world itself would flow through their remains. If it used the power of the world, the power of Lanala, then it must be good! They were, he stated, being used for a special purpose by their goddess.

Some edeinos were intrigued by the situation, and joined Baruk Kaah when he promised to make them as powerful and give them new experiences. Other edeinos saw this as a new form of deadness and attacked Baruk Kaah. But within the forest, which he never left, he was much more powerful than the other edeinos. He killed them and used their bodies to make more of his sacks. The tree told Baruk Kaah that the sacks were called *stelae*, and if he planted them in the pattern the tree showed him, he would be able to retain his power even beyond the black forest. He did this, and expanded his power across the homeworld.

Soon Baruk Kaah had most of the world under his control, for he was a mighty leader and had promised to bring his followers to new worlds where completely new sensations awaited them. From the center of the strange tree (now the size of a giant forest) sprang the first maelstrom bridge. It grew into the sky and toward another cosm.

So began the dominion of Baruk Kaah.

Baruk Kaah, High Lord of the Living Land

Baruk Kaah, Saar of the Edeinos, High Lord of Takta Ker, the Living Land, is perhaps the only vain edeinos ever to live. He has lived for hundreds of years now, invading one world after another, and over the last two centuries has conceived the notion that he is to become the true lover of Lanala. To become an equal of Lanala means that all Jakatts would have to

pray to him as well as to Lanala for their miracles.

He has revealed his ambitions to no one, though a few edeinos are beginning to suspect that their leader is out to pervert the precepts of Keta Kalles. So far this has resulted in several tribes leaving his rule. They are disorganized and shunned by the other Jakatts who are thankful to Baruk Kaah for bringing them to such a variety of worlds and giving them such a variety of experiences.

To attain the demi-god status he desires, Baruk Kaah knows he must attain great power. He must achieve the status of legend, foretold to him by Rec Pakken. He must become the Torg. His ambition often drives him to make brash strategic decisions that result alternately in spectacular defeats and huge successes. He joined the Gaunt Man's alliance because of the amount of energy Earth promised. While he was quite disappointed when the Gaunt Man claimed the title of Torg for himself, Baruk Kaah knew that his dreams were not in vain. It was his destiny to become Lanala's lover, so all he has to do is wait for his opportunity to take the title — and the power — for himself.

When he has attained the title of Torg, he will expand the boundaries of the Living Land over all of Earth and draw as many people into the faith of Keta Kalles as possible. Then he will withdraw from the planet, leaving the humans to die in agony as their possibilities are ripped from them. This will be Baruk Kaah's sacrifice to Lanala — millions of worshippers all killed in a horrific and painful orgy of death. She will never have experienced anything like it, and the High Lord is certain it will be enough to gain from her what he craves.

Besides his vanity, he is the only Jakatt who has ever created for himself something to lose. His reach for divinity makes him desperate and he is constantly willing to ask for help from anyone in order to become Torg. He is not worried about paying back the favors he is accruing, for he expects his rise to power will absolve him from all culpability in these matters.



Chapter Three

The Keta Kalles Religion

Lanala was very much alive. Her skin, as pale as the moon above, was pulled taut over the entire length of all the worlds. Her eyes were as big as the suns, her finger tips caressed the night sky.

But there was nothing for Lanala to feel, for Lanala was all there was. There was no light. There was no world. There were no trees or water, smells or flesh. There was no blood. There was only Lanala, and she wanted something she could experience. She longed for food to taste, for colors to see. She desired textures to touch, scents to smell, and sounds to hear.

So Lanala decided to create so that she might have sensations. First she made the stars, and scattered them through the cold black of night so she might marvel at their beauty. Then one night, she decided that the stars should have worlds to warm, as they already had heat. In this way, they would know what it was to use themselves to give pleasure. So Lanala made the worlds.

She was pleased with her work, but quickly saw that some of the worlds were getting too hot. She created oceans so that the worlds might cool down. She cupped the water from the oceans in her hands and poured it over her head, shivering from head to toe at the wonderful coldness. But it occurred to her that the water did not have the opportunity to give anything, as she gave the stars energy and the stars gave the world heat and the world gave the water a place to be. So she made plants to draw on the water for growth, and the water could give sensation as well.

Lanala had just completed creating the plants when they began crying out, one after another, over and over again, "We're good to eat! Taste us! Taste us!" Lanala did and discovered the plants were indeed very pleasing to eat. She had grown weaker, though, from making all that she had made,

and could not taste the plants fast enough. So she made the animals to help her taste the plants of all the worlds.

Soon, though, the animals were dying from old age, while the plants were born again and again each season. The animals begged to be allowed to live forever as the stars and worlds and oceans did, but Lanala did not have enough strength to do this. Instead, she said to the animals, "I have enough power to let you create yourselves anew through your own passion." And the animals, with no further prompting needed from Lanala, began making more of themselves.

When Lanala was done though, she realized that she had used up so much of her power that her senses were dead. She could no longer see the stars, or feel their warmth. She could not touch the soil, or smell the ocean breeze. Her grief was unbearable. It was impossible for her to be among the universe yet be unable to experience it.

She decided to transform herself from the one strong god she was, into many weaker mortals who would experience the universe for her. The mortals became her eyes, ears, nose, tongue, and fingers. In return for life, the mortals were required to experience everything, as fully as possible, for Lanala.

The Theology of the Jakatts

The religion of the Living Land is based on sensuousness and passion. It is called Keta Kalles. The central concept of Keta Kalles is that the more intensely you experience life in terms of your senses, the more the universe will reward you. In the mythology of



Keta Kalles, the universe is a beautiful lover called Lanala who has lost the use of her senses. (The sex of Lanala varies depending on who is speaking of him/her. For convenience, Lanala will be referred to in the feminine pronoun in this sourcebook.) The faithful become instruments of sensation so that the universe may experience pleasure *through* them. When a worshipper, or Jakatt (literally, "lover"), watches a sunset or squeezes mud through his toes (and absolutely indulges in the sensation), he is in turn giving Lanala pleasure. Actively experiencing sensation is a prayer within the Living Land.

Emotions play an important part in "praying" as well, for the more intense the emotions a Jakatt feels at the time of an experience, the more direct the connection with Lanala. When an edeinos warrior is in battle, it does not matter in religious terms whether he is filled with a lust for blood or with fear — what matters is that he feels the emotion *intensely*.

Lanala will gladly help those who give her pleasure. To ask for help it is necessary to be experiencing an intense sensation of some kind. When time permits, elaborate rituals are performed by the tribe that involve extremes of pleasure and/or pain. Art plays a large part of the rituals of Keta Kalles as well. Jakatts will often make elaborate patterns of amazing intricacy and beauty from living plants. Such works create a focus for sensual pleasure and are a strong offering to Lanala.

In an emergency, specifically when dealing with an enemy, more abrupt measures are usually taken. Often self-mutilation of some kind is used to attain an immediate intense sensation. An edeinos will frequently have a permanent wound, called a *yunti* (passion), which he will always use for such purpose. The wound is usually located under a flap of scaly hide just above the stomach. A *yunti* is usually cut at puberty and rarely gets a chance to heal.

The miracles of the Living Land can heighten the senses, increase physical stamina and abilities, spontaneously bring into existence items that can produce intense sensations, effect the emotional state of a person or crea-

ture, and consume objects or beings that have been sacrificed to Lanala at an incredible rate.

The following report, put together for the Delphi Council, discusses the religious and social interaction of the Jakatts, as observed by anthropologists of Earth.

A Report on the Religion of the Invaders

By Dr. Henry Thompson, professor of anthropology, Harvard; and Dr. Richard Marks, professor of anthropology, University of Pennsylvania

To gain a better understanding of the edeinos, stalengers and benthes, we have interviewed several dozen prisoners and deserters over the last two months. Our data, we realize, is not only far from complete, but hardly backed up with the necessary research. The completely alien quality that these creatures possess, however, compels us to release the information we have gathered as quickly as possible, since it must affect strategies in the immediate future.

Interview with a Jakatt

The following description was given by Rava Atalik, an edeinos Jakatt captured during the Battle for Philadelphia. The transcript only gives the Jakatt's responses to the questions. The questions can be inferred from the answers.

"Our world is Alive. Much of your world is alive, but you are dead, all you make is dead, and you have killed much of your world ...

"I do not know what a spirit is. No. There is nothing in me but me. There is nothing in you but you. How could there be anything else? *(laughs)* There is no difference between your body and mine, only in how we use our bodies.

"Lanala has taught us how to feel everything. To look at this ... *(indicates the table before him and he is told its name)*

Religions in a game

This sourcebook describes a fictional religion as it exists and operates in the fictional setting we have created for the *Torg* game. It is in no way intended to be considered a real religion in the real world.

... table is fascinating, though you pass your eyes over it without seeing it. You do not see. Do you understand? You have eyes, but you have torn the sight from them. But this table is dull compared to what lives. You have smothered its surface, cut its sides clean, removed all of its roughness. It is *easy* to look at, *easy* to touch. This is how you die. You make things easy, you get lazy. The tree you killed to make this was more interesting by far than this thing you made with it. Harder to take in, but much more interesting.

(Laughter) "No, your machines are not complicated. They have many pieces, but each moves the same way. No, I was told this by my *gotak*. Look at a tree sway in the wind. Each moment there is something new. If you look at it the same way you look at the machine, you have missed something. This pattern you have told me about may come close to describing the tree, but you will never know! Something will come along to change what you think will happen next.

"That is how we live. We pay attention to everything. We experience everything. Even the pain is ours. You shun pain. You think you live longer, but you are simply a corpse for more years."

The Religion of the Living Land

Like everything involved with the Living Land, Keta Kalles — the religion of the cosm — is rather informal. This is due both to the lack of social complexity available in the land (apparently due to the peculiar "real-



ity," within its boundary) and the high spiritual power, which allows Jakatts, the faithful of Keta Kalles, to pray to Lanala and receive miracles with little or no religious training. Unlike the religions of Earth, which usually require years of study and the passing of many stages through a hierarchy of some sort before being conferred with access to the higher spiritual elements, a Jakatt need only live according to certain rules to be rewarded directly by his goddess. It is as if a child of Earth, who simply went to church every week, were suddenly given the power of a saint.

Unlike most primitive religions, fear is not the driving force of Keta Kalles. The Jakatts are saddled with few taboos. In fact, the religion centers on a kind of immediate gratification wherein anything is good so long as it is intense. The word "gratification" must be qualified, since the sensations that a Jakatt seeks are not always pleasurable. Whereas humans make great effort to avoid pain (either by preventing it by living carefully, or dulling the pain when there is no way for our bodies to avoid it), a Jakatt embraces the pain of a broken arm the same way humans enjoy back rubs. The broken arm still hurts the Jakatt, but he is put into a rapture from the pain. A Jakatt feels pain, but feels it as a good thing. He is alive with his lover, Lanala, and as long as he is experiencing sensation intensely, he is pleasing Lanala.

The Story of Lanala and Death

Now Lanala made the edeinos healthy and strong, but discovered in time that they died. So Lanala went to Death and asked if he was responsible for killing people. Death said the edeinos wanted to die, and he would prove it to Lanala. He brought Lanala to the edge of a glade near an edeinos' camp.

In a few minutes a very tired, old edeinos walked by, heading into the jungle to hunt. The old edeinos said, "I am too tired to hunt. Life is nothing but toil when I would rather rest. I wish I were dead." No sooner had he uttered the words when he dropped down dead.



Next came an edeinos woman heading into the jungle to get some water. A full litter darted around her. The children were noisy and ran this way and that, and the woman complained of her sad lot and wished she were dead. As soon as she spoke the words, she fell down dead.

Then Death turned to Lanala and said, "You see, your people want to die. They call to me."

Lanala left, very sad that the edeinos chose death instead of life. And then, after a very long period of despair, Lanala decided that she would teach the Jakatts how to love life.

Everything is good to a Jakatt, except the loss of life itself. The tension for all Jakatt's, then, is not how to lead a "good" life while living in a corruptible body of flesh, but how to live a good life while living in a body that can die, for certainly many of the activities which Lanala's lovers indulge in bring them continuously to the brink of death.

Thus, it seems that while the goddess of Life may be their lover, they flirt continuously with Death, tempting him every day to take them.

The Organization of Keta Kalles

The religion of the Living Land is anything but structured. In fact, there are only two Jakatt out of every tribe who have been given a designated position separate from everyone else.

First is the optant, the priest of Life. While all Jakatts have the ability to speak directly with their goddess and call on miracles, the optant has dedicated his life to serving all facets of his goddess. He can call upon and coordinate the major miracles, and provides counsel and direction to the people. Also, in these times of invasion, powerful optants are given charge of whole tribes and lower optants of warrior groups.

Second, there is the gotak, the priest of the Dead, or "he who must suffer no passion." The name is an exaggeration, for the gotak gets involved in as many exploits of pain and pleasure as any other Jakatt. He is simply in charge of handling the duties looked down on by Lanala and other Jakatts. Since he suffers in this way, he has been given his misnomer.

To the gotak falls the task of using all tools that are dead, and the making and handling of items that are unpleasant. For example, the sacrificial dagger used in ceremonies honoring Rec Pakken can only be employed by a gotak (and no other Jakatt would want the task). Certain miracles that work directly through powers granted by Baruk Kaah's Darkness Device are also the province of gotaks, as are the creation and preparation of the stelae.

The gotak is a recent addition to Keta Kalles, appointed by Baruk Kaah to handle unpleasantnesses that were dictated by Rec Pakken. Understand that the the gotak is not shunned or considered less than other Jakatts. In fact, he is somewhat pitied. But he is also feared for the power and authority he wields.

As for the other followers of Lanala, they are all equal within the group, though varied in the ability to get the goddess's attention. The truly spiritual among the Jakatts are marked with an intense hunger in their eyes and a slight jumpiness, anxiously waiting for their next experience.

S telae

Stelae are arcane artifacts produced through the power of a Darkness Device. In each cosm, stelae manifest in different ways. In the Living Land, gotaks gather the remains of some creature native to Takta Ker and wrap them in a sack made of vines and dirt. (Some Jakatt whisper that the remains are of edeinosaurs, not animals.) Then an elaborate ceremony is performed wherein the digging spot is identified and the whole dug. Then the gotak prays to Lanala (or, others whisper, to Rec Pakken itself) to infuse the sack with the reality of Takta Ker. Using the sacrificial dagger, the gotak cuts a slit in the sack. If his prayer was successful, the sack will bleed — signi-

fying that the dead have been imbued with Life.

Once planted, three stelae transfer that Life to the area within their triangular bounds. On an invaded world, these triangles seal off a realm from the rest of the invaded cosm, acting as a protective boundary which prevents the full possibility energy of a cosm from reacting to the invading reality. The stelae also absorb possibility energy from the living of the invaded world and transfer it to the Darkness Device. Finally, they also act as transmission points for the powers of the Darkness Device, granting its abilities throughout an invaded area.

Report on the Religion(Continued): Miracles

We have yet to fully understand the means by which the Jakatts enhance their senses, strength, and other aspects of their body, but we conjecture that it is similar in nature to a yogi's use of meditation. The other theory, less appealing to our sensibilities, but one that cannot be overlooked due to the peculiar nature of the invasion, is that within the boundary of the Living Land there is actually a deity who is responsive to the prayers of his people.

Asking for a miracle from Lanala requires that the Jakatt recite a short prayer, experience a sensation intensely, and frequently create a work of art.

The prayers are short poems of 20 to 100 lines in length which describe the joyous sensation that will be shared by the Jakatt and Lanala if the prayer is answered. Although standard prayers exist for most of the miracles described by the Jakatts, it is possible to improvise a prayer asking for the same effect as a traditional prayer, and

this prayer may serve as the piece of art required for the miracle.

In game terms, there are two methods by which miracles can be invoked — prayers and rituals. A prayer can be done in a combat round, rituals take 30 minutes or longer. See Gamemaster Chapter Eleven of the *Torg Rule Book*.

To humans, the prayers seem to be very much like love poems. Each is a promise of the pleasure to come if the goddess would only let the worshipper be with her. Unlike most prayers from Earth, there is something flirtatious in the structure of a Jakatt prayer, and the petitioner is not an unworthy being before his goddess, but a potential lover.

The idea seems to be that if a prayer is answered the Jakatt shares the power of sight, or endurance, or whatever, with Lanala. Lanala, in turn, is given the senses of the Jakatt, so she can experience the world.

The second portion of asking for a miracle is the experiencing of an intense sensation. This sensation can take on many forms, sometimes of pain and sometimes of pleasure. For most prayers the petitioner will indulge in a sensation for a long period of time, which apparently builds up the power





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of the sensation.

For example, an edeinos might sit in a pool of mud for hours on end, repeating a prayer over and over again. We have been told that a Jakatt in such a situation will attain such a state of ecstasy that he can barely contain himself in the pleasure. Sex, tickling, torture, starvation, sleep deprivation are all tactics used to attain the "intense sensation" required to gain Lanala's attention.

The time spent in prayer can be cut down considerably (an important factor in combat situations) by increasing the number of people involved in the prayer, or increasing the intensity of the pain. Thus, if 10 Jakatts pray to heal one of their members, it takes less time than if one were attempting the miracle alone. And, if instead of using a slow mud bath a Jakatt were to thrust his hand into a flame or draw blood from an old wound, he would need to spend less time praying.

The last aspect of prayer is the creation of art. The art can be a song, a poem, a dance, or anything else that is pleasing to the senses.

We emphasize this last point, since the art, unlike the art from Earth's religions, does not necessarily have anything to do with the religion at all. It does not sing praises to Lanala, it does not relate stories of the mythology. Most of the music and dance is abstract in nature ("we try to sing like a blade of grass looks," said one Jakatt) and is simply created to please. There is no meaning to the work other than to try to seduce Lanala with something beautiful to see or hear so as to encourage her to share her power with a Jakatt.

The artwork is usually only performed for very large ceremonies, when, for example, an entire village is going to war the next day, or for fertility rites.

Daily Life in the Living Land

The following interview is with Toque Oktor, an edeinos who has left his tribe because he sees many of the customs instituted by Baruk Kaah as contrary to Keta Kalles. He wants to work with the "soft-

skinned ones" to bring the High Lord down, and he travels the Living Land to seek out others like himself.

The reader will note that Toque Oktor is very comfortable with the English language. The edeinos seem to have an uncanny ability to pick up languages with little effort. Although he sounded very strange when he spoke the words, the actual words he spoke were relaxed and comfortable.

What does your home world look like?

It is very beautiful, very alive. It is a ... jungle ... most of it, and filled with plants and animals always in motion. Takta Ker is also very warm. We made the land we took from you warmer ... but it is not as warm as home. Most of your plants are green, very pretty, but not as varied as ours. We have many colors, red, blue and yellow.

What was your tribe like? Who was in charge, who was special?

There are only two tribes people set apart from the others. This is the optant and the gotak. The optant is the most sensitive (attuned to his senses) of everyone in the tribe, and Lanala rewards the optant with her love. The optant has power because we want to see what he does.

So the optant is not the strongest member of the tribe?

Not always, though strength is important for a Jakatt to survive. He must make beautiful songs and dance. This matters too.

The other person is he who must touch things that no other Jakatt wants to touch, the dead things. And he must do things no Jakatt wants to do.

The gotak chooses his successor from the tribe. The young gotak is trained and assists the elder gotak. The new optant is picked by the tribe. There is usually little doubt as to who the new optant should be. He shines and we wish to emulate him.

Everyone else in the tribe is equal. We all do what must be done, some days doing one thing, other days doing another thing. We are not lazy like you, and ...

What do you mean lazy?

I often hear your people say, "I want to get out of here," or "I can't stand doing this," when working. When I ask what one of these people

will do when they "get out of here," they answer that they will sit around and drink or turn on your televisions and sit around some more. You all sit around. You sit around at work and go away to sit around some more. We enjoy our work, because we know we must work to live.

What about when your people, and by that I mean all Jakatts, watch a tree? Isn't that sitting?

When you run you do not strain yourself as much as when I watch a tree. I look for everything. I am looking at a tree to find my goddess.

There are no families in your tribes, are there?

Not as you think of them. We, that is edeinos, give birth in large numbers. Many children die. Parents die. The young are in the care of the entire tribe. This way the children are never without care, and everyone has children to raise. Blood ties still matter, but only after the tribe. The tribe is first.

The stalengers are different. Their young are weaker at birth, and they usually only give birth to a single young one at a time. When the young stalengers reach the age of two years they are brought into the tribe as edeinos youth.

The benthe have no young. They simply become more.

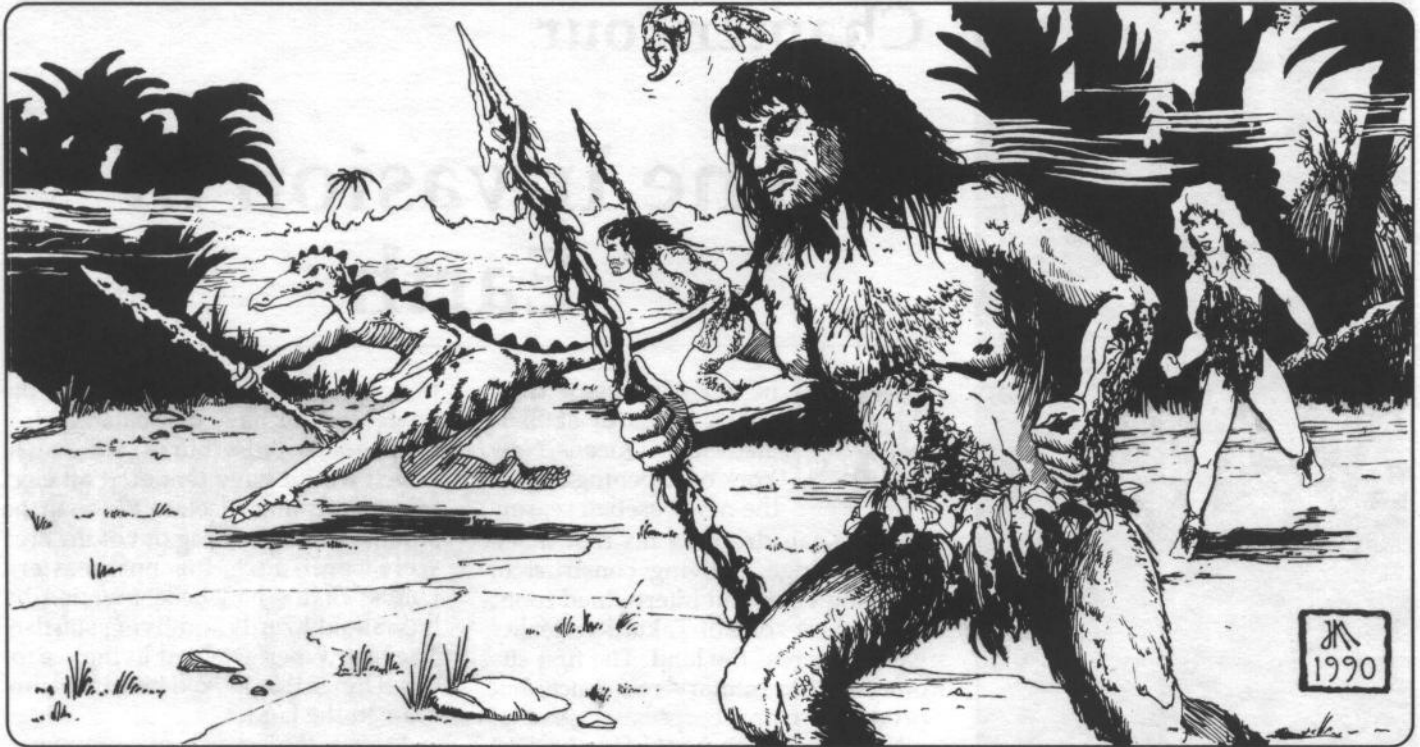
If there are no families, how do you divide up the living arrangements?

Every camp has "houses" in it. The houses have hrockt shoots for frames and are covered with the leaves that Lanala causes to grow. In this way we can move from one site to the next but still live within something that is living. Each house is about ... 25 meters long, and is about three meters high at the tallest point.

The houses are not named or identified in any way. People just know which house to go to. It is right there. You see it and know it is yours. It is where everyone from your house is.

Children live in the same house as their parents, but they are not cared for only by their parents. However, a person may move from one house to another as easily as you walk down the street. This happens frequently. Even children.





When a tribe moves, you take down the house you were sleeping in the night before, and set it up at the place you move to. The next day you may move somewhere else.

Food is divided evenly among the houses. Over time everyone does the same amount of work, so there is no question of deserving food or not deserving food. We all love food too much not to work hard to have it.

What was a day for your tribe like?

We would rise early. Some would go hunting for animals to use as food or as mounts, some would stay with the children. Others would prepare living plant sculptures for the rituals for that night. When word came for us to fight, we would gather our weapons and travel as we were commanded.

Hunting was a day long activity. We traveled in groups of about five, armed with our spears. We would track prey and then attempt to touch the animal before killing it.

Could you explain that?

It is a chance to feel fear and excitement. We attempt to get close enough to the animal to touch, while it is awake, before we cast our first spear. After the first hunter touched the animal we could kill it. Sometimes a hunter wanted to touch an animal although someone had already touched it, and this was always allowed.

We also had to touch the animal when attempting to acquire them for a mount. This was easier because the animal could be asleep, although walking up to the animal without waking it is no easy task.

Staying with the children meant two tasks — playing with them and watching after them, for they are young and do not know the ways of survival yet. Also, those with the children must guard the campsite from hungry creatures.

The games usually involved much running and hitting. A common game

is *upk*. The children and adults are divided into two teams and each player is given a hrockt shoot. At the center of the camp is a skull of an enemy wrapped in mummified skin (the "ball" is, of course, prepared by the tribe's gotak). The first team to carry the ball outside of the camp area wins.

What are the rules?

Rules?

How do you play?

I just told you.

So you can use any method at all to get the skull out of the camp site?

Yes.

And the adults play as well?

Yes.

What else do the adults do with the children?

Watch the trees with them. Show them the swirls in the Deep Mist. Teach them how to grow the shoots and vines. Many of the children ... are impatient. They understand sensations of touch, smell and taste, but sound and sight are harder to develop.



Chapter Four

The Invasion of Earth



he Jakatts began their attack of Earth at Shea Stadium in Queens, New York on Opening Day of the new baseball season.

Baruk Kaah dropped his first maelstrom bridge, a living construct of growing vines and intertwined roots, and a pure zone of Takta Ker reality washed across the land. The first site offered little military resistance, but produced many corpses — most of whom served as hosts for the first gospog seeds. The invaders were safe from Core Earth weapons within the pure zone, a triangle 300 miles to a side, formed by stelae planted by advance agents some months earlier. Baruk Kaah's reality filled the area as rain fell upon the Earth. Before the world knew what was happening, New York and Pennsylvania were cut off. Technology ceased to function, and a zone of silence formed. Baruk Kaah's minions flew atop the various winged reptiles, spreading out to plant more stelae and secure the areas already under the dominion of their reality.

The area was an enigma to the world outside it. No phones worked. Radio and television broadcasts ceased immediately. Those refugees that escaped the area offered only insane clues as to what was going on within the land: reports of gigantic reptiles, lizard men, flying starfish, stories of men and woman attacking each other without reason. No one outside yet knew it, but the area within the triangle was no longer the United States. It was the Living Land.

The US military began making forays into the Living Land. Their vehicles, of course, could not be used, for the area was pure Living Land and high-tech devices no longer func-

tioned. At first it was thought that the Soviets might have detonated a electromagnetic pulse burst in the area, which would have rendered all electronic equipment useless. But soon the strange stories coming out of the area were confirmed: the northeastern United States had been invaded by humanoid lizards and flying starfish. The lizard men wielded living weapons. Things that looked like dinosaurs roamed the land.

Despite the lack of heavy firepower, the soldiers made forays on foot into the taken territory. Baruk Kaah had his followers hang back (what effort he expended to get his tribes, hungry for action as they were, to listen to that command!) and then pounce when retreat for the human soldiers would be impossible. The soldiers' guns failed to fire. Their grenades thudded against the ground with no effect. And, strangest of all, their ability to focus on their training became undone. They had no concept any more of their division, their nation. They each felt that they were alone against overwhelming odds. Panic broke out in the ranks. In such a state, even the soldiers' bayonets proved useless. Slaughter followed.

While Baruk Kaah kept the armies of the continent occupied on the east coast, Jakatts worked their way outward from the realm they had taken and planted more stelae. Within days, the Eastern Land of the Living Land realm was formed.

Baruk Kaah then sped off to the other invasion points. First to Fort Providence, where the invasion was quick and easy. He tarried long enough to let the Canadian government begin collecting its forces around the Northwest Territories, then sped back up the maelstrom bridge to bring a third



bridge down into the middle of Thunder Bay, Ontario. The blood-letting began once again as corpses were prepared to seed more gospog.

Then, sure that there was no way he could lose the battle against these humans who wielded dead and useless weapons, he made his final attack on Sacramento, California. His followers planted the stelae in California around the invasion site, and then the High Lord brought down his reality. One portion of the Western Land refused to succumb to Takta Ker's reality. Silicon Valley became a "hardpoint" of Core Earth axioms, surrounded by the invaders' reality. In his arrogance, however, Baruk Kaah thought that his own power was enough to overturn the hardpoint. He engaged in a battle of reality with the land — and lost. He was forced to retreat up the maelstrom bridge to recover his strength, and Silicon Valley remained Core Earth.

During this time, Baruk Kaah turned to Uthorion, High Lord of the cosm of Aysle, and asked for help in his conquest. Humans who could warp reality back to their native axioms had begun appearing, people who could cause reality storms by concentrating their wills. Between these "stormers" and his recent defeat in the west, the

edeinos High Lord had become concerned about his invasion. Uthorion, who smiled at how quickly Takta Ker's High Lord had become weakened, agreed to send the Wild Hunt to North America to aid him — for that also aided Uthorion's plans.

By this time the gospog fields were being reaped. Hundreds of thousands of gospog were harvested from the seeds planted in the corpses of the last weeks' slaughter. These new armies, led by the Jakatts, now began their violent and impassioned task of stopping people from leaving the areas under the High Lord's reality. These people were taken as prisoners and assimilated into the tribes, brought before gotaks as sacrifices, or killed so their bodies could host the next planting of gospog.

Baruk Kaah then returned to California to lead his people north toward Canada. The invasion was once again on a steady course, and the High Lord felt his confidence return.

The High Lord expanded his boundaries as quickly as he could, using the stelae he had been able to create and horde before the invasion started. Before the third month, many battles had been fought. Some were on the fringes of the realm. Others were within it, at the sites of the hardpoints,

Gospog

Gospog are undead creatures given to all the High Lords by the Gaunt Man. A gospog is grown from a seed that is planted with a dead body. More than one seed may be placed with a single corpse. These seeds provide instant armies that can operate in any reality. The crop of the First Planting is the same in every cosm — a plantlike, humanoid zombie. Subsequent plantings, however, take on more and more of the characteristics of the realm where they are grown. See the *Torg Rule Book*, page 89, for more information.

places where Core Earth reality had taken root within the Living Land and could not be dislodged.

North America was in chaos. The capital of Canada had been taken and Washington D.C. had been evacuated. The Possibility Wars were in full swing.

Although stelae has to be manufactured now on a regular basis, and thus the progress has slowed at the third month of the invasion, within the realm



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things are going very well. Gospog of the First Planting are still being reaped. Gospog of the Third Planting shall soon be harvested. Humans still living within the realm are supplying the High Lord with possibility energy, the very stuff he traveled across interdimensional bridges to reach. He has taken some of that energy and brought the Deep Mist down the bridges, filling the realm with thick fog that blocks vision, makes navigation impossible, and rots anything that has stopped growing at an impossibly fast rate.

The war goes well for Baruk Kaah. But it has only just begun ...

Tactics of the Jakatts

To speak of the worshippers of Lanala using tactics is a bit misleading. They are a wild and spontaneous group, not given to contemplation of strategy or matters of the mind. Though a Jakatt might spend hours meditating on how the wind feels against his back, that is thought given to sensation, not thought given to thought.

Baruk Kaah, however, through contact with the Darkness Device, has lost, over the centuries, this spontaneous passion. He is a covetous being now, who wants to equal Lanala in power and the adulation of worshippers. (Many Jakatts have begun to sense this, and are now moving away from the High Lord.) He is aware that planning, strategy, and craftiness are required when launching vast enterprises of conquest. And he has learned how to mold the limitations of his world and followers into a force to be reckoned with.

Take, for example, the limitations imposed on the the inhabitants of the Living Land by their very low social axiom. The reality of the Living Land allows for a militia formed for common defense. This means that armies of conquest are nearly impossible. It isn't understood that you can take, in an organized, military fashion, property that belongs to someone else. However, this is exactly what Baruk Kaah does when he conquers a world.

He accomplishes this by cheating a bit. He has not organized his people into military units. The tribes are simply huge swarms of beings that attack because they receive religious blessings for doing so. In other words, conquest is an accidental product of their religious worship.

He keeps this low social axiom because it hinders the defenders on Earth. As discussed elsewhere in this book, the US military has a tough time retaining its organization because it needs a higher social axiom than what is available in the Living Land to function properly. Baruk Kaah's followers, however, because of their unique religion, are able to conquer without being organized. They are compelled by their religion to attack. Intense violence is prayer to the Jakatts, not a function of society.

The Stelae

Baruk Kaah had prepared dozens of stelae to bring with him when he invaded Earth. These were quickly planted during the first three months of the invasion, letting him take a great deal of land from the outset. His stelae supply has run out, however, and the expansion of the realm is now limited to the stelae production rates.

The production of Living Land stelae is limited to about two stelae per week. Since another 400 stelae are needed to cover North America with the reality of the Living Land, the invasion will take five years to complete. The five year estimate is calculated without resistance from Earth natives, so the actual project will take longer.

Every few days a group of edeinos, stalengers and benthe, leave the area of the Living Land with a new stelae and travel about 300 miles into Core Earth territory. Such groups are called restans, and they are usually led or made up entirely of gotaks. When they reach their destination they plant the stelae, performing the proper ritual which activates it. Many groups are also sent out carrying pain sacks (see "Miracles", page 72), serving as active decoys or as traps for people who attempt to find and dig up stelae.

To distract Earth's inhabitants from the expansion of the realm boundaries through these covert means, Baruk Kaah continuously launches large frontal assaults at civilian and military areas deemed important to Core Earth. The armies consist chiefly of gospog of the First and Second Planting led by edeinos and stalengers. The US and Canadian military strategists have thus far fallen for the ploy, focusing primarily on large-scale battles. Although many of these battles are won by the Core Earthers, the war is being lost as stelae are planted behind the lines of Core Earth defense during the fighting, rendering equipment and weaponry inoperative in the long run.

The Battle of Chicago

By the time Baruk Kaah's tribes had reached the Windy City, it had become clear to US military strategists that large population centers were an asset to the invaders. It was decided that Chicago and its surrounding area would have to be protected at all costs. So the army entrenched on Core Earth's side of the storm front boundary.

The army had discovered, after many painful defeats, that most of its weaponry failed to work when it attempted to invade the Living Land. It was decided to wait out the enemy, making the gospog, lizard men and flying starfish enter the troop's home turf if they wanted to get any further.

Baruk Kaah did not disappoint the Pentagon strategists with a lack of flashy preparation on his part. He too assembled a large army along the edge of the border — and made sure the US troops could see them gathering. Hundreds of thousands of gospog, hundreds of edeinos, and countless creatures under the influence of Lanala's worshippers all gathered on the eastern edge of Indiana. It gave the impression that both sides were soon going to be entering an old fashioned, straightforward, knock down fight.

However, before Baruk Kaah's army had started gathering in Indiana, three stelae planting groups had been dispatched to different locations. By the time the US had begun gathering its forces and focusing most of its attention on the army to the east, the





stealthy stelaecarrying Jakatts were already behind the troops and working toward their destinations.

On the day before the actual battle began, a National Guard scouting party encountered one Jakatt group just outside Manitowoc. A fierce battle ensued, which left everyone from both sides either dead or mortally wounded. Reinforcements that had been contacted by the scouting team arrived to discover a small sack made of dirt and vines and filled with the mummified remains of edeinos. It was the first time a stelaec had been encountered by American forces, and it was a complete enigma.

Meanwhile, the other two restans had reached their objectives, planted their stelaec, and performed the ritual to activate them. Even as the mystery of the sack found at Manitowoc was pondered, the reality of the Living Land rolled across the northern third of Illinois; the boundary had been completed.

Without warning, the troops near Chicago found themselves unable to use their weapons. The citizens of Chicago were told to evacuate the city, and the troops were assigned to protect the civilians leaving the Living Land as best they could. Interstates 55 and 57, the shortest routes to Core

Earth land, became giant streams of people walking south. Although the journey was only 25 miles, the overwhelming number of people who were attempting to flee the area proved to be an incredible logistics problem, for no transportation in or out of the area was available. Most evacuees at the head of the march did not reach Core Earth until three days later.

While the army was managing the evacuation and guarding the area along I-55 and I-57, Baruk Kaah's army at Fort Wayne surged forward along Route 30. The High Lord drove his edeinos and gospog at a furious rate, and they reached the US lines of defense in only five day's time. The evacuation had only hit stride at that point and millions of people were still attempting to get out of the city and surrounding area.

The Jakatt army had two goals: to kill as many military personal as possible, and to drive the evacuees back into the Living Land. Although the American soldiers fought bravely with the simple tools they had available (knives and bayonets), thousands were wiped out when confronted with the primitive army trained to fight in such a reality. The march south was halted when the primitives spilled across the highways and demanded that the

humans return to the north. Countless civilians died in the ensuing panic. Some people were able to sneak around the edeinos, but most were too weary to make an effort. Parents traveling with children (the majority of the evacuees along the highways), when they saw that the lizard men were not going to harm them, agreed to return to their homes. The Jakatts aided the humans who cooperated in every way, as was their custom, and performed many miracles to help the weak and injured survive. As always, these efforts had a positive effect on the Earth natives' attitudes toward the invaders, and by the time the journey north was completed many a human had come to depend on the Jakatts for survival.

Restans

A restan group is usually composed of three edeinos, one stalenger, and one benthe. Their job is to sneak into the Core Earth lands and plant stelaec. The edeinos are responsible for any combat that is required, the stalengers for scouting, and the benthe for manipulating the emotions of any humans they might come across. The group is led by a gotak.



Their primary objective is to remain unobserved. For the first three months of the invasion, up until the Battle of Chicago when a restan group was discovered near the city of Manitowoc, this goal had been met. Stelae after stelae had been planted within the Core Earth lands, and not one restan group had been suspected of being the key to the spreading of the Living Land's reality. Now that the governments of Canada and the United States are aware of stelae and the restans, the restans must be much more careful in their progress.

Restans only travel at night, always journeying through rural or desolate areas. Since the northeastern United States, the most densely populated area of the North American continent, fell quickly at the beginning of the invasion, it has been relatively easy for the restans to find routes meeting their needs for isolation. Forests, mountainous areas, and many farming areas all work well for restans wishing to remain unseen.

Because of their circuitous routes, the groups can only travel 20 kilometers a night, which is more than a human group of the same size could travel under such circumstances, but less than average for Jakatts, who are used to journeying quickly through the wilds of a world.

When they stop during the day they find a spot to set up camp and camouflage themselves. Because benthe are small and stalengers can transform the color of their skin to match their surroundings, it is the edeinos who need to be hidden best.

Hiding in forested areas is very easy, for the inhabitants of the Living Land are used to areas strong with life. A typical shelter in a wooded area is simply a lean-to built of hrockt shoots covered with vines blessed with miraculous growth. The vines blend in with the natural green of the area and are difficult to spot except when an observer is very close (by which time the Jakatts are aware of him).

Plains are more difficult to travel, especially when traveling through farm areas, for shelter in the day time is very hard to come by. To hide themselves in open fields of tall grass, the edeinos bury themselves in shallow ditches, leaving only their heads ex-

posed. The stalengers turn their skin the color of the grass and tuck themselves as best they can among the plants, and the benthe simply lie on the ground.

When in a farm area, the restans hide themselves in wind breaker trees lining the fields. Although this puts them very close to the humans who take care of the fields, the miracles and camouflage capabilities have proven successful in hiding the restans' presence from humans not actively looking for them.

Restans never enter villages, towns, or cities.

The Armies of Baruk Kaah

The armies of Baruk Kaah are actually 40 nomadic tribes located in the three realm areas in North America. The populations of each tribe vary, but the following generalities can be made about each realm area:

The Eastern Land tribes each have about 500 edeinos, 200 stalengers, 100 benthe, 50 humans, and control of 24,000 gospog of the First Planting, 400 gospog of the Second Planting, and 10 gospog of the Third Planting.

The Western Land tribes are composed of about 400 edeinos, 200 stalengers, 100 benthe, 120 humans, 21,000 gospog of the First Planting, 350 gospog of the Second Planting, and seven gospog of the Third Planting.

The Northern Land tribes have about 600 edeinos each, with 100 stalengers, 20 benthe, 10,000 gospog of the First Planting, 100 gospog of the Second Planting, and two gospog of the Third Planting.

See Chapter Five for more details.

Gospog in the Living Land

Because the Jakatts consider the gospog "dead," a disproportionate number of gotaks are needed in each tribe in order to control the creatures. There is one gotak for every 100 gospog, which means that about half of the Jakatts of each tribe are gotaks.

To make up for the displeasure of having to deal so often with the dead creatures and the tools of the dead, the gotaks fight even more ferociously when given the chance to do battle.

At each of the initial points of the invasion, weapons from Core Earth are collected by the gotaks from stores and from the corpses of Core Earth soldiers killed in battle. The gospog are given the weapons and taught how to use them (through lessons provided by the Darkness Device). A good percentage of gospog of each tribe are now armed with weapons collected during the expansion of the realm. This gives each of the tribes an impressive range of spiritual power from the Jakatts and a powerful punch of technological firepower wielded by the gospog in those areas of the realm where they function.

Gospog are not harvested by the army tribes, but by tribes assigned to stay by the gospog fields and tend to them. The initial gospog fields were planted in Manhattan's Central Park, Bear Mountain State Park in New York, Fulsom Lake and Elderado National Forest in California, Isle Royal National Park and Quimet Canyon Provincial Park, Ontario, and the land north of Fort Providence in the Northwest Territories. As the boundaries of the realm have expanded, new fields have been planted.

Four of the original fields have been retained as areas for gospog of the First Planting, so a steady rate of gospog are constantly supplied to the army tribes.

Humans in the Tribes

The religion of Keta Kalles, while not a faith of proselytization, is eager to gain new worshippers for Lanala. For the more worshippers the goddess has, the more she can experience the universe. And, as far as Baruk Kaah is concerned, every person within his tribes is one less person working against him. To this end, the tribes of the Living Land are very amicable to accepting new members from the lands they are conquering.

When a person succumbs to Takta Ker reality, or is disconnected from Core Earth reality, he is taken into a





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tribe if he volunteers. Since survival in the Living Land is a very difficult task for a 20th century human, and escape from the realm without transportation is no easy task, getting into a Living Land tribe may be the only choice for survival.

If a human is not connected to the Living Land axioms, and thus cannot draw upon the power of Lanala, he is given less strenuous tasks and is not expected to go through the same heights of pain and pleasure as the other Jakatts, since the worshippers of Lanala know that their goddess keeps them alive in many circumstances that would normally kill them.

The humans who are not connected to the Living Land are tolerated because there is a good chance they will eventually come into the Life. This not only produces another viable worshipper for Lanala, but gives Baruk Kaah more energy as the person's possibilities are drained.

The Traitors

Baruk Kaah has taken two major liberties with the religion of Keta Kalles: he has established himself as a leader in a culture without leaders, and he has ordered his people to deal with the normally taboo "dead." For most Jakatts, these infractions do not matter as long as they are given more lands to conquer, more experiences to offer to Lanala.

A segment of the Jakatt population, however, made up of edeinos, stalengers, benthe, and recently converted humans, see the High Lord as a potential threat to the ways of Keta Kalles. These Jakatts, who call themselves Jakatt Tekes to distinguish themselves from the worshippers who follow Baruk Kaah, have formed their own tribes and now live apart from the rest of the invaders. Many of these tribes are now at war with the tribes of Baruk Kaah, and some of them have even allied with Core Earth humans.

Because the threat from these traitor tribes is so small in comparison to the Core Earth natives, the High Lord has paid them little attention. His army tribes have been given orders to crush the renegade tribes if they should be encountered, but they are not actively sought out.

Although edeinos have always competed with one another in games and hunts, and sometimes had battles for religious purposes (in other words, to inspire their sensations), this is only the second time in their history there has been an actual religious schism.

Relations with the World

Unlike some of the other realms, such as the Cyberpapacy or the Nile Empire, the Living Land has no politi-

cal structure attempting to forge deals with Core Earth nations. Baruk Kaah and his people can only conceive of conquest, and their point of view is so limited that diplomacy is not an option.

The High Lord does, however, interact with a few of the other High Lords who have invaded Earth. Baruk Kaah has known the Gaunt Man for countless decades, and before the Gaunt Man's recent setback, these two exchanged information and helped one another (see *The Possibility Wars* novel trilogy for more details).

Baruk Kaah has also made an uneasy alliance with Dr. Mobius of the Nile Empire, for both of the High Lords are concerned about Pope Jean Malraux I's ambitions to spread the Cyberpapacy around the globe. Baruk Kaah, despite his personal goals, has a true love for his faith, and knows he must make an effort to hold the Cyberpope at bay. In fact, word has reached the Jakatt High Lord through Mobius that Jean Malraux is making overtures to Quebec to form an alliance in order to halt the progress of the Living Land.

Baruk Kaah trusts Nippon Tech even less than he does the Cyberpapacy, for its people of dead technology do not even have a religion. And Aysle, since the fall of the High Lord Uthorion, is now a battle ground between good and evil forces; Baruk Kaah is content to let the leaders of that realm fight it out among themselves, insuring that the Aysle realm grows no larger.



Chapter Five

The Living Land Realm



The realm of the Living Land is divided into three distinct areas, defined as the Eastern Land (made up of the northeast and midwest United States and parts of Canada), the Western Land (California, Oregon and Washington), and the Northern Land (located in Canada's far north). Each area is easily accessible to the other by traveling up its maelstrom bridge, through the Living Land cosm, and back down another bridge. However, each area has quickly developed its own distinct flavor.

The Eastern Land is the seat of Baruk Kaah's power on Earth. The tribes of the Eastern Land are almost uniformly loyal to the High Lord and are waging a fierce war with the areas outside the realm to expand the boundaries.

The Western Land is filled with many tribes who have turned away from Baruk Kaah, especially since his defeat there. Although many loyal tribes still fight to expand the stelae boundaries, they spend a great deal of time fighting the renegade tribes within the realm.

The Northern Land, without the vast number of inhabitants of the other regions, is weakest of the three. But Baruk Kaah took that land for his own dark purposes. He uses the region to perform experiments combining Rec Pakken with Keta Kalles away from the watchful eyes of the optants. The area is holding its own because the Canadian government has focused most of its resources on reclaiming the valuable land it lost to the Eastern Land. The Northern Land is where those edeinos most hungry for the quick thrill of violence settle in. There are very few tribal communities and many of the edeinos die within weeks of arrival, but that just adds to the excitement.

The Eastern Land

The eastern realm of Baruk Kaah's reality on Earth is not only the largest, but the strongest of the three areas he has taken. The large population of the region gave him the ability to expand the boundaries quickly, and he has taken full advantage of that. He was able to connect the realm areas created by two main invasion points in New York and Thunder Bay, with the additional use of dimtread bridges that dropped forces all through the stelae areas.

The eastern invasion was so swift that tens of millions of people were trapped behind the stelae boundaries. Many have been assimilated into the Jakatt tribes, though a good number were also sacrificed for possibility energy or killed to harvest gopog.

Twenty war tribes patrol the boundaries of the Eastern Land. The tribes are in constant motion, striking out into Core Earth at random. For major conflicts, several tribes are combined.

There are also countless tribes within the realm itself. Many are in charge of harvesting gopog, and still others are there to deal with the meager resistance offered by Core Earth humans still living within the boundary of the Living Land.

There are three pure zones in the Eastern Land. The first is the zone containing the initial maelstrom bridge that struck New York. The second is the zone directly to the west of the first zone. The third pure zone is that area where the second major bridge struck, around Thunder Bay. The rest of the Eastern Land is dominant Living Land.

Note: When the Possibility Raiders set up their realms on Earth, the areas bounded by stelae become either



mixed, dominant or pure realities. See the *Torg Rule Book*, page 85, for more information.

New York City

Once the major economic center of the world, New York City is now a ravaged and savage area. It is ruled by those with a will strong enough to survive and possessed of the almost mythical New Yorker disinclination to leave the city no matter how bad things get.

Since New York is considered nothing but "dead" land by the Jakatts, it has been left almost entirely to humans and creatures brought in from Takta Ker who roam the entire realm searching for food. The only Jakatt activity is in Central Park, where edeinos, benthe and stalengers guard the gospog fields established there.

The axioms of the Living Land washed over a significant portion of the city on the first day of the invasion. Since that time, most power has been lost in the city, the sewage system has broken down, and most pleasantries of modern day life have been stripped away. For the humans who have stayed in New York, day to day life is as harsh and as difficult as day to day life for the primitive invaders.

Manhattan island is part pure Living Land and part dominant. The pure area cuts across the center of the island, and within its bounds no technology works and the buildings are already starting to decay because of the properties of the Deep Mist. To the north and south, things are slightly better in the dominant zones.

The Gangs of Manhattan

Except for the New York Metropolitan Protectorate located on the south end of the island, Manhattan is almost entirely ruled by gangs who protect their turf and supplies as fiercely as any primitive hunting tribe.

The term gang is used to denote a group of people associated for the purpose of survival, with violence being the primary means of attaining

this goal. They are different than a tribe or community in that there is no structure or goal to carry the unit past the present moment. Concerns for family are usually non-existent — only surviving today matters.

Because of the Deep Mist, much of the food that was on store shelves before the invasion is almost completely useless. Even canned goods rot away within minutes of being opened and exposed to the fog. For this reason all the gangs have learned the rudimentary elements of hunting and tracking. Although most humans shun the eating of any of the sentient invaders in anything but the most desperate of situations, it is common for the gangs to eat edeinos and stalengers. Cannibalism is a rumored practice among some gangs, but is not confirmed.

Although many of the gangs are established along lines of age, they are not only made up of teenagers who have tired of society. Many of the gangs are made up of adults, mostly blue collar workers, though quite a few white collar workers, who have banded together to survive in their hometown until the invasion is over.

Because hunting is the lifeblood of every gang, territorial rights are very important. To lose even one animal to another gang off your own turf might mean one of your gang's members weakens from hunger. And one member weakened might mean the whole gang is in trouble.

No matter what the composition, all the post-invasion gangs use the graffiti markings of former gangs to mark their hunting turf. Examples are given in the gang descriptions below. The graffiti is posted on the sides of buildings (turf symbols on buildings are often 20 to 30 feet high), on traffic signs (painted over stop and parking signs), and on the streets themselves.

Often a gang will expand into an area already claimed by another group without realizing it. If this happens, it means a gang war will undoubtedly break out.

Gangs also paint over the symbols of other gangs in an effort to expand their boundaries. The graffiti is so accepted as law that in such cases the turf now belongs to the new gang until the old symbols are reinstated.

Some basic rules of turf etiquette, accepted as law by the gangs of New York, are:

- Graffiti marks a turf, whether you like it or not.
- Entry into another gang's turf without permission means you forfeit your rights.
- If prey you're chasing runs into another gang's turf, that's your problem — you can't follow it.
- A gang may ask permission to cross a second gang's turf in order to "extract food" (get revenge) from a third gang who crossed into the first gang's turf without permission.

No gang enters another gang's turf without permission unless they are very desperate or willing to risk a fight. But the limits of food and the need to expand boundaries drive most gangs into conflict at one time or another.

Turfs range from four by four to eight by eight city blocks. The gangs consist of anywhere from 20 to 200 members.

Most gangs have a good supply of modern-day weapons and ammunition, though each is becoming more proficient with knives and spears in an attempt to conserve ammunition (and for those areas where technology doesn't work).

Most of the gangs stay away from Central Park, where they are often quickly found and killed by Jakatts. The Protectorate is not off limits, but the gangs are certainly not made welcome when they show up.

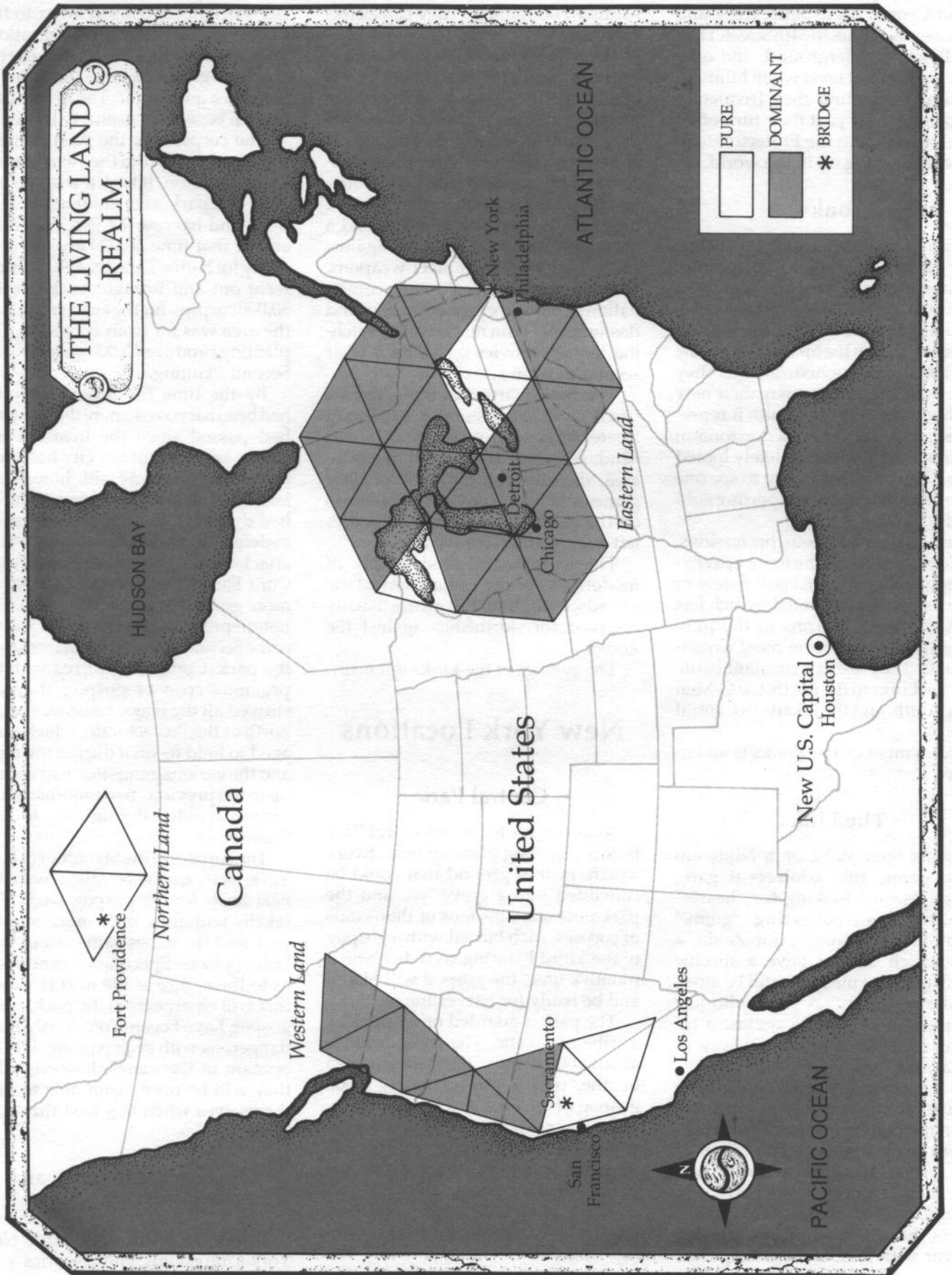
Below is a sampling of some of the gangs.

The Subs

This gang is composed of kids 14 to 20 years old, with an equal mix of different human races. Most of the gang members are male, though there are a few girls, all of whom have equal standing in the gang. There are 50 to 60 Subs any given week. Their symbol is a pair of horizontal lines crossed by five shorter lines (a section of railroad tracks).

The turf of the Subs is centered around Grand Central Station. They hunt along the now inoperative subway lines, including the shuttle line to Penn Station, the uptown lines from





Grand Central up to 50th Street, and the downtown lines to 34th Street. They usually stay underground, and only come up to street level when hunting. While underground they frequently explore areas far past their turf, often traveling down to the Protectorate to see what is going on in the world.

Zonks

Former criminals and small-time drug dealers have taken over a chunk of Manhattan's upper east side. Their turf extends from First to Lexington Avenues and from 75th up to 80th Street. Although the apartments of the area are hardly as luxurious as they once were, the Zonks enjoy their new neighborhood for the wealth it represented in the past. Most of the stores in the area have been completely looted by the Zonks, and it is rare to see one of the gang members not sporting gold jewelry.

Due to their previous professions, the Zonks are one of the more heavily-armed gangs on the island. A few of them are possibility rated, which lets them use their firearms in the pure zone. They are also the most expansionistic. They are in a constant battle with the Links to the north, the G-Men to the south, and the Jakatts in Central Park.

The symbol of the Zonks is an encircled Z.

The Links

Basing their slang on a Nintendo video game, this adolescent gang spends its time looking for "hearts" (live animals), collecting "gems" (ammo), and searching for Zelda, a term which doesn't have a specific translation, but means to still be alive, or "the next day." A Link who just survived a close battle against a tra might say, "I'm still on my way to Zelda, man."

The gang has spent an inordinate amount of time securing power sources to run their electronic games and televisions in the apartment buildings of their turf on the upper east side. Their turf extends from First Avenue over to Lexington, and from 80th to 86th Streets, though they are quickly losing the war with the Zonks to keep their

southern boundary. (They call Zonks "spiders.")

Because of their passion for electronic fantasy games, the Links were one of the first gangs to shift to more primitive weapons, taking up swords they scavenged from sporting good stores to use against the reptilian creatures haunting the streets of Manhattan. When not playing video games or hunting, the gang members spend a great deal of time sparring against each other with their steel weapons. Their combat style is a unique combination of fiercely efficient charges and flashy Errol Flynn maneuvers (watching fantasy movies on VCRs is their second passion.)

The headquarters of the gang is a small electronics store, a hardpoint located on Lexington between 81st and 82nd. Although it's located in a pure area, the kids can play any of their games and watch any of their movies on the plethora of electronic goodies left over from before the invasion.

The gang has a good supply of modern weaponry to supplement the swords, though such arms are usually reserved for skirmishes against the Zonks.

The symbol of the Links is a heart.

New York Locations

Central Park

Manhattan's massive Central Park is now a gospog planting field. Every square inch of ground that could be converted into a grave has, and the park now contains tens of thousands of corpses, each buried with a gospog of the Third Planting seed. In about a month's time, the gospog will bloom and be ready for harvesting.

The park is guarded on all sides by a tribe of Jakatts. The tribe includes about 200 edeinosaurs, 100 stalengers, 25 benthies, plus a mix of nearly 1,000 gospog of the First and Second Plantings. The gospog are camped on the sidewalks and entrances that ring the park, while the Jakatts are within the park, where it is more "alive."

The gospog usually stay and protect the park, hunting for food only in the immediate vicinity, while the Jakatts often travel fairly far into the

city's neighborhoods in order to find threats to heighten their sensations. They often go specifically into the turf areas of gangs, where they can be assured a good fight. The Zonks have proven especially useful to this end.

The corpses for the First Planting were provided from the victims of the initial invasion. It took a week to prepare the park and another week to plant and harvest the gospog. At the end of that time 30,000 gospog were ready for battle. These gospog, in turn, went out and brought back another 30,000 corpses, for the evacuation from the area was far from complete. This planting produced 3,000 gospog of the Second Planting.

By the time the Second Planting had been harvested, more than a month had passed since the invasion had begun and most of the city had emptied out. There was still, however, a large segment of the population that had dug into areas around the island to defend their neighborhoods. While attacks on the park itself proved futile, Core Earth humans decided that no more ground would be given up. This notion proved false when 300 gospog of the Second Planting burst forth from the park. Combining forces with the previous crop of gospog they destroyed all the major resistance forces north of the Protectorate, which managed to hold its own during the fight, and the various gangs that had sprung up in the previous two months, which simply avoided the fighting to save themselves.

The corpses of the Slaughter of New York, as it came to be called, were the next hosts for the gospog seeds. The Jakatts withdrew once more into the park and the gangs came out of their hiding places. Speculation is rampant as to the nature of the next creatures that will emerge from the park, as the gospog have become obviously more dangerous with each passing. It is the opinion of the gangs, however, that they will be once again able to hide themselves when this next threat arrives.

Museums, Libraries and Eternity Shards

Before the invasion of Earth, New York's museums and libraries con-



tained a vast number of items that might have been constructed of eternity shards (see the *Torg Rule Book*, page 106). Luckily many items were looted during the exodus from New York, so few pieces remain in glass cases for the Jakatts to collect at their leisure.

Examples of items that might be eternity shards are sculptures from ancient China or masks from ancient Egypt that were stored at the Metropolitan Museum of Art, rare translations of the Bible or scientific treatises at the New York Public Library, and primitive relics or examples of scientific ingenuity held at the Museum of Natural History.

Many of the items simply were lost in the confusion. The gangs of New York also grabbed quite a few items. The Links have several ancient swords, urns and parchments hidden away in their turf, and the Subs made it a practice to abscond with valuable items and hide them throughout the subway system. The Sub's treasures are kept track of with coded maps. They

plan to ransom them in the future, once the invasion has ended.

The New York Metropolitan Protectorate

In the panic that followed the invasion of New York, political and financial leaders set up a defended zone outside of the pure Takta Ker reality. In the beginning, this area in lower Manhattan was still Core Earth. A terrible storm raged along the border between it and the pure zone. Then the storm spread to engulf the area, and when it cleared lower Manhattan had become a Takta Ker dominant zone. The defenders adjusted, and now the New York Metropolitan Protectorate is firmly in control of the area.

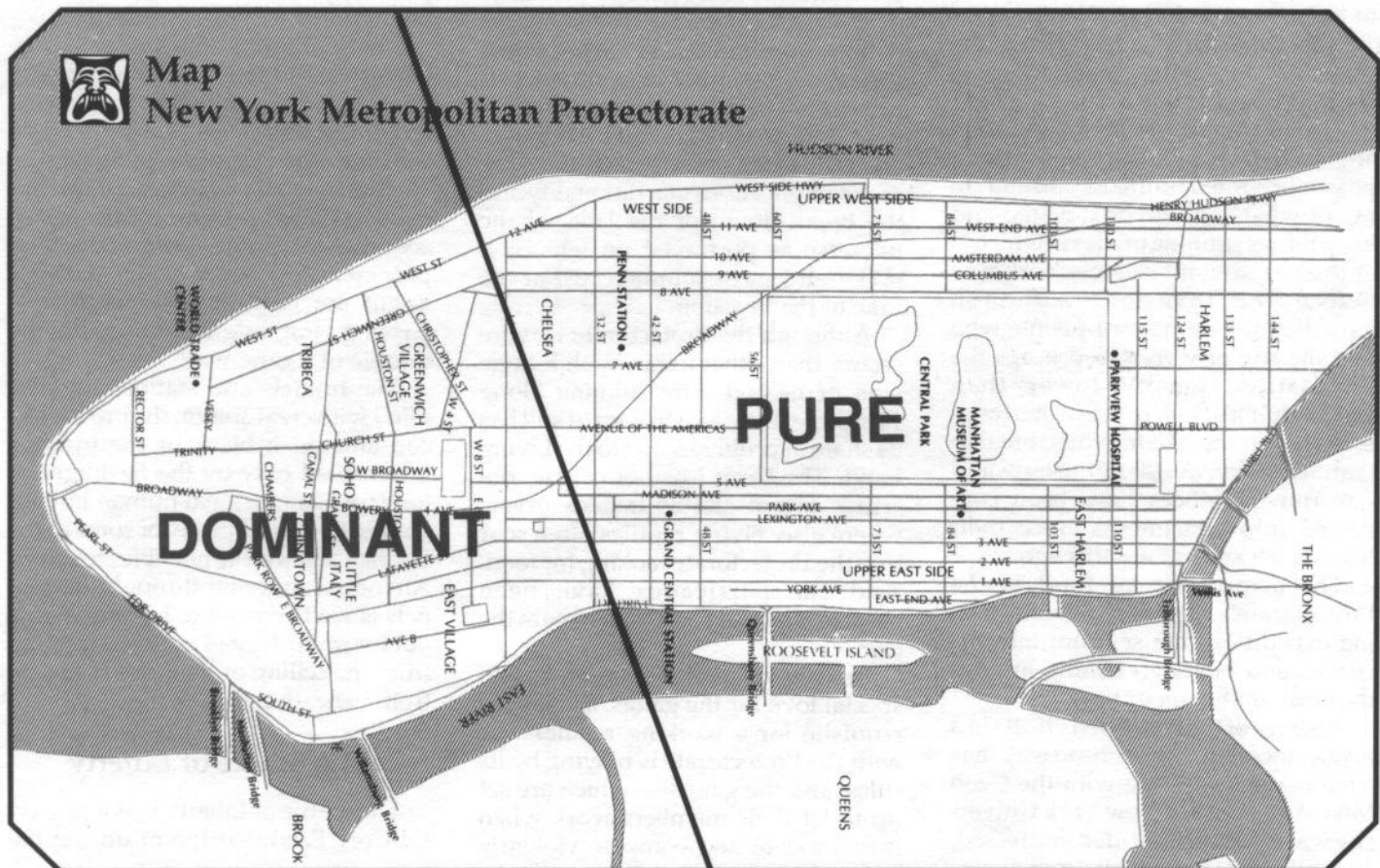
Mayor Green left the island during the first week of the invasion, and Deputy-Mayor Bradshaw was sworn in three weeks later when it became obvious she was going to hold the situation together. *The New York Post*, which has had to cut its circulation but still prints a paper for the Protectorate,

declared "Green is Yellow," and began championing Bradshaw to take his place.

Although the transfer of power was invalid (Green was deposed for "being a coward"), the people of New York decided that the rules could be waived in order to save the city. The United States government, cut off from the city since the invasion started, has yet to check on the rumors coming out of the Living Land about the Big Apple.

Mayor Bradshaw's policy is a simple one. She knows that there is no way to take the entire city back with her limited resources, so it is her intention to keep the section she has. She has at her disposal several police precincts, some native to the area of the Protectorate and others which moved down to the south of the island when they saw which way the wind was blowing. Several National Guardsmen are also in the area, cut off from their units and deciding to offer as much military strategy as they can.

In order to make a sharp distinction between her government and the





administrations before the invasion, Bradshaw has named her portion of the island the New York Metropolitan Protectorate. In this way, when accused of taking improper action, she can skirt the issue by stating that there is no precedent for the situation at hand. Luckily, Bradshaw has no desire to abuse her power. She is a strong, somewhat rough woman who wants to keep the city she grew up in alive. To this end she wants to keep the ideals of the United States government in place.

The resources of the Protectorate are limited, though there are enough possibility-rated humans around to repair what needs to be repaired and keep things running at a level which is at least as sanitary as New York was before the invasion. Although crowded, the number of people who fled the city or were killed keeps the population density lower than Philadelphia's, where the overcrowding is becoming a dangerous threat to that city's survival. Many business and government offices have been converted into apartments since their tenants left several months ago.

The acquisition of food is the Protectorate's biggest problem. Hunting expeditions are sent out into the island, and boats go fishing around the clock in the upper bay.

Because of the concerted efforts in a single location, some headway has been made in dealing with the Deep Mist. A cafeteria at New York University was made airtight, decompressed, and filled with pure air from tanks.

Although only a few hundred people can eat in the room at a time, it has allowed for the goods on grocery shelves and food brought in from out of state to become useable, relieving some of the tension on the need to constantly find food. Several other cafeterias of this kind are now under construction.

The economy of the Protectorate is a mixture of barter and socialism, though the latter is never named in polite company. The magnitude of the emergency has required the assigning of tasks to every citizen of the Protectorate, with all goods collected and distributed by the Mayor's office. More dangerous tasks, such as hunting, bring more reward (usually in terms of food or better living arrangements for the hunter and his or her family).

Anyone who does extra work on his own can secure more items or services for himself. Thus, a woman who bags game above her assigned quota can trade the meat for new clothes for her children.

Another area of moonlighting is the arts. Although Bradshaw's office is providing no funding for performance or visual arts, there is a thriving street theater community in Greenwich Village and a great deal of work is being done with video camera installations. The thematic thrust of the material is usually centered on the long range implications of irrationality and the break down of the laws of the universe as portrayed on television (MTV and most commercials) at the time of the invasion.

Although the Protectorate is more secure than other areas, with a huge wall of barbed wire running along 14th Street from east to west, it still has its share of problems due to the Living Land. The Deep Mist, of course, obscures vision just as it does everywhere else. Flying reptiles often soar into the Protectorate looking for food. And the barricades have been breached by creatures which roam the city.

Bradshaw's administration has no special love for the gangs. The prime requisite for a working relationship with the Protectorate is playing by its rules, and the gangs — which are set up to let their members work when they want to and compete violently rather than cooperate — do not fit the

bill. The Protectorate only attacks the gangs in self defense, and has no policy to either remove them from the island or to try to incorporate them into Manhattan's new government. They are seen simply as another difficulty to be dealt with.

The Subways

In order to avoid the gangs and the attention of the Jakatts of Central Park, Storm Knights might be well advised to travel along Manhattan's subway system.

The subway system is a multi-level, honeycombed network cut out of the island's heart. Since the invasion, the subways have not run and remain as a decaying reminder of day's past. Not only are the subway stations rife with stairs, gates and plazas filled with tiled pillars that can be used to shake off an enemy pursuer, but the subway tunnels themselves branch off and meet up at various points. Along the way there are alcoves, side tunnels, supply closets, and rest areas. If traveled with stealth, the tunnels and stations can provide plenty of coverage for someone wishing to avoid attention.

There are, of course, some problems attached to the subway system. The Subs, although their turf is centered around Grand Central Station, see the entire system as theirs to run. And, of course, any gang that has subway tunnels running under its turf sees the stations and tunnels as their property. A traveler in the subways might not only be considered trespassing, but might end up in the middle of a gang war!

The tunnels and stations are also filled with creatures on the prowl. The constant pitch black of the tunnels, interrupted only by the flashlight or torch of an occasional human hunter, makes it a perfect place for some of the Living Land's more horrible creatures. Anyone wandering through the tunnels is well advised to be on the look out for multi-legged snakes dropping from the ceiling or tentacles rising up from beneath the track ties.

The Statue of Liberty

The Statue of Liberty was a powerful Core Earth hardpoint during the



first month of the invasion. Liberty Island served as a base of operations for the New York National Guard. To slow down the resistance of the natives, Baruk Kaah swarmed the island with Jakatts and gospog. There ensued a fierce battle that left the monument in the hands of the invaders.

The Saar of the edeinosaurs called a gospog of the Fifth Planting down the bridge from the Living Land (grown years ago on the stalenger homeworld) and had the powerful creature destroy the statue. Although the monument no longer serves as a hardpoint, Baruk Kaah fears what might happen if the natives were somehow able to wrest the power of the eternity shard that is undoubtedly part of the ruined statue. Not knowing how to secure the power of the shard for himself, he decided that no one would have it. So Baruk Kaah ordered Er Crakken, the gospog of the Fifth Planting who destroyed the statue, to watch over the ruins and make sure that anyone who traveled to the island did not leave.

Philadelphia

The home of the United States' Constitution is one of the largest hardpoints lodged into the Living Land. Surrounded on all sides by the Deep Mist, hostile Jakatts, and hungry beasts, the beleaguered City of Brotherly Love wages a daily war of survival to keep its population alive.

The City and the Federal Government

Unlike New York City, which has set up its own temporary city-state, Philadelphia is playing everything by the book. Whereas Mayor Bradshaw in the New York Metropolitan Protectorate has appealed to private donations to aid her city's survival (knowing that the Federal Government has already given New York up for lost), Philadelphia has declared itself a disaster area and applied for Federal relief aid.

Philadelphia's unique position as a hardpoint makes it perfect as a launch site for US counterstrikes into the Living Land, so a great deal of money is constantly invested into the city to

keep it alive. However, a large percentage of the money has been earmarked for non-civilian use. Tim Adleson, the city's mayor, is now trapped in a battle with Congress to make sure that the city is not turned into a massive army camp, relegating the city's citizens into a secondary role.

The role of the citizen in Philadelphia is an important one, for the haven of Core Earth axioms has drawn refugees from all over the area. Its population jumped 50 percent after the invasion, and now hovers just over two and a half million. Food shortages, the threat of disease, and overcrowding make the situation a potentially explosive one that Mayor Adleson must watch carefully.

The 50 percent increase in population is only the permanent population increase. There are hundreds of thousands of transients from all over the area who have gathered in Philadelphia after hearing that ships are taking refugees out of the city. Because goods enter the Living Land from Philadelphia and people travel to it to get out, the city has become the major crossroad of news, travel and trade for humans in the realm. Anyone seeking word on how the struggle is going, rumor of salvageable materials, or resistance colonies, goes to Philly.

Dealing with the Crisis

Faced with a host of problems, Philadelphia struggles to arrange the resources it already has and acquire new supplies. Below is an overview of some of the policies implemented to keep the city alive.

Development: Due in part to its historic past, the city of Philadelphia has always been slow to change. For example, up until just before the start of the Possibility Wars, the city had a law which stated that no building could be built higher than the statue of William Penn on the top of city hall. When land development companies finally got the law changed, it was rephrased so that "the statue's view of the river wouldn't be blocked." Tall buildings can be built on one half of the city, but not the other. Since the invasion, the law has been revoked completely.

Now the city's boundary is defined by a mystical mist that cannot be moved back by the efforts of modern technology. The only area left to build in is up, and massive housing projects are under way.

Neighborhood Militias: Although there is now an army division stationed in Philadelphia, with its own military police to look after the camp, the citizens of the city must look after their internal affairs themselves. Each neighborhood has its own voluntary militia which is responsible for watching for fires and putting them out, being alert for attacks from creatures along the city's border or from the air, and handling the limited but still present crime that is bound to take place in a city where food and space is so limited.

Each militia unit is responsible to the police and fire departments of each precinct. And these departments also provide each militia member with training.

The creation of the militia is simply a matter of practical economics. The police and fire departments are still on the city's payroll. More staff is needed, but the city doesn't have the money to pay the new salaries.

Convoys: Along with the USS Challenger, convoys provide the bulk of the food and supplies needed by the city of Philadelphia. Each convoy is made up of one or more trucks driven by people who are possibility rated. The drivers and their assistants (mechanics, weapons experts) are private contractors hired by the federal government to make runs through the Living Land to Philadelphia.

The pay is very good (\$3,000 per run, plus expenses) because the work is very dangerous. The chance of getting lost is high, Baruk Kaah's Jakatts are constantly on the lookout for supply trucks, and creatures of all sorts roam the land looking for food. Convoys often are delayed up to a month per shipment as they become entangled in side expeditions to recover salvageable machinery, rescue humans captured by Jakatt tribes, and destroy gospog fields they accidentally stumble across.

Freighters: Another source of supplies are freighters which sail up the Delaware River from various ports



Captain Mary Mercy and the *USS Challenger*

The most famous of the freighters traveling to Philadelphia is the *USS Challenger*. The ship was finished just after the invasion and named both in memory of the doomed space shuttle and after the character from Arthur Conan Doyle's "Lost World" books.

The ship is crewed by a core of exceptional men and woman, many of whom are possibility rated. Each one is responsible for handling the machinery of a different section of the ship.

The captain of the vessel is Mary Mercy, a graduate of Annapolis and daughter of a US Navy admiral. Mercy is small in stature, but fiery in her intensity. As a teenager, she started to dye her hair from blonde to auburn, for she found people took her more seriously with darker hair. Although only 30 years old, she has gained the respect of everyone who has ever worked with her for her knowledge of machinery and ability to organize people into an efficient task force.

She was an engineer at the Norfolk Naval Base and Naval Air Station when the invasion began. Her duties kept her busy at the base during the first few weeks of the invasion, as she desperately attempted to figure out how the invaders were rendering ships inoperative at long range without any apparent damage being done to the vessels.

When it became clear that Philadelphia's population was about to reach a point of starvation, she used her father's influence to get permission to take the just finished *Challenger* into the water and sail it up the Delaware, giving her a chance to examine the peculiar phenomenon of machinery stopping spontaneously up close.

The trip, she knew, would be a difficult one, for two ships had already attempted the journey. One ship returned after being in the realm of the Living Land for only a few hours. The ship's machinery and navigation systems died and the pilot could not see well enough through the Deep Mist to navigate up the river even if the engines were still working. By dead reckoning the pilot was able to swing the ship around. It was carried downstream and out into the Delaware Bay.

The second ship was never heard from again.

She chose some of her most talented co-workers to accompany her on the trip: Denny Hebson as chief engineer, Josh Hodas as pilot, Mellissa Montouri as navigator. The ship was loaded up and sent off.

As soon as they passed into the realm of the Living Land the ship began having problems. The compasses began spinning wildly and all the navigational equipment went dead. Then the machinery and power systems stopped one by one, and Mercy and her crew found themselves drifting toward shore. Frantic efforts were made to get the ship back in working order, but in minutes the *Challenger* was beached upon the shores of New Jersey. A Jakatt war party attacked the ship and a fierce battle ensued. Although Mercy led her crew brilliantly and drove off the attackers, several of her people were captured by the lizard men. Leaving Hebson, Hodas and Montouri to work on the ship, she led a party to rescue her missing crew members.

Tracking the Jakatts proved to be more difficult than she anticipated. She had heard tales of the Deep Mist, but was not prepared for how it obscured all

trails and made staying on course so difficult. After a full two weeks of travel and several adventures involving the rescue of a group of families holed up in a grocery store, being pursued for several days by hungry bands of survivalists, and dealing with dangerous creatures, she finally found her lost crew members.

They were tied to the ground, ready for sacrifice, in the middle of a Jakatt camp. An edeinos was also staked to the ground, and Mercy decided she would attempt to rescue them all, hoping to gain some aid in the realm.

After hastily sketching out a plan, which involved drawing a large portion of the tribe away from the sacrifice, she succeeded in getting her people free as well as the edeinos. The edeinos was Bek Tacat, a friend to Core Earthers. He had been working with a resistance community and was captured by his people.

Bek Tacat was able to lead Mercy and her people back to the *Challenger*. The ship had yet to be repaired, but when Mercy worked with her crew, and thus applied her own sense of reality to the work, the ship sprang back to life. Bek Tacat worked with the navigator and pilot to get the ship safely to Philadelphia.

Mercy and her crew are now scheduled to make monthly runs up to Philadelphia. Mercy is always looking for talented crew hands to insure the success of her ship's trip.

Captain Mary Mercy (Tech Wiz): DEX 9, STR 8, TOU 8, PER 12, MIN 10, CHA 10, SPI 9.

Skills: reality 11, dodge 10, fire combat 10, land vehicles 13, water vehicles 14, find 13, scholar (naval engineering) 13, science 11, charm 12, persuasion 11, faith (Methodist) 10.

Possibilities: 14.

along the southeastern seaboard. Besides carrying food, clothes and medical supplies, the boats bring troops and equipment to the city. For the return trips, the boats fill up with refugees wishing to leave the Living Land. The refugees are given food and shelter by Red Cross workers waiting at the ports, and assistance is provided for finding a place to relocate.

The 157th Infantry Division

The 157th Infantry Division was brought up piecemeal by truck convoy and freighter over the second and third month of the invasion. The National Guardsmen who held the city in the Battle for Philadelphia have been absorbed into the 157th, though they still work within their own units. The division is housed in the dockyards at the south end of the city.

Although the soldiers have been very effective in keeping the city safe from the invaders, no practical plan has been developed for sending soldiers into the Living Land to take ground back. Too many of the soldiers find themselves without the ability to fire their weapons when they enter the Land. A concerted effort is being made through the ranks of the army to find soldiers who have the unique ability to make high technology work in the Living Land and transfer them to the 157th. It is the goal of the Pentagon to make the 157th an elite division capable of handling combat fully in the realm.

Resistance Communities

Scattered across the Eastern Land are resistance communities. The communities are usually centered around a hardpoint, though many depend on a few possibility rated characters to keep the machinery that breaks down running.

Most resistance communities are self sufficient and receive aid from travelers through the land only by accident when the travelers get lost and chance upon the community. In fact, most communities are not known

to those living in Core Earth. The reason for this secrecy is not just fear from a Jakatt attack. The United States Government has instituted a policy of forcing people to leave their resistance communities after discovering that the High Lord gains energy from people living within the realm. Rumor in the realm is that force has sometimes been brought to bear on those people who don't voluntarily leave. To keep their homes, the resistance communities are keeping a low profile.

The population of a resistance community is made up primarily of people who have no desire to give up their land to a "bunch of scales," no matter how oppressive and hard the situation becomes. Many of the members of resistance communities are from rural areas, but some are from

urban areas who stumbled across the communities while trying to escape the Living Land and decided to stay.

To insure secrecy the communities are small, only 10 to 100 people per grouping. There is no point in trying to build up their numbers to a larger degree for defensive purposes, for the number of people who would be needed to stave off one of the war tribes would be impossible to gather and support. Everyone in a resistance community knows that if they are discovered by a large enough number of Jakatts, the only recourse open to them is to scatter and hope for the best.

In the meantime, it is their self-appointed task to harass the enemy wherever and whenever they can. Hunting parties from Baruk Kaah's tribes are attacked whenever they are



R Reggie Wyckoff of Liberty, Ohio

Located about 15 kilometers southeast of Lancaster, Ohio, along the Rush River, the resistance community of Liberty is made up of nine farming families from the area, one family from Lancaster, and a stalenger, giving them a total population of 50 (though Julie Dixon is pregnant).

The land they are cultivating is not the best for farming, but it is tucked into the curve of a large hill and has access to water. They have a good supply of livestock and project that they will be able to survive the war if they can get enough food stored up for the winter. To protect their stored food from the Deep Mist they have built air tight silos and dining areas.

The leader of the community is Reggie Wyckoff, husband of Maria Wyckoff and father of four. When the invasion began he was one of the folks who decided that he wasn't leaving, no matter what. But after hearing how the lizard men mysteriously made machinery stop working and rolled over the northeast's defenses, he realized that trying a stand-up fight was not the way to go about dealing with the invaders. He reasoned that he knew enough about farming the land, however, that he could take his family to an isolated spot near Sugar Grove, where he lived, and set up there. He mentioned his idea to a few of his friends and it was agreed that they would try it if the invasion reached Ohio.

The next few weeks were spent in preparation. Several locations were scouted out, but

the spot along the Rush River was judged to be the best. When the High Lord's tribes swept into Ohio, Wyckoff and his people moved quickly to their new home. They took guns with them, and a few high-tech farming implements, but understood that they were going to primarily be surviving with the technology their great-grandfathers farmed the land with.

The Liberty community had been going for only two weeks when all their guns and technology-based tools stopped working. It was assumed that that was it — that until the war was won and the enemies pushed back they would not be using technology again.

This belief was turned over when one day the children of Liberty were attacked by an edeinos hunting party. Reggie had been working in a barn when he heard the children's cries of fear. He rushed for the door, instinctively grabbing a gun on the way. Once outside the barn, he raised the weapon and fired into the attackers. The edeinos dropped one after another from his sure shooting and the children were safe. It was only after the fact that someone pointed out that Reggie had used the rifle.

A great deal of the rest of the day was spent with everyone experimenting with tools around the farm. It was discovered that besides Reggie, a 12 year old girl could also get guns and tractors to work for themselves and other people.

Since that time the Huntington's from Lancaster and a

stalenger named G'kol from the Uk Trakka tribe have joined the community. G'kol has proven himself invaluable for scouting on hunts and to warn of approaching Jakatts of the High Lord. He is also able to pray to keep certain animals from attacking the farm, an important ability considering the livestock kept at Liberty.

The Uk Trakka is a tribe of Jakatt traitors, and an alliance has been made between the two communities. The Uk Trakkas have agreed to teach the humans the ways of the Land (about stelae, what powers a Jakatt can call upon from Lanala), and in return the humans make sure that other Core Earthers do not wipe the tribe out. More than once Wyckoff has had to intervene with Core Earthers out for some "payback."

The two communities have also worked together to track down Baruk Kaah's Jakatts and hunt down two stelae, though nobody knows how to remove them.

Liberty has become a popular rest stop for humans traveling across the Living Land. Shelter and food is given in exchange for news and a few days of help on the farm.

Reggie Wyckoff (Stubborn Core Earther): DEX 12, STR 9, TOU 10, PER 8, MIN 8, CHA 8, SPI 11.

Skills: reality 13, beast riding 13, dodge 13, fire combat 15, unarmed combat 13, find 9, tracking 9, survival 10, intimidation 13, faith (Lutheran) 13.

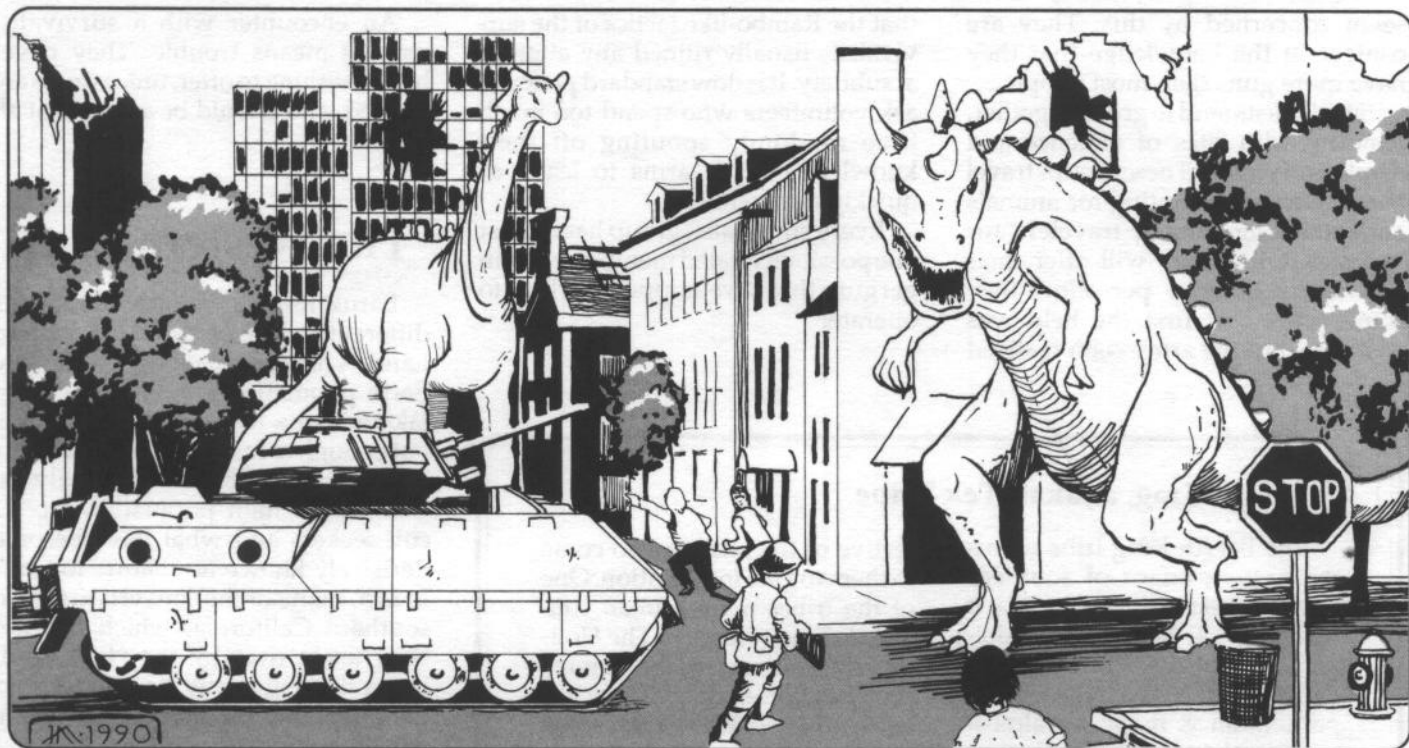
Possibilities: 9.

met, gospog fields are sought out and burned, sniper assaults and ambushes are made on the tribes, and movements of the larger tribes are recorded and passed on to people heading out of the realm.

The resistance communities have also tried to cultivate alliances with rebel Jakatts. In fact, there is not a single community that does not have at least one edeinos or stalenger as a member. The problems of survival have caused all but the most die-hard

bigots of the communities to accept help against Baruk Kaah in whatever form it comes in. As for the bigots, they keep their mouths shut, but wait for the chance to prove that the "scale" in the community is really an enemy.





Most of the communities are set up as small communal farms. They are usually located in isolated valleys or in a glade deep within a forest. They are difficult to find because they want to remain hidden. Several communities are well known to those who travel the realm constantly, and have become rest stops for long hauls.

Detroit, Michigan

It almost goes without saying that the city of Detroit, the metropolis singularly associated with the production of automobiles, is a major hardpoint within the realm of the Living Land. Although much of the city's population evacuated before being squeezed by the invasion points at New York and Thunder Bay, enough remained to make a stand (and were pleasantly surprised to find that their reality held). Now the city is still churning out vehicles.

Cars, however, are not the immediate concern of the factories. Truck cabs and rigs are what is needed now, for across the land people are in desperate need of food and news, and the 18 wheeler has proved to be one of the more successful vehicles for transport-

ing goods throughout the Eastern Land.

The shift in political boundaries has also affected the city's industry in another way, for now Detroit is not only a factory town, but a center of trade. From Philly to Chicago, from Kentucky to Toronto, the city of Detroit is a nexus of supplies brought in from Core Earth and redistributed as needed. The city is known as "The Heart of the Eastern Land."

A huge pool of truckers and scavengers live in the city, either waiting to drive cargo in or out of the city, or to travel into the realm to collect material to allow the city to become more productive. Baruk Kaah has become aware of the city's importance, but does not harass the convoys, for he knows the food deliveries allow more people to stay alive within the realm, thus allowing him the opportunity to drain them of their possibilities.

The United States government has tried to get Detroit to shut down for more than a month now, for the very same rationals that Baruk Kaah wants it running, but so far the metropolis has refused. Presently there is too much money to be made by the men and women willing to risk their lives to make a stand on their soil. Although the government could use force, the

visibility of Detroit makes that choice for solving the dilemma impractical. For the time being, the city will continue to let those who wish to duke it out with the edeinos and their allies to do so.

The only time the city finds itself in trouble is when the military arrives. Keeping to his policy of destroying army units when he can, Baruk Kaah has given orders to the war tribe stationed around the Detroit area to attack and destroy all military convoys traveling in and out of the city.

Survivalists

A survivalist is another kind of Core Earth native that has decided to stay in the Living Land. Unlike the resistance communities, however, survivalists have adopted an "every man for himself attitude" to daily living.

In the eyes of the survivalists, strength of will determines whether you survive. They believe that cowards deserve to die and in fact should be killed. True men, and they know they are true men, can only be killed by a coward's trick. Their suggestion that cowards can trick them implies that cowards are more intelligent than they are, but the survivalists do not



seem concerned by this. They are content in the knowledge that they have more guns than most people.

Survivalists tend to group together, bonding with rites of violence and displays of virility. These groups travel the countryside, hunting for animals and attacking human travelers for supplies. Often they will offer their services to military personnel they come across. At first the help was welcome, but the army soon realized

that the Rambo-like tactics of the survivalists usually ruined any attempt at subtlety. It is now standard policy to ask volunteers who spend too much time randomly spouting off their knowledge of firearms to leave as quickly as possible.

Every survivalist group has at least one possibility-rated member who can get guns that have stopped working to operate.

An encounter with a survivalist usually means trouble. They never have anything to offer, unless guns are needed, and should be avoided at all costs.

The Western Land

Baruk Kaah's western territory is different in nature from the Eastern Land. A higher percentage of the Core Earth population are now practicing Jakatts (not a huge percentage more, but enough to make a difference). This has been attributed partially to California's high population mix of cult-seekers and what have become derisively known as "nature lovers." In fact, many of the converts are from southern California, which has not been taken over by the High Lord. Upon hearing about the religion and the possibility that not all Jakatts are evil, they traveled north to check out the lizard's tribes. Many died along the way, of course, but many survived. Most are very happy now living the life of a Jakatt.

The other important difference from the Eastern Land, perhaps due to the influx of Earth inhabitants into the tribes, is the high percentage of edeinos, stalenger and benthe Jakatt Teks — those Jakatts who are now opposed to Baruk Kaah. There is a great deal of infighting among the invaders, as the supporters of Baruk Kaah struggle against both the inhabitants of the Borderlands and their own traitorous cousins.

There are two pure areas in the Western Land: the stelae-bounded area around Sacramento, California (where the major bridge appeared), and the zone directly to its south. The rest of the Western Land is dominant Living Land.

The Fresno Tribe

The Fresno tribe is made up of approximately 60 humans, all of them Jakatts. They were taught the ways of worship by an edeinos named Natk Teros, who found the humans wandering around Fresno attempting to worship Lanala, but really not sure how to go about it. He spent two weeks

Baerth Krag, a Jakatt Tek Tribe

The Baerth Krag tribe roams the eastern edges of southern Oregon and northern Nevada. It contains 800 Jakatts: 400 edeinos, 250 humans, 125 stalengers, and 25 benthe. The large human population is made up almost exclusively of people who actively sought out a tribe (as opposed to Baruk Kaah's tribes in which the human members are forced by the changing reality).

Several of the tribe's members have made contact with members of the Borderlands. Because of the hatred of Jakatts in the Borderlands, most of the representatives from the tribe sent into the Borderlands are humans who don't typical Earther clothes in an attempt to blend in. (The disguise does not always work. There is something about the eyes of a Jakatt, human or edeinos, that usually betrays a worshipper of Lanala — a constant roving or searching for something. It is often described as the look of hunger.)

The tribe's members pass information about the movements of Baruk Kaah's tribes, the location of gospog fields, the possible placement of stelae, and the location of eternity shards on to the contacts. The contacts, who are themselves taking a risk by meeting with humans or lizards that the average American considers the enemy, are very pro-

tective of the Jakatts who come to them to give information. One of the tribes main human contacts is Tracy Heath of The Holiday Irregulars, a mercenary group in Boise, Idaho. Tracy has yet to reveal where she gets some of her leads, for fear her more bitter comrades will waste the Jakatts the next time they show up.

The Baerth Krag tribe does what work it can to interfere with Baruk Kaah's plans, but since they are hunted both by the High Lord and many Earthers they must be careful about drawing too much attention to themselves. The passing of information on to allied humans seems to be the best way to hurt the High Lord but still protect themselves. Nonetheless, several tribe members recently found and destroyed a gospog field in Christmas Lake Valley. They dug up the corpses and called forth a gathering of crosktrecks with a miracle of summoning. The carrions consumed the host corpses and ruined the crop.

The tribe's main threat comes from the Uk Tarsas, a tribe which supports Baruk Kaah and which roams the same area. The Uk Tarsas have sworn to destroy the Baerth Krag. Conflicts between hunting parties of the two tribes are frequent, though the two tribes have yet to meet in full battle.



J Jeremy Scanth, Human Supporter of Baruk Kaah

Scanth was always an outcast before the Possibility War began. He drifted up and down the West Coast looking for work and a place to belong. His incredibly short attention span, however, made it impossible for him to do either. He was always looking for the next stimulation, the next way to get out of a world that seemed so boring to him, if even just for a while. His two main methods, drugs and drinking, worked sometimes, but their cost always meant that sooner or later they'd become unavailable.

As with most people who find themselves in this position but don't know how to get out of it, Scanth blamed his fellow man and came to hate the people around him, whether he knew them or not. He became a thief, stealing what he needed to survive and continue feeding his habits.

Then Baruk Kaah invaded and brought with him a religion that Scanth found irresistible. The faith of Keta Kalles not only offered a perpetual high, but would eventually give him a chance to strike back at those he hated most.

Scanth was living in Los Angeles at the time of the invasion, but after he heard about the religion of the invaders he traveled north to find them, to learn their way, to finally find a way to always have a rush without having to pay for it. Along the way he met with others who wanted the same thing. Not all

were as wasted as Scanth, but all wanted a new way of plugging themselves into the universe. These were the people who would eventually become the Fresno Tribe. They lost many of their members at first, but more humans came and eventually they found several edeinos and stalengers who taught them the ways of Keta Kalles.

For the first time in his life, Scanth was truly happy. Each morning his eyes were dazzled by the sun, each day he felt his lifeblood coursing through his veins. Nothing went unnoticed or unappreciated. The Fresno Tribe was a family to him after a lifetime of being alone. And, of course, he could pray to Lanala and get immediate response.

At first the members of the Fresno Tribe were content to live their lives without getting involved in the Possibility Wars. But one day the US army arrived and assaulted the group.

Most of the tribe escaped what became known as the Fresno Attack (to those who know about it). When the dust had cleared and the tribe took stock, they decided that they would offer their services to Baruk Kaah so that they might have a powerful ally to help fend off the aggressive country that they were once part of.

No one in the Fresno Tribe has been as willing to perform actions for Baruk Kaah as Scanth. He no longer is the slouched, unkempt drifter from before the

invasion. His clothes, when he wears them to journey through Core Earth, are neat, his eyes are bright and alert (sometimes too bright, too alert). He travels the highways of North America, sometimes looking for information on troop movements, sometimes smuggling stelae into Core Earth territory. He can often journey much faster than the invading Jakatts, for apart from his wild stare he fits right in. Although he hates being in the world of dead things, he understands them better than the edeinos and stalengers and can suffer the pain better than them.

His primary occupation, however, is as a terrorist. He wanders the continent attempting to inspire confusion and fear in the American populace. He hunts people, sometimes innocents, sometimes key military or political figures. Often he will use his faith-inspired strength to overpower the driver of a bus or pilot of a plane while it is taking off, and destroy the vehicle, killing dozens of people. Although such actions are obviously risky, risk is a key element of being a Jakatt.

He has been identified and is now sought by the authorities.

Jeremiah Scanth (Earther Gone Primitive): DEX 9, STR 9, TOU 12, PER 9, MIN 8, CHA 8, SPI 11.

Skills: reality 12, acrobatics 10, dodge 12, melee weapons 10, stealth 10, unarmed combat 11, climbing 10, tracking 11, artist 9, survival 9, faith (Keta Kalles) 13.

Possibilities: 10.

teaching them how to pray, hunt and call upon miracles. Every once in a while he returns to them to see how they are doing.

The tribe started with more members, but many have died during the tribe's attempt to learn how to survive in the Living Land without practicing

Jakatts to help them out. Originally the Fresno tribe wanted to worship Lanala without getting involved in the larger conflict of the Possibility Wars. Since that time, however, they have been attacked army, and have now cast their lot with Baruk Kaah.

Members of the Fresno tribe frequently disguise themselves as non-

Jakatt humans and travel into Core Earth areas to do as much damage as possible. Although their ability to call upon the power of Lanala is not as effective as when they are in the Living Land, they are quite effective since they can wander freely through Core Earth.



The Northern Land

The invasion of Canada's Northwest Territories began at Fort Providence. Its 624 inhabitants were killed within the first hour of the invasion, and Baruk Kaah's Jakatts moved out in all directions, spreading the stelae forward into the two pure areas bounded by matching triangles. Most of the land taken from Canada was conquered in the first two weeks of the Possibility Wars. Since then Baruk Kaah's Jakatts have held the territory and worked on the two secret projects created by the High Lord of the Living Land.

The Strategy of the Northern Land

It was not in Baruk Kaah's original strategy to invade the northern quarter of the continent of North America. The population is so sparse that the possibility energy drained from the Core Earth inhabitants is almost negligible. The worshippers of Lanala also thought that the resistance in such a barren, underpopulated area would be so limited as to not be a challenge, and thus not desirable (remember that most Jakatts follow Baruk Kaah because he gives them the excitement of one invasion after another).

It was the High Lord of Aysle however, that suggested to Baruk Kaah

that he invade an area distant from his goals so as to draw off some of the Core Earth defensive capabilities. Since that time the ruler of the Living Land has come to believe that Uthorion was attempting to dupe him into wasting resources. In the end however, the strategy has worked, and the nation of Canada, beset now on three sides, is having trouble covering every area it needs to defend.

It was Baruk Kaah's assumption that if he invaded a sparse piece of land, the Core Earth inhabitants would devote only a small chunk of their defensive capabilities to it, utilizing their primary forces for the more valuable land where most of their inhabitants lived. He decided then that since the area was simply a distraction, he would not use his precious stelae to expand its boundary, but simply work sinister machinations within the area of the Northern Land.

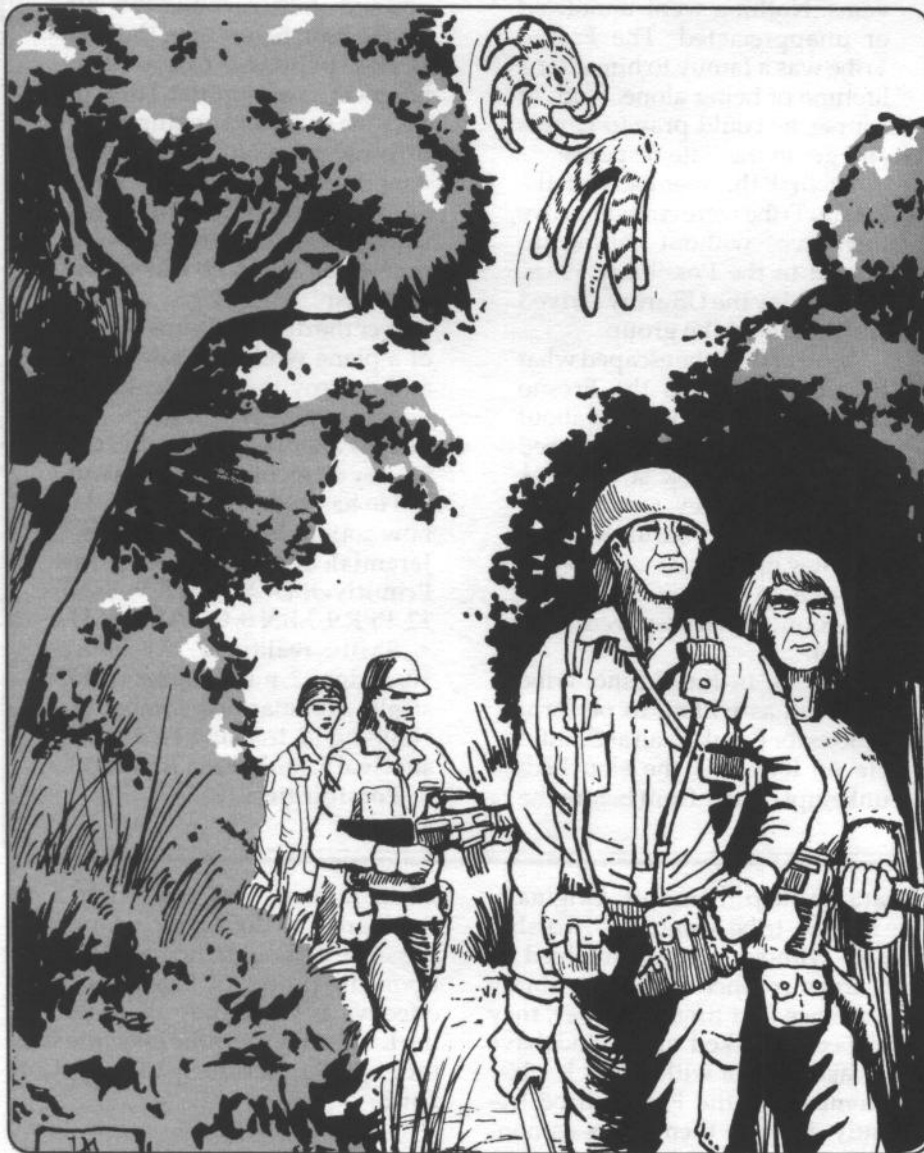
The Lake and the Flame

Baruk Kaah has undertaken two mystical projects in the Northern Land. None of the other High Lords presently know about the projects, nor do most of his subjects. He has assigned only his most loyal followers to the Northern Land so that the projects remain secret. Because the Northern Land has turned out to be an area of fierce battles, these assignments do not strike the other Jakatts as strange, since loyalty to Baruk Kaah is often rewarded with assignments to areas of high excitement.

Osthangs

The first of the two projects is taking place at the bottom of Great Slave Lake which is now completely within the realm of the Living Land. Baruk Kaah has developed a method of manufacturing spiritual creatures born of water by combining the process of growing gopog with the spiritualism of his own religion. He has named the creatures *osthangs*.

Osthangs have proven especially effective against the powerful Earther war technology, for they are able to destroy things made of metal. Because



they are a twisting of the natural order of Life, the High Lord must keep his new creatures a secret from most other Jakatts.

Like gospog, osthangs need a human corpse to breed within. Since the Northern Land doesn't have a population worth keeping alive for possibility energy, no prisoners are taken. The area has been defined by Baruk Kaah as a simple war zone. Core Earth inhabitants are to be killed and used to grow osthangs.

Corpses are taken to Great Slave Lake and the Jakatts perform a ceremony that Baruk Kaah has devised. It appears to be done with the permission of Lanala, but in fact all petitions to Lanala are unnecessary for making an osthang since the goddess is in no way involved.

The ceremony is then held on the shore of the lake, where the soul of the corpse is offered to Lanala. It is asked that she take the soul and use it to defeat the enemies of her faithful worshippers. Then three or four edeinoss swim to the depths of the lake with the corpse. When they reach a specially prepared hole dug during the offering of the soul, they place the body in the hole. The mouth and throat of the corpse are then stuffed with various objects which act as connections to the ways of water: pieces of fish meat, plants from the lake, and dirt from the lake's floor. A gospog seed must be included as well. The corpse is then buried to protect it from fish, and left to rot and transform into an osthang.

After a week in the water, the body rots away (corpses exposed to the Deep Mist will still decay at an accelerated rate even buried under the water). When the body has rotted the creature is formed. It then rises to the surface and is "leashed" through force of will by an edeinoss specifically assigned to control the osthangs (the handler).

Osthangs appear in three forms and are able to shift from one to the other at will: the creature, the water, and the mist. The creature is a huge and terrible monster made of water. Shells pass through its body but it can smash tanks and do tremendous damage. The water form allows the creature to pass along rivers, streams, and along lakes undetected. It has no shape, but sim-

ply travels along as water and rebuilds itself later. The mist form is taken when the creature actually lets itself be broken up into hundreds of thousands of fine droplets of water. These droplets are carried on the wind or brought up into the clouds by evaporation caused by the sun. The creatures are able to exert some effort in controlling where they end up. See Chapter Ten for more information.

Each osthang is grabbed by a handler when it rises to the lake's surface. Because of the nature of the miracle, the osthangs always take the form of the creature first, making them very easy to spot. Several edeinoss and stalengers are kept at the edge of the Great Slave Lake at all times. When an osthang crashes through the surface of the water, all the Jakatts attempt to "reign it in". The first Jakatt to capture the creature becomes its handler.

It becomes the Jakatt's task to bring the creature to the proper sight of battle, instruct it as to what form to take and issue commands. Although this means that the Jakatt does not participate fully in the battle, this loss of sensation is offset by the tremendous rush that the Jakatt receives from being linked to the creature. What the osthang feels the Jakatt feels, what power the osthang has the Jakatt experiences as well.

In battles the Jakatt controlling the osthang looks as if he is in deep prayer. Word has been spread throughout the ranks of Baruk Kaah's Jakatts that Lanala has bestowed a new miracle upon her people — a force of nature that will aid them in their battles. Certain Jakatts, the lie continues, have been blessed with the ability to call upon this force through prayer. Through this deception, a very plausible deception within the context of Keta Kalles, the origin of the osthangs has been kept secret from the majority of worshippers.

The Fire Warriors

West of Great Slave Lake and south of Lac la Martre is a rupture in the Earth about 10 meters across created by Baruk Kaah. From the crack rises a flame of such intensity that a human unaided by technology, mysticism or magic would be dead before he

Baruk Kaah's Theological Deceptions

With the osthangs and the fire warriors, Baruk Kaah has created lies for both the Jakatt who participate in the ceremonies and those who do not know were osthangs come from or how a worshipper becomes a fire warrior.

The need for this lie rests upon a subtle theological distinction within the faith of Keta Kalles on what is natural and what is not.

In the case of the osthangs, if a Jakatt prays to Lanala and Lanala responds with a mystical power (for example, creating an osthang) then that is natural, for Lanala can create at will. But a Jakatt creating a monster with his own hands is not natural. The monster is a manufactured thing, and manufactured things are taboo in Keta Kalles. It is not a practical or efficient point of view, but many elements of religion are not.

In the case of the fire warriors the Jakatts are committing suicide, the most horrible act imaginable to practitioners of Keta Kalles.

If the truth were known about osthangs and fire warriors many more Jakatts would turn against Baruk Kaah, for with each transgression of the ancient ways revealed, the High Lord weakens his connection to the true believers he rules.

reached it. The Jakatts, however, aided by the power of Lanala, are able to approach the flame. And what is more, they can enter it.

Like Great Slave Lake, the flame is another place of taboo mysticism. The High Lord had been contemplating creating such a device for many years, but never had a place isolated enough to try it. The Northern Lands have filled that need.

The flame, called the Testacha, is a place of self-sacrifice. A Jakatt prays to



Lanala, offering the goddess a spectacular experience of sensation in return for keeping the worshipper alive in circumstances that would usually kill even a blessed edeinos. After the prayer the Jakatt approaches the flame and then steps into it, is transformed, and then steps back out of the flame.

Although the Jakatts who enter the flame believe they are praying to Lanala to receive this blessing, they in fact are being tricked by Baruk Kaah. He has told them that Lanala has picked them for their holiness, and he tells them this because the Testacha is, like the osthangs, a terrible heresy according to Keta Kalles. The reason Lanala taught the Jakatts to enjoy each and every moment of life is so that they might not want to die. They are rewarded for acting as her sensory input by receiving a bit of joy from whatever happens, be it good or bad.

When a Jakatt enters the flames he is consigning himself to death. There is no way to escape this death. This means the act is an act of suicide. And suicide, within the tradition of Keta Kalles, is the most heinous act anyone can commit. Although a Jakatt might die while in the pursuit of sensation, that is a risk. For a Jakatt to will himself to doom means betraying Lanala, who will lose him forever as a source of sensation due to his own selfishness.

A Jakatt that returns from the Testacha is doomed to die within two to five weeks. His or her body is now consumed from within by the unholy fire and will be eaten away within those few weeks. The worshipper is kept alive purely through the grace of Lanala.

The effect of being consumed by the flames of the Testacha can be quite startling. An edeinos, for example, after returning from the flames, appears to be a hollow husk filled with fire. Flames leap from his now hollow eye sockets, his mouth is filled with fire when he speaks. A stalenger emerging from the flames reveals a continual fire

burning within its translucent frame. So that it may still surprise Lanala's enemies, the stalenger can change its skin completely dark, sealing the light of the flames within it for limited periods of time. A benthe from the flame radiates a bright red glow. It has no way of disguising this glow at all.

These warriors born of Baruk Kaah's flame have inherent powers over others of their race. The details of such worshippers are given in Chapter Ten.

Jakatts not taken into Baruk Kaah's confidence in the matter have no idea where the burning warriors come from. As with the osthangs, a lie has been spread to cover up Baruk Kaah's actions. It is said that those who have a flame within them have been blessed by Lanala. She has given them the greatest of gifts, a sensation so powerful and overwhelming that it is like being a god feeling the universe. If a Jakatt is faithful enough he will have this blessing until he dies a natural death.

The truth of the matter, however, as stated before, is that the Jakatt is doomed to die. The High Lord's power delays the death, but it will arrive within a month. However, for a Jakatt craving the next intense experience, it is a sacrifice worth making. When the Jakatt exits the flame he is tormented for the rest of his living days with the slow destruction of his body from within. He never sleeps again for the pain is too intense, he never can relax or even focus intensely on something else, for every nerve of his body is distracted by the personal hell he carries around within his body.

Remember that for a Jakatt, sensation, even painful sensation, is in his own peculiar way very pleasurable. And there could be nothing more heavenly for a Jakatt than to be perpetually overwhelmed by an all-consuming sensation.

The Jakatts who enter the flames believe that they have been given special permission to die from Lanala.

They are to be holy warriors who burn as brightly as a star, and finally are extinguished after their exquisite pain. Baruk Kaah has told them this and they believe him. The High Lord only lets those who trust him enter the flame. He then sends these special warriors up the bridge at Fort Providence. They then travel across the cosm and come back down any of the other bridges, where they join the struggle against the Core Earth inhabitants.

The flame warriors can no longer speak due to their condition. The other Jakatts do not know where they come from. Jakatts who have broken off from Baruk Kaah and now communicate with Core Earth citizens will reveal that no one saw the flaming warriors before the invasion of Earth, and no one knows what they are.

The Land Below

When Baruk Kaah and Pharaoh Mobius discussed an alliance, both decided it would be in their best interests to form a connection between their realms. This was accomplished by letting their two separate Darkness Devices "discuss" matters. So when the realms appeared, an underground tunnel sprang into existence that provided an unobstructed, out-of-sight pathway between the realms.

However, they may have done their work too well. The tunnel has an endless number of branches that seem to lead into a vast underground network. Stories speak of an underground world of hollow spaces and twisting tunnels. Some even say that these tunnels connect to the other realms. And, finally, some rumors speak of nameless horrors that can be found nowhere else. Until further study and exploration, the Land Below will remain a mystery.



Chapter Six

Core Earth United States



Outside the realm of the Living Land, life continues in many ways as it did before the invasion.

The United States of America is a besieged country, but only a third of it is dominated by the invaders. The other two thirds, while preparing for war, must also live day to day. Sporting events, plays, schools — all continue to function. For most people in the country, the invasion is far away. There is a mistaken belief that the abrupt slowing down of Baruk Kaah's progress is because the military has created a stalemate (the invasion has slowed because the stelaes Baruk Kaah brought from his cosm have run out and he can only move forward as fast as new stelaes are produced). The general populace believes that it is only a matter of time before the army pushes the invaders back over the land and up their bridges.

There are some differences, however. Areas bordering the realm are not as confident as the rest of the country that the time of fear is over. And the government itself has had to make adjustments to deal with the situation.

The Nation's Government

When the border of the Living Land was discovered to be closing in on Washington, D.C., emergency measures were taken to temporarily move the capital to Houston, Texas. Several other standard emergency locations, such as the mountain base in Virginia, were rejected because of the peculiar axiom nature of the invasion. Hiding in a mountain might work to protect

oneself from nuclear war, but if the Living Land's axioms roll over the mountain, everything in the complex would simply stop working.

The Texas city was chosen because of its already existing support structure, its proximity to a port, and its distance from the disputed lands.

Relations with the Rest of the World

Although life on Earth is stranger than ever, the government of the United States has held to the basic methods of business and international relationships that it had developed before the Possibility Wars began. It still has strong ties with those countries in Western Europe not conquered by the High Lords (although diplomats are now being sent to England to establish ties with possible allies in the Aysle realm). The openly oppressive governments of Pope Jean Malraux and Dr. Mobius are obviously not a possible ally for the United States, and the Orrorsh realm is simply an unknown.

Although diplomatic ties with Japan are still strong (remember that the Kawana invasion is completely secret, so few from Core Earth know about it), there is suspicion in the United States that Japan might somehow be responsible for the invasion since it not only was spared but seems somehow to be prospering despite the hardships the rest of the world is facing.

These suspicions have also fallen upon the Soviet Union, which beat back its invasion from another cosm, but with less support. Although it has made public the details of the invasion, some US citizens and govern-



ment officials suspect the whole matter is another "red trick." Others are leaning toward continuing the good relations that were in effect prior to the invasion. The Delphi Council is an especially strong proponent of the former view, however, and is devoting a good deal of time and money into establishing a connection between the Soviet Union and the invading High Lords.

The President

President Douglas Kent and Vice President Gregory Farrel were in New York the day of the invasion. They have not been heard from since that day. Some refugees out of the pure Living Land area around New York claim to have seen Kent leading a tribe of humans through Manhattan, but the claims, as of yet, are unsubstantiated.

Kent's replacement as President of the United States was Jonathan Wells, who was Speaker of the House before the invasion. One of the few men in Washington who harbored no desire to be president, Wells proved in those first few weeks to be quite a capable leader, calming panic and focusing the stern attention of the government on the matters of greatest importance.

But Wells fell before an assassin's bullet. Claims that the assassin was Congressman Andrew Jackson Decker have been largely refuted, but the true killer is still at large.

The current leader of the country is President Dennis Quartermain. Quartermain had been the Secretary of Defense before the invasion. He served well in the post, but his draconian personality and black sense of humor (some said it was ill) won him no strong friends. Quartermain was responsible for pulling Ellen Connors from Congress to establish the shadowy Delphi Council, and he supports that organization completely.

The Delphi Council

Named after the oracle of ancient Greece, the Delphi Council is a hastily assembled think-tank and emergency task force created by the US government to make plans and strategies for dealing with a situation that has never before been encountered on Earth. Members have been drawn from the military, corporate, and scientific sectors.

Combining the new administration's conservative views with the paranoid feelings that can be produced by having your country invaded by a new reality, the Delphi Council's strategies range from reactionary to truly frightening.

The Council is also rampant with a "make a buck over anything else" mentality carried over from life in the United State before the invasion. In other words, although many of the members of the group are completely sincere in their pseudo-political paranoia, others are simply corrupt. For example, two of the nation's top weapons manufacturers, Doling Aircraft and General Automations, have key connections on the Delphi Council who are arranging to have large sums of money thrown their way to produce weapons that can work in the alien reality of the Living Land.

The Spartans

"Spartan" is the codename given to special covert mercenary units hired through the Delphi Council and trained and run through a section of the CIA that is responsible to the Council. The units are only used in the realm of the Living Land and only for missions that the Council wants undertaken that it could not ask of the regular military.

The Spartans work in small units, thus avoiding the social axiom problem found in most large-scale military operations undertaken by the armies of the United States and Canada.

The primary task of the Spartans is to clear out the civilians living in the realm of the Living Land. The council has discovered, after interviewing captured Jakatts, that the High Lord gains energy from draining people of

their possibility energy. To prevent this from continuing, the Spartans roam the Living Land searching for resistance communities and other survivors. They have standing orders to connect the citizens up with army units to get them out of the realm.

When a civilian refuses to leave, however, the Spartans have been given authorization to kill them. The Council feels that since the citizen was given the order to leave but refused, expediency requires that he be killed rather than continue to feed the High Lord energy.

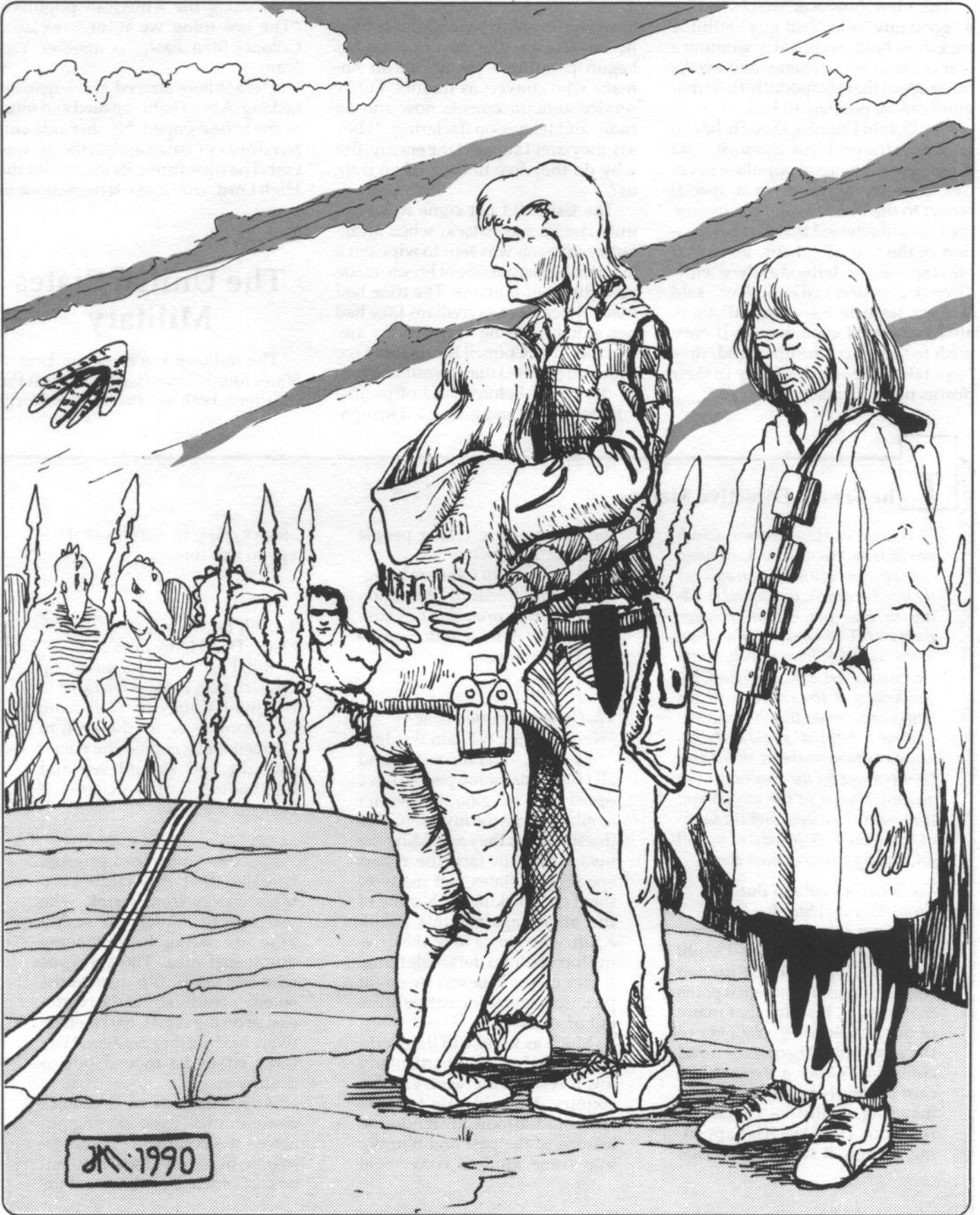
A few Council members know that the Spartans have their own standards of expediency and often kill civilians without offering to move them out of the land. It is frequently a matter of how far away the next military unit is and the mood of the mercenaries.

The Legal Entanglement of Human Jakatts

The war against the Jakatt invaders has been complicated for the United States in that many humans are converting to the faith of Keta Kalles, sometimes under duress and sometimes by choice. While the situation could be seen merely as citizens betraying their country, many of the human converts to Keta Kalles claim they do not support the Living Land High Lord — they simply want to have the same religious freedom guaranteed to everyone else in the country. Not only does this lend support to the claim that not all the edeinos, stalengers and benthe are supporters of Baruk Kaah, but it puts the government in an awkward position when dealing with those citizens who have taken the invaders' religion as their own.

Legal experts secretly questioned on the issue have stated categorically that it would be horrific to classify a citizen as a traitor to his country because of a religious preference. In their view, the government must treat them like any other citizen, even if they are running around half naked in conquered territory.





JK 1990

This view, however, makes having a "good guy" and "bad guy" attitude trickier to hold, and clearly winning a war is easier if the enemy and everything about them (especially their religion) can be painted all bad.

The Delphi Council, though, has an answer to the problem. Ignore it. And make sure the general populace never has to worry about it. In a special report to the President on the matter, the Council advised that for the duration of the war all Jakatts, no matter what species, be defined as the enemy. "Even if they don't all look alike," said Senator Jesse Bows, "they all think alike, which is even worse. If they wish to worship a heathen god, they have taken the responsibility of their deaths upon themselves."

Since the fact that many humans have converted to Keta Kalles is public knowledge, the government has begun painting a picture of all humans who convert as traitors. Public service announcements now run on radio and television declaring, "They say they don't support the enemy. But why do they live in land taken from us?"

The issue did not come to a head until the Fresno Attack, when an infantry division was sent to wipe out a Jakatt tribe just outside of Fresno made up entirely of humans. The tribe had made it clear that as civilians they had not sided with the invaders in any capacity. The Council heard about the tribe and decided that it would have to be destroyed before word of pacifist Jakatts got out and generated sympathy

among the American populace. "The last thing we want," declared Colonel Stan East, "is another Viet Nam."

The soldiers arrived and began attacking. A brief battle ensued and most of the tribe escaped. Neither side suffered heavy casualties, but the die was cast. The tribe threw its lot in with the High Lord, who had left them alone in peace.

The United States Military

The military forces of the United States fought brave battles against the invaders, both on the soil of North

The Fresno Directive Memos

A copy of these memos, which preceded the Fresno Attack, are lying in the bottom of a safe in an office at the new United States Capital building in Houston, Texas. Senator Burdges (D-Ohio) secretly hid them in the safe before his untimely death. All other copies were destroyed. No one knows of the existence of the remaining memos. If the memos were to come to light, it would certainly cause an embarrassment for the men involved and for the government in general. Rumor of the memos still float about Houston, and the Common Ground Association is still attempting to track down copies.

To: Senator William Burdges
From: General Stanley East

As per our previous discussion I am enclosing the Delphi Council's report on the human converts matter. Though it pains me to say it, it seems that many of our people are going over to the other side. Theories of mind control — either a drug in the mist or simply by nature of their invading reality — cannot be ruled out. However it is happening though, it still remains that

the invaders are taking people from us.

I know a lot of folks are bringing up the freedom of religion issue on this one, but I'm sure you'll see it in a much more practical manner.

To: General Stanley East
From: Senator William Burdges

I've gone over the report and all I see is that some people have opted for a religion that wasn't available until the invasion. This doesn't mean they are aiding the invaders — in fact, the report specifically states that many of them are working with some of the aliens against this Baruk Kaah, who seems to be the driving force behind the whole thing. If they can be believed we might pick up some informative allies out of all this.

Much as we like to think otherwise, we've got a particularly low threshold for bigotry in this country. I would hate to think we would so foolishly ignore the lessons of the past and blunder into some kind of convenient

stereotyping in a fruitless strategy to win this war.

To: Bill Burdges
From: Dan Helmsman

Bill, I just picked a memo up off Barbara's desk. It was sent to the Joint Chiefs of Staff from Sandford over at the Delphi Council. I just copied the page I thought you should see and highlighted it. The original is back on the desk.

... everyone. Our prisoner revealed that this High Lord takes energy from people who still operate under our reality who are living in an enemy dominated area. Thus, anyone who has yet to flip over to the enemy's reality still in the Northeast or on the West Coast is effectively feeding the invaders. They must either be moved out or destroyed.

Apparently these resistance communities have sprung up across the continent. While romantic in nature, they may not be cost-efficient in the end. Fur-



America and around the world. But in most of these battles, the sudden and unexpected "malfunctioning" of equipment meant that the outcome of the battle was not going to be in the United State's favor. Tanks, planes, and warships trapped behind enemy lines of alternate reality had to be abandoned and were soon deliberately destroyed by the gospog and minions of the various High Lords. Thus, expensive and powerful weapons were effectively taken out of commission without the invaders necessarily having to destroy them during combat.

Another major hindrance to the effectiveness of US (and Canadian) troops in North America is the low social axiom of the Living Land realm. The reality of the realm does not allow

for sophisticated standing armies that can take offensive action — and entering the realm constitutes offensive action. Although the dominant areas of the realm do not always effect the organization of the military, it influences it sporadically. Complex division movements and strategies are often ruined because one or more companies simply lose sight of the fact that they are part of a larger whole.

Three months after the invasion's beginning, the Pentagon has decided not to keep sending armies into the Living Land until a more productive strategy can be found. Until that time, the troops will be used for defensive purposes and to seek out the "stealth" groups that were found just before the Battle of Chicago.

Wartime Research and Development

Confronted with warfare taking place in areas where reality is different, scientists and engineers are working around the clock to figure out how to get the weapons of Earth's tech axiom to work against the invaders. (It has been suggested that for the short term more primitive weapons be used to "beat the scales at their own game," but the notion was defeated when it was pointed out that for large scale conflict the edeinos would be better at the game for the many months it would take to retrain the troops.) The research of war technology is being carried out jointly by US and Canadian companies.

ther research will have to be conducted to see what kind of population we can allow to live in the conquered areas. It is our opinion that troops should take precedence over civilians. In any case, careful consideration must be given to who is allowed to live in the conquered lands. We repeat: simply by living in the conquered areas citizens are aiding the invaders. This matter must be addressed quickly.

To: William Burdges
From: Samantha Tansan, Internal Security, Delphi Council

We have learned about your interest in the Delphi Council's activities and our recommendations to various government agencies. If you would like to use the "official channels" available to other congressmen, we would be glad to oblige you with details we feel are suitable for your consumption.

In the future, please refrain from private investigations.

And please accept our condolences on the untimely death of your friend, Daniel Helmsman.

Dear Tony,

I was wondering if we could have lunch some time this week. There's something going on over at the Delphi Council I think we should talk about.

I don't know this for sure, but I recently saw a memo that suggested that Americans be killed if they're living in the conquered lands. Their political affiliations would not matter. I can't believe this is the only effective way of winning the war.

Get back in touch soon,
Bill

To: Congressman William Burdges

From: Anthony Bruno, Office of the Attorney General

Sorry. I'm booked up for the next couple of weeks. I think you should let the matter you mentioned sort itself out.

Dear Congressmen Burdges,

I used to live in Ohio. Some of us decided to stay and fight it out. We fought a lot of the lizards

and we kept our land. Our machines didn't work too well, but we knew how to work the land and we were surviving. The army came by. They said we should leave and we said no. We said it was our land and we were not going to run. They said they'd give us three hours to pack up and join them in the evacuation. A couple of people finally gave in, but the rest of us said we were going to stay.

I don't know if you're going to believe what I'm about to write, but the army started shooting at everybody. They gunned down everybody that didn't run fast enough. I can hardly think about it without shaking.

I got away. I don't know who else to tell this to, but once when you were running for office you said we should tell you any problem that we had. I didn't vote for you, but this is more than a problem. I don't know what to call it though. But I thought you should know about it.

Charlie Hume

Several theories have been put forward which range from extrapolations of present day science (called "the reasonable theories") to quite absurd theories, created only because the situation at hand is, really, quite absurd (these theories are called the "crackpot theories.") Because times are strange, "crackpot theories" are considered with equal weight against the "reasonable theories." The names are only given to categorize the two types of theory, and are not meant to suggest one is superior over the other.

The problem with creating a viable theory as to how technology is prevented from working properly in certain portions of North America at this time is that the variables are too new and varied to sift out. Is the Deep Mist the cause of the affliction? Is it the mad scientist dictator in the Middle East who renders late 20th century technology useless with a strange device from a Flash Gordon serial? Is it religious power? Is it magic? No one knows yet.

Some of the theories are:

- In each of realms the nature of quantum mechanics has been altered a bit for the result of different possibilities. Thus, in one realm there is a better chance that gunpowder might not go off, in another there is a very good chance that a statue of George Washington might begin to cry. This is considered a "reasonable theory."

- The invaders have the ability to hypnotize people entering their realms into *believing* reality is different, though it really isn't. Researchers who studied a smattering of 20th century philosophy in school are keen on this theory. This is a far-fetched "reasonable theory."

- The invaders are the ghosts of dead aliens who once visited Earth millions of years ago. Each one was murdered and they have spontaneously appeared for reasons unknown and will stay until their murders are avenged. This is a "crackpot theory."

- The reality is different in each realm, and that's all there is to it. Another "crackpot theory," since it offers no reason for the change in reality.

However, as revealed in the *Torg Rule Book*, the last theory offered really is true. The realities are different, and

the only way they may be altered is through the use of Darkness Devices and perhaps eternity shards and group powers. Any scientific explanation used to understand the situation is doomed to failure because the axioms of reality exist as an order of understanding above science.

Thus, almost all the work being done to understand what is happening is headed in the wrong direction, for the citizens of Core Earth are using Core Earth axioms to solve a problem that overshadows Core Earth's axioms.

This has not, however, stopped certain unscrupulous firms from promising results on the matter using American know-how. Continuing the tradition of the military-industrial complex created in World War II, both Doling Aircraft and General Automations are making large profits researching a project that literally has no solution with the research strategies they have available to them.

As usual in such cases, the harm done is not simply a matter of money wasted. The strategy of the US army has been greatly affected by the promise of a quick fix to the problem and staged demonstrations that the solution is near at hand. Unfortunately, a solution for getting the United States' and Canada's weapons working properly in the Living Land will never be developed by the companies promising these results.

Both Doling Aircraft and General Automation are pursuing the quantum mechanics model. Each claims to have accidentally stumble across a method, as yet uncontrolled, of producing machinery that has a standard chance of working properly within the Living Land. Demonstrations have been staged to show this by using gunners and pilots who were discovered to be able to exert their will and make the machinery work in the Living Land realm.

Neither company pointed this out to government officials who witnessed test runs of the planes and weapons on the edge of the Living Land. It is assumed in both companies that there is no way of really knowing if it was the man or the machine that was producing the ability to enforce Core Earth's axioms in the Living Land. And be-

cause they want the research contracts, they put forth that the solution rests in building machines with odd probabilities built into them.

Because the Delphi Council is controlling the direction of research in the country, it is also controlling popular opinion. Further, while technology is the way they want the country to think they will solve the crisis, the Council is desperately working to understand why some people can operate under the old laws of reality and others can't. To this end, the Council is rounding up any of these so-called stormers to run tests and studies. One proposal even suggests forming stormer strike teams to work in the Living Land.

The Common Ground Association (CGA)

This grass roots movement began only recently, and yet has swelled in numbers throughout the nation, with congressmen and local political leaders joining in as well. The basic contention of the movement is there really are Jakatts who are working against the High Lord and that Keta Kalles is a religion that must be respected just like any other. After discussing the matter with the Jakatt Teks, members of the Common Ground Association believe that some of the Jakatts are sincere in their claim that they will leave the Earth once Baruk Kaah has been destroyed.

Obviously their views do not hold sway with most of the people of the country and the political factions that are now pulling the strings in Houston, Texas. Members of the CGA are considered by most Americans to be sympathizers with the enemy, because of views professed by the Delphi Council. Known members of the CGA have been threatened, attacked, and have had their property destroyed.

Because of this the organization works in two modes: "above-the-board" and "under-the-board." The above-the-board operations are defined as those made public, for it is believed that the organization will only work if it does not depend on the same



secretive tactics the government is currently employing.

The above-the-board operation is centered at CGA's headquarters in downtown Houston, where the group works busily on lobbying for their cause. The offices have already been bombed once (at night; no one was hurt), and there is no doubt further attacks will continue. Throughout the nation the organization is publicly present in the form of its members traveling door to door to get signatures to support their goals. Obviously the canvasers travel in groups, but even this has not prevented several volunteers from being attacked by zealously "loyal" Americans.

With money from some of its wealthier members, the group has bought air time for commercials explaining their point of view. Letter writing campaigns to newspapers, magazines, and congressmen are also used extensively.

Taking these actions often mean the people who voluntarily go public with their desire to cooperate with some of the alien worshippers against the High Lord receive threats, violence, and, without doubt, a folder at the Federal Bureau of Investigation.

Because not everyone who wants to work for the cause wants to expose themselves to these dangers, and because the CGA itself is involved in questionable activity, there is the "under-the-board" portion of the organization. These are the people who travel into the Living Land to seek out the tribes who want to work against Baruk Kaah, who follow tribes secretly to confirm their claims, who attempt to feed misinformation to the US military to prevent certain tribes from being found, and who are essentially spying on the US government to confirm certain ghastly rumors that have been floating around Houston of late.

Central to the last concern is what has come to be known as the Fresno Directive. Although only a handful of people in the government know about the Fresno Attack, rumor of a general government policy of attacking humans who have converted to Keta Kalles has spread. Although the CGA was not established to deal with the matter, it has adopted the issue. The CGA's position is that if humans are



actively supporting the High Lord they are enemies of the United States and should be treated as such. But converting to a new religion does not constitute supporting Baruk Kaah. In fact, it is the CGA's view that such converts should be welcomed by the government with open arms, for it means that humans can now give information about the Living Land and the High Lord from a unique perspective.

However, since the Fresno Directive is still a rumor, it is up to the the CGA to find out if the US has actually instituted a policy of genocide against Jakatts and then go public with it. As long as the government can claim only to attack enemies of the US with no proof to the contrary, they will have the general public's support.

The Religious Revival

Not surprisingly, fundamentalist religion is on the upswing in the United States. Although spiritual axioms of Earth are low enough that religion is not always that powerful, the discovery that the lizards invading North America wielded power from an alien god prompted most people to regain their faith—or at least to try one more tact against the invaders. "It is only a matter of time," the preachers say, "until we regain the power that was available to our forefathers. Our faith is weak, but we will rebuild it."

The edeinos are typically presented as demons, Lanala as Satan. Their war-

like, hedonistic culture certainly lends itself to non-flattering comparisons to our world's mythical evil entities. Because Americans tend to view the world from a home perspective, the other High Lords are seen by the common person as lieutenants of Baruk Kaah. Within the circles of the very faithful, talk is rampant that Armageddon is upon us.

Since the discovery of the Jakatt "stealth" group in Wisconsin, all states have been put on alert for possible covert incursions into Core Earth lands. Many churches of the South have begun prayer vigils, where they call upon the power of God to give the ministers visions of where the Jakatts are when traveling nearby.

The worshippers who can effectively contribute to the prayer are generally limited to a specific congregation; televangelism is not a viable option for the faithful for two reasons. First, just before the High Lord's invasion of Earth the institution of televangelism came under investigation by the federal government, which discredited the entire business in the eyes of many people. Second, because "devils" are now on Earth, people are more careful who they follow and listen to. The criminal investigation of and hypocrisies revealed about tele-

vangelists showed they were not necessarily the best people to put one's faith in. People are more selective today than before, and tend to put their trust in someone who lives in the community and who they know directly.

In fact there are still many unscrupulous people who are using the crisis of the invasion as a means for gaining profits from those who wish to seek God through their television tubes. The Reverend Arnold Butcher is such a man. Broadcasting from North Carolina, he has made the boast that it is he and his congregation that have held the Jakatts at bay. Butcher is a complete hypocrite and, although he possesses a strong *Charisma*, he has no *faith* or *focus* at all.

The Delphi Council, not caring about his religious convictions, has covertly been filling Butcher's coffers. In payment Butcher spreads the word that all edeinos and stalengers are evil and that the United States must prepare for a long, drawn out siege before the invaders can be repulsed. The fee also covers small plugs for the two weapons manufacturers with strong ties to the council ("... and God bless the folks at Doling Aircraft and General Automations for all the work they're doing to win this war").

The Borderlands

Running from the tip of Idaho down through Nevada, the new western border of the United States has acquired the name the Borderlands. The area is now populated by an amalgamation of refugees from Washington, Oregon, and California and transplants from Montana, Wyoming, Colorado, Arizona and New Mexico all looking for a good fight. In the eyes of some the North American continent has a frontier to conquer once again, and the opportunity to win it should not be passed up.

"War towns," reminiscent of the mining towns of the last century, have sprung up and down the length of the Borderlands. Instead of picks and pans to search for gold, the towns sell weapons ranging from composite bows to black market personal rocket launchers. Buildings that were already standing have been rented or bought at cheap prices from those in a hurry to leave the approaching Jakatt invasion. Around these buildings shacks, tents and a few fortress-like structures have been built.

The new citizens of the Borderlands come from a variety of backgrounds. Many are survivalist who are looking for a fight. Some are racist sectionalists



Wiley Johnson and the Holiday Irregulars

Wiley Johnson is now a resident of Boise, Idaho. He's a large, brooding man of 36 years who served for six years in the marines and was working as a security systems consultant in Oakland, California when the invasion hit Sacramento. He is still in fine physical shape, his hair now once again cut to military regulation, his eyes always focused on the horizon.

After losing every member of his family one by one on his trek inland from Oakland in an attempt to outrace the invasion, he ended up in a Red Cross refugee station in Carson City, Nevada. While traveling alone cross country he was consumed with grief for his family—his son and wife killed by the spears of the edeinosaurs, his daughter dead from fever picked up in the desert from malnutrition.

One night, during a mid-day delirium, they appeared before him as phantoms, and he watched them die over and over again before his eyes. He was torn by his desire to go back and get revenge, and his knowledge that alone and unarmed he would do nobody any good.

While helping at the Red Cross center he saw a poster on the wall that began "Get Paid For Payback." It was an advertisement from a Mr. Ben Holiday in

Idaho who was looking for men to work in a private mercenary group he was putting together. Wiley gave Holiday a call, interviewed him over the phone, and was told a ticket to Boise would be waiting for him at the train station.

Holiday put Wiley in charge of choosing and training the rest of the people gathered for the merc group. The seven men and woman gathered under Wiley were in much the same position as the retired sergeant: they'd lost the people they'd cared about and wanted to do something about it.

He trained them for a month, despite his group's desire to get to work right away. It was Wiley opinion that if they were going to do anything worthwhile they were going to have to learn to work together as a unit. As new arrivals transformed the city of Boise into a war town and the invasion leaped west, The Holiday Irregulars prepared themselves for war.

In their first month of operation they went into the realm of the Living Land, using their technology when possible, but also depending on crossbows when it was a viable option. Three of the Irregulars besides Wiley are possibility rated, so they can frequently use Core Earth weap-

onry at its full capability in a pinch.

The Holiday Irregulars have gone on three missions into the Living Land in their first month working together. The first two were simple scouting missions. Nothing turned up on the first, but on the second they found and destroyed a "stealth" group traveling with a stela. On the second they were hired to go find a family still living in Washington. They succeeded, and along the way got a reputation for taking risks to get a job done.

Unlike many of the other residents of the war towns, The Holiday Irregulars don't simply go out to kill. Holiday arranges the contracts for the group, and they take care of killing Baruk Kaah's Jakatts on the way to completing their assignments. This way they earn a living while doing what they like doing best—wasting scales.

Wiley Johnson (Vengeful Human): DEX 10, STR 9, TOU 12, PER 10, MIN 8, CHA 8, SPI 9.

Skills: reality 10, dodge 11, fire combat 12, land vehicles 11, running 11, unarmed combat 13, find 11, first aid 11, tracking 11, survival 9, persuasion 9, intimidation 11.

Possibilities: 8.

who want to fight the edeinosaurs and their allies not only to keep America "pure from scales," but to finally win some land for themselves separate from the United States where they could run things as they want. Others are inhabitants of the west who missed "really" living the romance of being a cowboy by several generations and see defending the US from Baruk Kaah and reclaiming the western states as a chance to escape the mundane of modern day life.

The Borderlands are decidedly less organized than those parts of the country that organize their work with the US military. The Borderlands are ruled by small groups, with disputes frequently handled by self-appointed "committees." The army and FBI have already had to invade several of the towns when they got out of control and began stealing from neighboring communities. In a peace time situation martial law would be declared and the communities disbanded. With the invasion going on, however, martial

law has been called, but without the available troops to back it up. And many of the more notorious towns that have been broken up have retreated into mountainous areas, where they live much like the survivalists of the Eastern Land.

A fair number of the Borderland inhabitants are members of mercenary groups created by wealthy citizens of western states who want to do what they can to help stop the invasion. Most of the high-power, black market weaponry picked up in the war towns



are bought by merc groups backed by private citizens.

Los Angeles

Fearing the imminent invasion of their city, the majority of Los Angeles' citizens took off to the east. LA is now a semi-ghost town where business continues to cater to the remaining inhabitants.

During the first few months of invasion, the state of Florida finally got the movie industry business it had always coveted when almost everyone connected with movie making in LA moved en masse from the west to east coast. Without the film industry

to prop it up, the city quickly fell apart.

The city's government and services have remained intact. Reduced police forces and fire fighting forces remain intact to deal with the remaining problems of the city.

Only certain areas still receive power and sanitation services. These areas are called "grid neighborhoods," because at night they are clearly the only areas that still receiving electrical power. Grid neighborhoods do not contain the original inhabitants from before the invasion. Those with money who wished to stay grouped themselves into localized areas. The police now give these areas the most attention, and the utility companies have focused their efforts on keeping these areas going.

The rich folks who left the city passed the metropolis on to a large population of poor and homeless citizens. Entire city blocks of once valuable housing have been taken over by squatters. The police have taken club and tear gas against the squatters to constantly keep them moving. The power, obviously, is out in these areas, and at night they become dark mazes of condominiums and palm trees.

Show Biz During the Possibility Wars

As always, when things get bad, people want to feel better, so the entertainment industry is thriving during the invasion. Television is now broadcast out of Miami, Florida and Dallas, Texas, cable is still gaining viewers, and film, at least until the new facilities in Florida are in full swing, is stalled.

Although new films are not being produced as often, theaters are experiencing a renaissance because people once again *want* to get out of their houses and be with other people (this phenomenon is most predominant in areas away from the borders of the Living Land realms). The films shown, for the most part, are revivals of movie hits from before the invasion: *Rocky*, the Indiana Jones movies, the Star Wars movies, *Casablanca*, *The Maltese Falcon* and so on. World War Two movies are also very popular. And, in an attempt to compete with the television market, newsreels are once again shown at theaters, for nothing seems as popular right now as getting a glimpse inside the Living Land from the safety of your chair.

From the moment the invasion began, of course, news footage was required of the event. The strange giant reptiles, the hordes of gospog, the edinos casting miracles, stalengers flying overhead — all made great images for the television and cable news networks to transmit into America's homes. Since that time, however, the audience has wanted more — more details, more invaders, more excitement. And the networks, cable stations, and film companies are willing to pay a good price to get what the audience wants.



Hunting expeditions invariably have camera crews along with them so they can sell the footage to a willing buyer. News crews accompany convoys into the Living Land to make documentaries. Reporters attempt to find friendly Jakatt tribes to interview. And, in an attempt to outdo simple news coverage, several movie studios have projects in the works that will incorporate live footage of creatures within the Living Land with narrative footage shot at the studio or on safer locations.

This desire for images from the Living Land has led to the final blurring of news and entertainment. Camera crews go into the realms to simply get pictures; the buyer will be a news director or a film producer. And in a further confusion of realities, a chunk of footage that appears on the evening news showing a group of skroches attacking a man might show up an hour later, heavily edited to fit the traditional format of "family viewing," on an episode of *The Hastings*, a popular show about a farming family still living in northwestern Pennsylvania.

Academic Interest about the Living Land

Across North America academic reputations are being launched by the successful efforts of some scholars to study the invaders of Earth from a variety of fields. Zoologists who successfully record and classify the new creatures now roaming the continent, anthropologists who record the stories of the edeinos, linguists who master the language of the stalengers, and chemists who come back with useful data about the Deep Mist all are rewarded for their efforts.

Of course, travel in to the Living Land is dangerous business and except for a few very brave (and slightly foolhardy) scientists, such undertakings must be underwritten by academic institutions such as universities, corporations, or government grants to pay for the manpower and

Chuck Harris, aka Rex Able

Rex Able is the lead character from ABC's highly-rated *Rex Able, Freelance Fighter*, a bi-weekly, hour long television series starring Chuck Harris, an enthusiastic, though naive actor from Maryland. The show follows the adventures of a retired mercenary who now travels the Living Land realm looking for good deeds to do.

Harris is a powerful actor in the industry and was able to put a special condition in his contract: he would be able to bring a film crew into the Living Land with him and shoot the material featuring him in the Living Land.

In a unique shift from standing filming practices, the majority of material shot on location in Core Earth does not have Harris in it. Instead a stand-in is used and the footage is spliced together with scenes shot in the Living Land and sent back to the studios. Because shooting footage in the Living Land is not a precise business (giant lizards interrupting a take and all), the show's writers often work around the clock to re-write the scripts to incorporate whatever the film crew was able to get on film.

This has its advantages, as Harris has a special talent for ending up in dangerous situations (and dragging the film crew and his bodyguards along with him) that would be beyond the imagination of the average television writer. So far he has nearly been sacrificed by Jakatts, help saved a resistance community from an edeinos and stalenger attack, partially torched a gospog field, and accidentally become involved in several military operations.

The drawback of Harris's talent is that he really doesn't know what he's doing in such situ-

ations. He really *wants* to be a hero and will do anything to save the day, even if it means losing it. He is a fine actor with a wonderful imagination who simply acts the part of Rex Able so well that most people simply think he really is a retired merc. But actually, during a gun fight most of his shots go astray, he couldn't track a cat to its milk bowl, and his hand-to-hand combat skills put him just above Laurel and Hardy. He is, however, possibility rated, for mixed in with his naivete is courage, and he can often come through in a pinch.

To his credit, Harris knows he doesn't know what he's doing. But it's his opinion that people should "act like heroes to become heroes." In other words, if a person merely lives his life the way he always has he can never move forward. Only by challenging himself with tasks that he doesn't know he can succeed at can he excel.

For the most part, however, his bodyguards (Hamlin and "Lefty") and his camera crew ("Lucky," Evan, and Patricia) spend their time chasing after him and trying to get him out of danger. Much as they love the man, all five of them are getting concerned about the growing odds of getting eaten by a hungry pakotton and may be quitting soon. The show is popular enough, however, that the studio will be able to hire replacements as soon as the crew takes off.

Chuck Harris (Dilettante): DEX 11, STR 8, TOU 8, PER 10, MIN 8, CHA 12, SPI 9.

Skills: reality 11, beast riding 12, dodge 12, fire combat 12, land vehicles 11, running 12, climbing 9, artist (actor) 10, charm 15, persuasion 15.

Possibilities: 6.

supplies needed for such a trip. These grants can be acquired by writing up a proposal which details what the researcher is specifically studying, states why he is best suited for the job, and how much the expedition will cost. Grants usually go to researchers with already established reputations because the people giving out the money have every reason to expect a good return of information for their monetary investment.

The self-financed academic adventures are undertaken by scholars who do not yet have the recognition they believe they deserve, graduate students who are trying to make a name

for themselves, and determined scientists who hold theories that their colleagues consider useless, if not insane.

Expeditions are of two types: closed and open-ended. If the researcher is looking for a specific piece of information, such as proof that an animal as large as an aircraft carrier exists, the expedition ends as soon as a creature fitting the bill is found. This is an example of a closed expedition.

On the other hand, if the expedition is launched in order to gather as much information as possible on a subject, such as the eating habits of stalengers or simply recording as many new kinds of lifeforms as possible, there is

no closure to the expedition. The new information to be studied is infinite, depending on how detailed the scientist wants his information to be, and it is up to the research expedition's leader to decide when to call it quits. Thus, an expedition sent into the Living Land to gather data about tromblens could watch the creatures for weeks, making note after note about the animal's simple habits. (When studying something completely new there is no way of knowing at first what is significant, so everything is important.)

Because the costs of mounting an expedition are high, a group of explorers sent into the Living Land usually

Professor Lazarus Templeton

Professor Lazarus Templeton, Professor of Anthropology at the University of Southern California, is known as a maverick of the field of anthropology. Although the primary theory of his life's work was considered by all of his colleagues to be balderdash, his constant flow of well-researched data marked him as a man to be reckoned with. Templeton is a tall, thin, wrinkled man who wears small, wire rim glasses and oversized clothes.

In his early years he traveled in the outback of Australia, gathering data on the aborigines. It was there that he developed his theory of "devolved religious power." Unlike most of his fellow anthropologists, who viewed religion as a collection of superstitious beliefs useful only for holding society together, Templeton was of the opinion that the religions were true a long time ago. Rather than looking at the underlying logic of religions as tools of keeping people alive (for example, the Jewish restrictions on eating pork in an area where pigs were often diseased) as most of his colleagues did, Templeton thought that at one time there was a god who spoke to people and gave them rules to follow.

It is almost unnecessary to say that Templeton was considered a crackpot.

The Jakatt's invasion of Earth, however, has given the anthropologist a living laboratory of a true religion. Suddenly his theories were proven correct before the entire academic community.

There are two problems, however.

The first is that the scientific community is simply not embracing the idea that the Jakatts are actually calling upon a god to acquire their strange powers. Most scientists are much more willing to believe in some sort of psychic power possessed by the invaders before they will believe a god is involved. (This is not to say Earth's scientists think that the Jakatts are lying. The general consensus is that they are misguided.) So, despite the proof, Templeton is still not believed.

The other problem is Templeton himself. He is a man of strong opinions and beliefs. He believes especially in what he himself thinks is true. Anyone who does not agree with him is a fool. Simple as that. Since his theory was not taken seriously by anyone, he considers everyone around him a fool and he lets

that fact be known. He has never backed down and has constantly harangued everybody. In essence, he made himself a pain in the neck and there is no love lost between himself and his colleagues.

What this all adds up to is that Templeton must fund his expeditions into the Living Land by himself. This means hiring freelance guards, technicians, and transport captains. Since the Delphi Council has taken a special interest in preventing the professor from moving forward with his research, finding affordable, qualified help is a bit of a problem.

Despite his inflated ego, Templeton can at times be a delightful man to be around. He loves his field and becomes almost childlike when he's on the verge of making a discovery.

Lazarus Templeton (Professor): DEX 9, STR 8, TOU 8, PER 11, MIN 13, CHA 9, SPI 8.

Skills: reality 9, dodge 10, fire combat 10, evidence analysis 13, find 12, language 13, scholar (theology) 12, scholar (anthropology) 12, medicine 14, science 16, charm 10, persuasion 10.

Possibilities: 13.



remain as long as possible, gathering as much information as they can.

Before an expedition heads into the realm it should usually have a clear idea of what it is trying to find out. In this way everyone knows what clues they are trying to follow and when they are nearing success.

Note that in all cases an expedition is limited by how long the supplies last (Is the group running low on ammunition? It might be time to get out of the realm.) and how well the members of the expedition are holding up (Is everybody suffering from wounds? Despite the scientist's protests that he only wants to follow the trail one more day it might be time to head out.)

Because scientists, in their longing to understand more about the invaders, are willing to risk making contact with the Jakatts, they have been instrumental in learning about the internal strife within the ranks of the edein, stalengers and benthe.

The Delphi Council is, of course, attempting to monitor the flow of information out of the Living Land and, in many cases, suppress or alter it. The Council wants to portray the Jakatts as oppressive, even to each other, and wants no American to think there is such a thing as a good Jakatt. To this end, scientists who are more willing to slant their conclusions to those approved of by the Council will be more likely to receive money.

Spreading the Tales of Good Deeds

Of all the strange and unique aspects of the Possibility Wars (and there are many — Earth invaded by different realities, pulp villains taking over the Middle East, wizards running the stock market in England, etc.), none is as new to Earth, nor as important, as the fact that ultimately the war cannot be won by Core Earth inhabitants without stories of good deeds. Military victories may pave the way for final victory against the invaders, but it is tales told of heroic actions around a fire that will make the reclaiming of Earth's land possible.

To recap the matter as explained in the *Torg Rule Book*, people who live in the various realms lose possibility energy to the High Lord who has taken the land. This loss of energy begins immediately and for as long as a person loses energy he stands the chance of being "transformed" over to the axiom set of the realm he is living in.

A person without a possibility rating (and that's most of Earth's population) can only change axiom sets once unless his possibility energy is set back to full. If he is transformed again without re-filling his possibility energy he explodes in a ball of flame. Thus, even if the US army were to take back the northeastern United States and pull up all the stelae, all the people who had been trapped in the area by the High Lord would die horrible deaths as the reality of Core Earth flooded the area and made them flip back to their original reality.

Fortunately it is possible to restore possibility energy to people. If the procedure is followed, the stelae can be pulled up safely and people can flip back over to Core Earth reality without loss of life.

The restoring of possibility energy is performed by people hearing of good deeds. In effect, the stories remind people of possibilities. This is what stories have done for human being for time immemorial, but now this spiritual awakening has a practical and concrete effect. This puts a weird spin on the whole war, since although battles must be won, they must be won in ways that inspire people. The victories must be heroic, spare the innocent, and destroy the villainous. It must be a "good" fight.

But although an army may every once in a while pull off an inspiring battle, for the most part war is drudgery, moving forward slowly, winning here, losing there. The entire art of war is a matter of sweep, of generals sitting behind the lines planning the next maneuver. While there are many, many heroes in a war, most of their stories are lost in the narrative of the campaign. The story of each man is lost to the tale of the war as a whole.

Here's where the Storm Knights come in. They are the heroes of Earth who people can identify with quickly.

They are the individuals, like Odysseus and Robin Hood, that tales are told about for years and years. It is the job of the Storm Knights to do heroic deeds so that people can hear the stories, remember the possibilities that exist within the human race, and thus become full once again with possibility energy. When an entire area's population has become full of possibility energy once again then, and only then, can the stelae bounding it be removed safely.

Thus, while searching for eternity shards to use to remove stelae and hunting down the stelae that they want to remove, it is important that the Knights do heroic deeds along the way. Is a resistance community about to be attacked by overwhelming odds? The heroes must get there to save the day. Are Baruk Kaah's Jakatts about to sacrifice a family of Earth natives? The Knights should rush in and stop it. Is the US army about to make an assault on a Jakatt tribe friendly to Earth's cause? Then the group should arrive on the spot and negotiate a peace treaty.

Note that in the last example violence is not the key to solving the problem but in fact *is* the problem. Wanton destruction is not really that heroic, and actually can lead to reducing human spirit rather than enhancing it when people hear about it. The fire bombings of Dresden and the use of two atomic bombs on the citizens of Japan were actions in a war that needed to be won, but actions that distressed many people in America. Tales of destruction will not necessarily fill people with possibility energy.

Of course, once the heroes have done heroic deeds, it's vital that people throughout North America hear the stories of the group's action so that their possibility energy can be refilled. Since heroes shouldn't go around tooting their own horns, however, it's important the tales of their adventures be spread throughout the land using resources other than their own voices.

Luckily North America is filled with various means of communication, and all of them may be used to spread the word of good deeds done.

The story of course begins with people directly involved with the incident or witnesses. These might be the people the Storm Knights save from



sacrifice or a war correspondent who witnessed the heroes turn a potentially bloody conflict into a peace summit where resources were pooled.

If the people involved in the heroic deed have no direct connection with the media available to spread stories (television, radio, newsprint) they will simply tell the next people they come across. Thus, if the heroes drop the family they just saved from ritual sacrifice off at a resistance community, the family will tell the people in the community what happened. These people in turn will tell various convoy drivers and travelers passing through. The travelers will in turn take the story with them and relate it to other people they meet.

Eventually someone in the news media will hear the story and attempt to find out more about. He might try to track down the resistance community where the family is now living, and may even pursue the heroes in an attempt to get an exclusive interview. Or, if there was a newsman at the sight of the story to begin with, the whole process will be much shorter. Thus the news will travel quickly through the Core Earth lands.

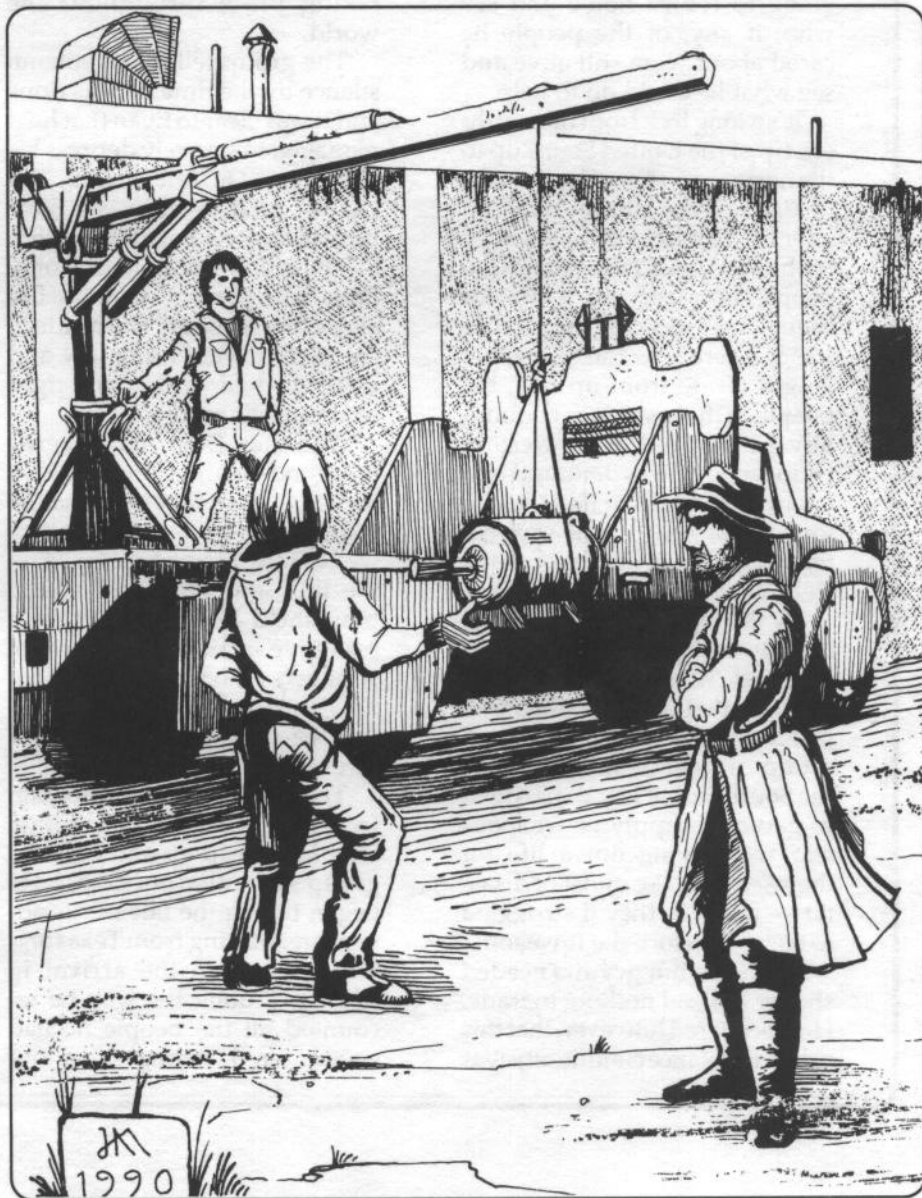
However, for the news to fill people back up with possibility energy, it is necessary for the news to be distributed within the Living Land once it has made its way out of it. Since television and cable transmissions are frequently breaking down, it must once again be spread by word of mouth. However, on this second time around, the story is not spreading from one point and radiating outward, but carried along by anyone who had recently been in Core Earth Territory, or any hardpoints within the realm that can receive electronic transmissions.

Detroit is a key location for distributing information, for it has become the center of news activity within the Living Land. Satellites have been

positioned over the metropolis to allow for a constant flow of electronic communication with Core Earth areas. Thus, truckers who pass through this hub of Core Earth activity can pick up news of heroic deeds and then pass on the news during their travels.

Armies traveling into the realm will bring the news that they heard back at their base with them into the Living Land. When they encounter people in the realm who ask for news (and people cut off from the television and newspapers will be starved for information), a worthy news item like a heroic rescue will definitely be passed on.

And, of course, because people will be hungry for news of the war while trapped in the middle of it, there will be people who travel the land spreading the tales they have picked, telling stories and news items in exchange for a meal or a safe place to stay the night. The art of the storyteller will be profitable once again just at the time when storytelling is most important. These men and woman will be important to saving Earth, for with them go the tales that can refill the natives of Core Earth back up with the energy of possibility.



Evan Gore, Storyteller

Evan Gore was born in Chicago, Illinois, where he grew up to become an actor. At the time of the invasion he was 28 years old and working for Second City, Chicago's famous improvisation group, for their touring company. When the Battle of Chicago took place Evan was down at the University of Texas doing a show. Although his city fell within days, he decided he was going to return home and see who, if any, of the people he cared about were still alive and see what he could do to help.

It's a long trek from the southern tip of the United States up to the northern end, and by the time he finished the journey a month later he'd already filled his head with dozens of tales about the people now carving a life for themselves out of the Living Land. There was the scavenger he got a ride from up I-57, the people in the resistance community he stopped at in western Ohio when he was detoured by a Jakatt tribe, and the Jakatts who found him nearly half starved, fed him, and set him back in the right direction.

By the time he got to Chicago the city was almost completely deserted. Most people had either escaped or been taken into Jakatt tribes. But he found a small group of people still living on the South Side. They'd managed to gather a supply of weapons and were eking out a life for themselves in the midst of disaster — much as they'd struggled to survive before the invasion.

Evan was hungry and needed shelter but had nothing to trade. He discovered however, that this urban resistance community was

starved for information about what was happening in the rest of the world. He offered to give them the news he knew in exchange for the supplies he needed. That night he gathered everyone around a fire and started telling what he had heard the government was doing and outlined how much land had been taken by the High Lord. He then related of troubles that were taking place throughout the world.

The group fell into a solemn silence by the time he was done and it was clear to Evan that he'd managed to severely depress his audience. He felt it too. The "news" he'd given was a recapitulation for a horrific disaster.

The gloomy silence was only broken by the crackle of the fire every few seconds. The heads of the people were hung low and children had curled up tight against their mothers.

And then Evan remembered the good-natured trucker that had given him the ride. And the soldiers that felt certain that they would indeed win the day. And the little girl who had related how she'd been saved from a primitive sacrifice by a group of strangers who popped up out of nowhere and disappeared into the Deep Mist as soon as she was safe.

The instincts bred into him from doing comic improvisation led him to leap up and grab the group's attention once more. He began telling the tale of his adventure, starting from Texas and working up to the arrival in Chicago. Along the way he recounted all the people he had encountered, acting them out

with accents and bits of physical business. When the person had told him a story, he recounted the story to the group, making the story within the story come alive for them as well.

By the time he was done portraying how he had traversed hundreds of dangerous miles and succeeded in attaining his goal, the group had fallen into a wonderful mood. They fed him even more than they had promised and invited him to stay a few extra days.

After he left, Evan decided he would try to track down his family and friends. Along the way he would listen to people's stories, watch how they lived, and bring these tales to other people so that their lives, which were filled with so much hardship, would be given a bit of rest and entertainment.

He now travels for months across the Eastern Land. Not only has he become well known, his visits anticipated with great excitement by the children of the realm, but he has picked up various rumors of importance as well. He's heard Jakatts speak of trees that are eternity shards and horror stories of corpses brought to fields. If anyone wants to know the stories of the Living Land, Evan Gore is the man they want.

Evan Gore (Journalist): DEX 9, STR 8, TOU 8, PER 10, MIN 12, CHA 10, SPI 9.

Skills: reality 10, dodge 10, fire combat 10, land vehicles 11, running 10, stealth 11, unarmed combat 10, find 12, artist (acting) 15, charm 11, persuasion 11, intimidation 10.

Possibilities: 10.



Chapter Seven

Core Earth Canada



Although two bridges have landed in North America's northern nation, the country of Canada has not lost a great deal of land to Baruk Kaah and his minions. The invasion point at Fort Providence has developed into the Northern Land and lies almost completely within the tundra wastes of the Northwest Territories. The Northwest Territories are not highly populated, and the Jakatts have secured all of the urban areas centered around Great Slave Lake. Although the battle is raging fierce at the border of the Northern Land, the Forth Providence invasion has had little impact on the nation as a whole.

The area lost to the Thunder Bay invasion, however, is a different story. After Baruk Kaah's Jakatts connected the Thunder Bay invasion's stelae boundary with the New York invasion, the Eastern Land was formed, enveloping a huge number of people from both Canada and the United States within the realm of the Living Land. Not only is the area lost to the Eastern Land highly populated, but Canada's capital was lost before evacuation procedures could be completed, throwing the nation into a confusion it is only now recovering from.

Meanwhile, the provinces of British Columbia and Alberta are being squeezed by attacks from the Northern Land and a northern advance from the Western Land. Since the southwest area of Canada is another densely populated portion of the nation, the government is doing everything it can to defend the area against the religious hordes of the High Lord.

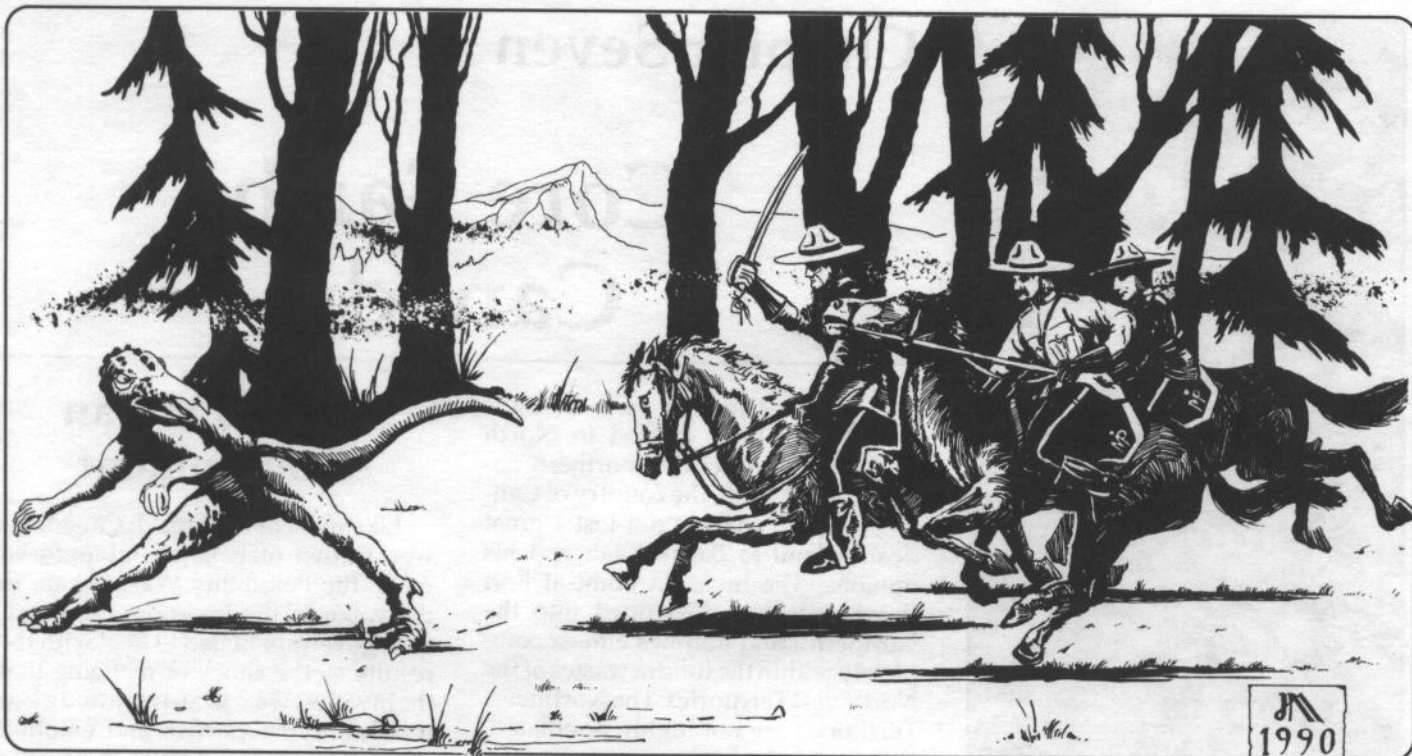
The Canadian Government

Like most of the world, Canadians were thrown off balance and confused when the Possibility Wars began. In the wake of the invasion, the Canadian government had to deal with the results — the shock of realizing that the invaders were lizard men and giant reptiles, flying starfish and emotion controlling blobs, and then the deeply disturbing recognition that Earth had been invaded by another reality. Ottawa, Canada's capital, was deluged with work and had little time to contemplate how quickly invaders utilizing a conflicting reality of low tech and high spiritualism would be able to move. Before anyone had time to sort out the details, the city fell to the driving sweep of the Jakatts and gospog.

Most of the parliament members and government officials were captured or killed in the invasion of Ottawa. Each of the provinces quickly retooled themselves for self rule until the nation's government could re-establish itself. Luckily Canada's military was able to remain intact, mobilized as they were once the invasion began. By coordinating efforts throughout the country they were able to make sure resources were brought to bear at the appropriate places and evacuations could proceed at a fairly efficient pace.

Emergency elections were recently held, and the country's capital was relocated to Regina, chosen for its distance from all three realm areas. The city now serves as the capital for Canada and the province of Saskatchewan.





Canada's Relations with the Rest of the World

As major governments of the world fell or were disorganized one by one from the onslaught of the Possibility Raiders, international cooperation hit a low ebb. Many of Canada's allies were busy defending themselves against their own invasions or preparing to deal with the possibility that a bridge from another world might drop into their backyard at any moment. Even Canada's mighty ally to the south found itself fairly discombobulated in the wake of the invading counter-realities. So, like most of the nations of Earth, for the first few months of the invasion Canada was on its own, with no support and with no extra aid to spare for anyone else.

In the intervening months, however, political affiliations have been able to regroup, the progress of the invaders has slowed and Canada once again has a firm national government that can be contacted by other nations.

Canada and the United States

The United States and Canada are now coordinating their military and axiomatic research. Armies from both nations are working in mixed forces along the northern tip of the Western Land and the western edge of the Eastern Land. Scientists from both sides exchange what limited information they unearth about the nature of axioms and the peculiar properties of the Living Land. Since the scientists are still using laws primarily applicable to Earth's reality, their point of view is greatly limited and no real breakthroughs have occurred yet. More successful are joint expeditions into the Living Land realms to study the flora and fauna of the invaders, and meetings with friendly edeinos tribes to collect cultural data.

Because Canada and the United States share a common threat, the Delphi Council has reluctantly shared much of its classified war strategies with the Canadian government. It has been most circumspect in releasing this information. Instead of approaching the various Canadian government

offices that would receive such information, the Council has instead made contacts with individuals who they feel will use the information in the appropriate manner. In other words, the United State's "sub-government" is dealing with Canadian officials personally rather than with the government. So far the bureaucrats contacted in Canada have yet to act on the data provided by the Council with the same zealotness that American officials have. For whatever reason, the Canadian government is not at present ready to establish a government within the government capable of issuing orders contrary to the wishes of its citizenry.

Canada and the Possibility Raiders

Canada has connections with two countries currently controlled by the Possibility Raiders. One they know about, the other they do not. The first is the French Cyberpapacy, which is obviously from someplace else. The second is Japan, secretly controlled by the Nippon Tech reality.



Sergeant Reginold Handily of the Canadian Royal Mounties

Of all the warriors fighting for Canada's freedom in the tundra wastes of the Northwest Territories, none is so revered as Sergeant Handily of the Royal Mounties. Born 35 years ago, the handsome Mountie chose his path in life when he was but 12 years old. One day on a camping trip with his family he saw a Mountie riding after a felon who had recently escaped from a prison. The Mountie's uniform was a blazing red in the morning sun and it seemed as if he had been given divine speed as he pressed his horse onward until he finally overtook the criminal. The Mountie leaped from his horse to the one the convict was riding and tackled the man. Both of them sprawled to the ground and engaged in a short fist fight until the convict was subdued.

Today Handily looks back on that day and every day of his life up until the invasion of Earth with melancholy nostalgia. Since Canada was invaded by lizardmen, emotion controlling blobs and giant reptiles, things have been — well, more complicated.

Handily based his view of the world in terms of two absolutes, good and evil. The confused majority of the nation's population, those who skimped on their taxes or who didn't come to complete stops at Stop signs, standing in the middle. The Law was the guiding force in determining the correctness of an action and the proper response to

it. While the invading Jakatts do not confuse the sergeant's view of what is right and what is wrong (the Jakatts are obviously wrong for arriving in Canada and imposing their reality) the rules of the game have become useless. There is no law on the Canadian books for imposing a new reality on the nation, for draining people who live in an alien realm of their possibilities, for planting stelae. Reality, which used to be a very concrete concept, has suddenly gone topsy-turvey and with it many of the social structures. If anything, this has made Handily even more determined to rid his nation of the menace of Baruk Kaah's tribes.

Sergeant Handily has made it his business to organize the various groups native to the area into several strike teams. It was the Mountie's conviction that not only should the people of Earth present a united front, but that the peculiar nature of the invasion, involving a kind of nature-based magic (to his eyes) could only be met by building strike units that included people who understood the ways of a shamanistic tradition.

As far as Handily is concerned, the white hunters looking for a fight are simply muscle to back up the Eskimos. He sees the Eskimos as the key to long range victory, for they have been studying the enemy during forays into the realm, picking up on what types of miracles are being called

forth, how the creatures pray, what strategies they use.

According to Handily, to capture a criminal, an agent of the law must think like that criminal, see his way of living, understand his goals and methods. The sergeant is using the Eskimos and Indians to detail as much as they can about the invaders so the information can be used to stop the Jakatts.

Handily was working in the Northwest Territories when the bridge crashed into Fort Providence. He was instrumental in organizing evacuations from Rae, Yellowknife, Fort Resolution and Pine Point, traveling from town to town just ahead of the Jakatts. The army has arrived and now takes care of the major defense issues, but they turn to him to lead troops to the gosgog fields and Jakatt tribes.

The Mountie usually travels into the realm for stretches of two weeks at a time, looking for clues as to how the invader's reality works and how they expand their boundaries.

Reginald Handily (Royal Mountie): DEX 10, STR 9, TOU 9, PER 10, MIN 9, CHA 10, SPI 9.

Skills: reality 10, beast riding 11, fire combat 11, running 11, stealth 11, unarmed combat 12, climbing 10, evidence analysis 13, tracking 12, charm 11, persuasion 11, intimidation 10.

Possibilities: 7.

Japan is offering Canada arms, supplies, and technology to help the Canadian's effort against Baruk Kaah. Canada is not special in this regard. Nippon Tech is making deals throughout the world to secure money and power. Canada has bought a great deal of weaponry to restock the resources lost during the initial inva-

sion. The Japanese-manufactured products are not of a better quality than those used previously by the Canadians, even though the Japanese are now quite capable of making technology superior to anything built on Core Earth. They want all the nations of Earth to continue to lose their purchases to the other High Lords and then come back for more.

Important negotiations are being carried out by representatives of Pope Jean Malraux in Quebec. Although it is known around the world that the new religious ruler of France is an invader from another cosm, there are several reasons why officials from the province of Quebec are meeting with his ambassadors.

First, the province is primarily of French decent and of the Catholic faith. Although Quebec has not shirked its responsibility in providing resources for the nation, if the country *should* fall they would be perfectly willing to throw in their lot with a powerful ally who apparently is attempting to put France back in the position of world power it once possessed.

Secondly, the antipope is offering the people of Quebec something they can hardly refuse given the course of the invasion so far. He is himself a High Lord, a creature of equal power to Baruk Kaah. He can offer the people of Quebec technology and religious power far beyond what is available to them with Earth's axioms. Given the choice between being conquered by the barbaric religion and primitive technology of Baruk Kaah's reality or allying with the theocracy and wondrous toys of Jean Malraux, the populace of Quebec would most probably prefer the latter.

The negations have only just begun and there is every reason to believe that the Core Earth citizens will reject the proposal out of hand. None the less, the lesson from Aysle is that life can continue quite well under the realities of another cosm, and the proposition of an alliance will undoubtedly be listened to quite carefully by officials in the province.

Daily Life in Canada

Unlike the United States, which only expanded throughout its history and never lost land until the invasion by Baruk Kaah, Canada has had portions of its provinces ripped away before. The United States government is treating the matter as the opportunity for a "good fight," and is confident it will triumph. The Canadians are not so certain.

In British Columbia, major cites to the north of the Western Land boundary have been evacuated. The inhabitants of the cities have been relocated to cities further north. Meanwhile, military units have entered and dug into the now desolate metropolises in the hopes that they will prove to be



hardpoints if the Jakatts should move north.

To the east, in Ontario and Quebec, tens of thousands of families were forced to flee invasions starting from Thunder Bay and New York. Many were caught in the middle and captured or killed during the fighting. Many that escaped ended up in the United States, separated and cut off from their family and friends in their homeland. Although they have been treated well in the states, getting back home is a bit of a problem. The Eastern Land cuts the direct route to Canada off, and transport to Canada is limited since it is needed for other jobs within the states.

Montreal, also on the edge of the Living Land's boundary, has been evacuated. Most of the inhabitants traveled north into Quebec's more uncivilized areas. Emergency camps are being set up to shelter and feed the refugees. (A great deal of the relief money coming secretly from the Cyberpapacy — it is the intention of the antipope to reveal his generosity at a later date.)

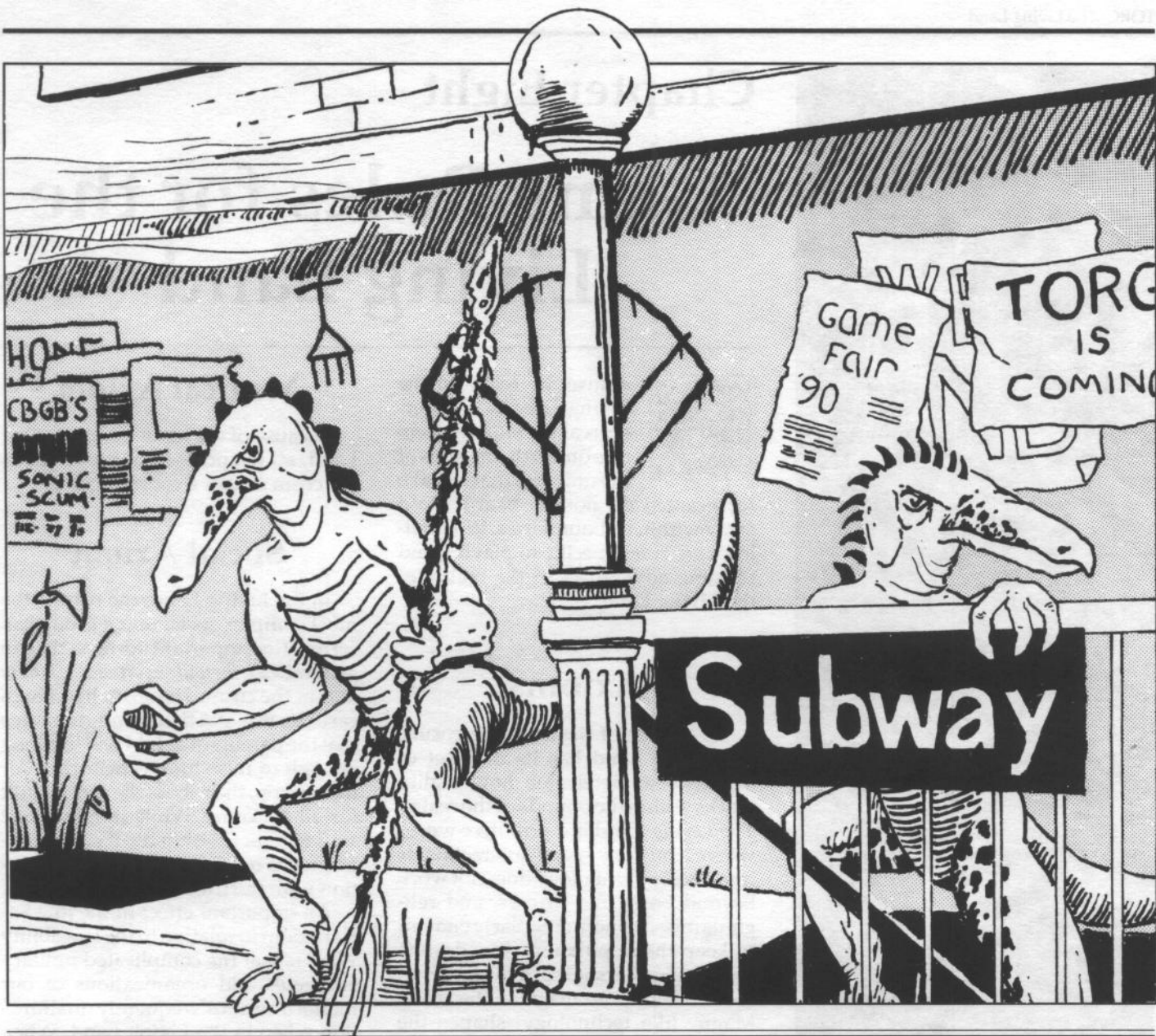
In the Northwest Territories and northern Alberta, the war is raging

wildly. Not only are the Jakatts fighting in the Northern Land especially fierce — even for Jakatts — but the humans around the area are also especially tough. Joining the Canadians are the native American Indians and Eskimos that have settled the territories. Although they do not have the religious powers of the Jakatts, they are as well versed in hunting in the area.

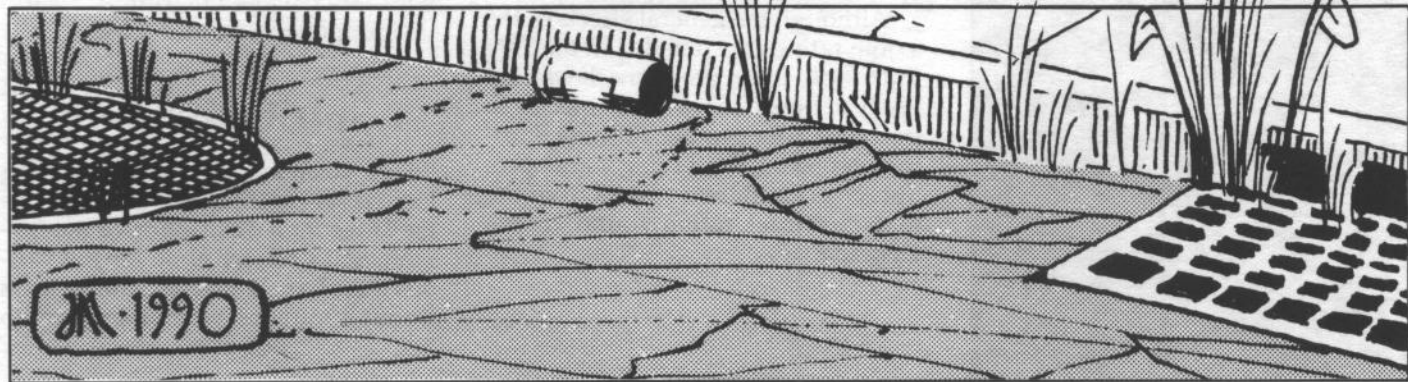
The nation of Canada is turning its full efforts toward the war. All entertainments, news and business is now concentrated on the war effort. Factories in Alberta, Saskatchewan, and Manitoba have all been converted to produce weapons and armored vehicles at an impressive rate (though not fast enough, which is why Canada is buying war goods from Japan).

Like the Borderlands along the edge of the Western Land, private citizens are rushing to the borders of Baruk Kaah's realms to stall the invasion as much as possible. It is accepted dogma that the invaders have not slowed their progress because of efforts made by Core Earth enemies but because of reasons of their own. The nation is tense and on edge.





The Rules





Chapter Eight

Game Rules for the Living Land



Because the realm of the Living Land is a different reality than anywhere else on Earth, the laws of the universe that we take for granted do not necessarily hold sway within its boundaries. What follows are rules specific to playing and running adventures in the reality of the Living Land.

Axioms

As in each of the invading cosms, the Living Land has its own set of axioms that determine how reality works within the bounds of the realm. The Living Land is a primitive world where complex social interaction is impossible, technology does not work beyond bows and arrows, and religious miracles occur regularly enough to keep the population alive despite the extreme harshness of the environment. There is no magic in the cosm. Magic, like technology, shapes the forces of nature in a reliable and consistent manner, and the cosm of the Living Land does not encourage thinking in such a manner.

The axioms of the Living Land are rated as follows: Magical 0, Social 7, Spiritual 24, Technological 7.

Although the general effects of the axiom ratings are detailed in the *Torg Rule Book*, there are some laws that apply to the axioms that are specific to the cosm. For example, the high Spiritual rating of the Living Land produces very different results from the high Spiritual rating found in the Cyberpacity.

Magical Axiom

Because of the reality of the Living Land, all magic used in the realm or the cosm causes a contradiction.

Social Axiom

In the Living Land, the tribe is the most complex social unit a group can form. It is important to note that in general *the tribe will supercede the family unit* in the cosm. The cosm has a high casualty rate and there is no guarantee that the parents of a child will live long enough to raise him to maturity. For this reason, the tribe is the central unit for all concerns. While families may stay together within a tribe, the connection is not as strong as the connection with the tribe.

An important effect of the low Social axiom in relation to the Possibility Wars is that the complicated military strategies and organizations of our modern armies frequently malfunction when in the Living Land. When working above a company level (about 100 to 150 men) there is a good chance that the coordination of soldiers will not be carried off properly — a great hindrance to military planning, but a boon to the Jakatts who do not work with strict plans but simply swarm their opponents in wild frenzy.

Spiritual Axiom

The cosm and realm of the Living Land is very spiritually rich. See Chapter Three for a description of the religion, and Chapter Nine for the various ways Lanala aids her worshippers through miracles when they pray to her.



Technological Axiom

The low Technological axiom of the Living Land makes only simple tools and weapons possible. Remember, the Tech axiom limits what a character can think of to solve a problem. A character from the Living Land with a high intelligence will be able to heal someone with primitive medicine, but could not perform brain surgery no matter what his skills, because thinking to that degree is simply not possible.

The Deep Mist and the Compass Curse

During the third month of the invasion, Baruk Kaah used some of the possibility energy he had acquired from North America to bring new features of reality to the Living Land on Earth. The first of these, the Deep Mist, is a unique condition brought in from Takta Ker itself. The second, the confusion of navigation equipment, was created by Baruk Kaah specifically to hinder the natives of Earth.

The Deep Mist covers the entire homeworld of the edeinos. It is a thick,

gray fog that extends in all directions. On Earth, the mist fills the entire area bounded by the Living Land stelae and reaches a height of one mile.

Unlike most mists on Earth, which we connect with cool mornings or evenings, the Deep Mist of the Living Land is warm and humid. It is not the product of weather conditions, but an almost mystical creation that spreads heat and moisture throughout the lands Baruk Kaah has conquered. While most of the invaders find it quite comfortable, especially the edeinos, to Earth folk the mist creates a perpetual hot and muggy day without sunshine. It also produces strange echoes and muffles sounds.

The mist creates its own weather, so that no matter what the weather is like outside of the realm, it is warm within. The winter of North America will have no effect on the land taken by Baruk Kaah, although people in resistance communities, for example, don't know that yet and are laying in stores.

On a clear day (one without cloud cover in addition to the fog) the Deep Mist reduces the range of normal vision to 30 meters, and on a cloudy day the range is reduced to 20 meters. In either condition, objects can only be seen in detail within 10 meters. Be-

yond 10 meters, up to the range of vision, objects only appear as silhouettes and shadows.

At night, a person carrying a lantern or flashlight, or using the headlights of a car or truck, can only see a maximum of 10 meters. More powerful light sources have no positive effect since the beams of light are so diffused by the mist after 10 meters that a wall of white light is created. This diffusion of powerful light beams can sometimes even shorten the range of visibility.

A second property of the Deep Mist is that it is almost impossible to use celestial objects for navigating one's way across the land. At night the stars and moon are so obscured that they cannot be seen in detail. At best, on a night with no cloud cover, they produce a deep white glow overhead which lets a person see a full 10 meters without a light source.

The sun is a bit more helpful, but only somewhat. The sun's light is also diffused to a tremendous degree, so that in all directions there is a soft, yellow glow. Looking overhead on a cloudless day, the well-trained explorer might be able to discern which quarter of the sky the sun is in, but it is not an easy task.



The second feature which Baruk Kaah introduced to the realm of the Living Land is a very powerful miracle granted by Lanala after weeks of prayer. The effect of the miracle is that any navigational device that depends on the magnetic poles to determine direction *will not work*. The object itself is not affected, but the flow of Earth's magnetic fields through the area bounded by Living Land stelaes is. The miracle takes the flow of the magnetic fields and randomly twists them around.

In this way, a possibility-rated character cannot "activate" his compass, for it has never stopped working. The compass simply responds to the random fluxes of the magnetic field, "correctly" finding north in one direction, and then in another.

Between the Deep Mist and the "compass curse" (as it has come to be called by Core Earthers), travel through the Living Land is a terribly tricky business. In fact, it would be nigh impossible if not for the *direction sense* skill, a new skill available to some Living Land player character templates.

Direction Sense and Getting Lost

Direction sense is a skill developed by a character over a long period of time which allows him to determine a relative fix between himself, where he has traveled from, and where he is traveling to. It is a *Perception*-based skill.

Because a gamemaster might not have a detailed map of all the areas the Storm Knights might travel through, the rules for determining direction and getting lost are kept abstract. Time is added for the completion of a journey from one point to another rather than specifying how far the group traveled and in what direction. It is up to the gamemaster, if need be, to make a decision as to where the group is when the characters become lost. In this way, he can steer them toward certain encounters or sites that they discover "accidentally" in an adventure situation. (Although this might seem like cheating on the part of the gamemaster, the characters certainly don't know

where they're going when they get lost, and the finding of adventures fits in well with the Living Land's style of story.)

A *direction sense* roll is required when traveling through the Living Land. The roll is required every 15 minutes of travel. This means that every 15 minutes there is a chance that the traveler will become lost.

The base difficulty number is 6. The chance of getting lost is modified by the following conditions.

GETTING LOST MODIFIER CHART	
Travel Condition	Modifier
By day	+3
By night	+5
Overcast	+3
Through a forest	+3
Character is familiar with the area	-3
Traveling along main roads in a vehicle	-3
Traveling along minor roads in a vehicle	-3
Traveling along a road by foot	-5
Traveling through an area without distinctive markings	+5

The modifiers are cumulative, so that on an overcast night, a modifier of +8 is added to the base chance of 6, producing a difficulty number of 14.

The modifier, "Character is familiar with the area" means that the character has already successfully traveled along the same route he is making the roll on. He must have made the trip *since the mist rolled across the Living Land*. Only in this way can he have noted the obscure landmarks that will help him in his journey.

"Main roads" refers to highways, freeways, or main avenues in cities. "Minor roads" refers to rural back roads, suburban streets, and streets in small towns. Although most roads are marked, the presence of the dense fog makes spotting signs difficult. It's easy enough to get lost when driving into a new area. Between the sight limitations of the fog and the constant need to look out for giant reptiles and hostile tribes, the chance is, of course, increased.

"Traveling through an area without distinctive markings" refers to places such as open fields, broad lakes, and so forth.

The roll is made secretly by the gamemaster so the players do not know how their characters are doing. (Obviously when you first become lost you don't *know* you are lost, or you wouldn't continue in the same direction.)

The gamemaster totals the modifiers for the difficulty number, rolls a die for the skill modifier, then asks the player whose character is making the roll (only one character per group can make the roll — *direction sense* cannot be coordinated) for his skill value. He then consults the following chart and

PROGRESS CHART	
Total is	The gamemaster says
A. DN-3 or worse	1. You're going in the right direction
B. DN-2 to DN	2. You're pretty sure you're going in the right direction
C. DN+1/+2	3. You're going in the right direction
D. DN+3 or better	4. You know you're going in the right direction

describes the character's "feeling" for how he's doing.

The characters are going in the right direction if they roll the difficulty number or better. According to the chart above then, the characters might think they are going in the right direction when they are really going in the wrong direction. If they want to make sure they are going in the right direction they must spend Possibilities and play cards to blindly pump up their total. Only by getting the last result on the chart is the group going to be sure they are headed in the right direction.

Note: the gamemaster should roll more than one die every so often, even if a 10 or a 20 is not rolled, so the players won't be certain if a roll again means that they got a high enough number or not.

If the character making the *direction sense* roll fails to get a total equal to the difficulty number, the characters are defined as lost. However, the characters may not know they are lost.



If the group is lost, the Progress Chart changes slightly. On a result of A, B, or C, the players are told their characters are "pretty sure they're going in the right direction," as listed in result 2. Because the result of uncertainty comes up more often, the players have a chance to catch on that their characters aren't quite sure where they are anymore.

If a result of D is rolled, the players are told plainly: "You're lost." In this way the characters can be positive of their situation by making a lucky roll, spending Possibilities, or playing cards.

The gamemaster should keep track of every *direction sense* check that the characters make while defined as lost. To get back on track the characters have to get a number of C or D results equal to the number of checks made while they were lost. The numbered results are read off the chart just as printed, according to what the group gets for the lettered result.

Example: The group is lost for five checks. On the sixth check they realize they are lost. It will take five C or D results to get back to the point they became lost. If they get a total equal to the difficulty number they are told, "You're pretty sure you're going in the right direction," and in fact they are. However, they have not yet made up any significant ground. Five C and D results are still required to get back to the point where they became lost.

When retracing steps the -3 modifier is applied to the difficulty number for being familiar with the area.

It is of course possible for the characters to become lost without realizing it while retracing their steps. The gamemaster only has to keep track of how many checks they missed and will have to make up with Cs and Ds before they get back to the original point where they got lost.

Although it would be more efficient for the characters to head in the direction they wanted to be going when they got lost rather than retracing their steps and starting again, the Deep Mist makes it almost impossible to navigate such a path. However, if the characters are in a rush, they can do it. They must make the rolls they need to get back on track as all Ds. Not

one can be missed.

Example: If the group was driving along for 45 minutes before realizing they were lost, they could meet up with the highway they had planned to take by getting three D results rather than retracing their path for 45 minutes and then driving up to the highway.

Direction sense can be used unskilled. (A -3 to *Perception* is applied to any unskilled use.)

Survival in the Living Land

Day to day survival in the Living Land is harder than in most other places; huge creatures are constantly on the prowl, equipment is frequently lost (see below), the Deep Mist makes the land hot, the mystical properties of the land rot all prepared or stored foods, and journeys almost always take longer than expected (because most groups end up getting lost somewhere along the trek). The following rules cover the ways in which the realm of the Living Land makes things tough for player characters and the ways player characters can survive in the realm.

Lanala's Love of Life

Perhaps the strangest quality of the Living Land is the Deep Mist's mystic corrosiveness. The mist accelerates the decaying process for something that was once alive but that can no longer grow. Thus, an apple that falls from a tree will rot quickly in the Deep Mist, for it can no longer draw sustenance from the tree. In this way the Living Land is assured a quick turnover of life. Dead things rot quickly and provide soil for the new life to come. There is no place for idleness in the Living Land.

The rate of corrosion is set by how long ago the object stopped being "alive." Anything that dies within the Living Land typically decays within

24 hours. Food that is brought into the realm will decay at a faster rate, depending on how long ago it stopped growing. The rate of decay triples each day after the substance stopped growing.

CORROSION CHART

Killed	Will Decay In
That day	24 hrs.
1 day ago	8 hrs.
2 days ago	2 hrs, 40 min.
3 days ago	53 min.
4 days ago	18 min.
5 days ago	6 min.
6 days ago	2 min.
1 week ago	40 sec.

It is clear from the chart that carrying food from something that stopped growing more than four days ago is impractical. A can of Spam that has been sitting on a shelf for a few weeks will shrivel up almost as soon as the lid's seal is broken.

The rotting of the substance includes its breakdown to nothing more than something fit for flies. Along the way, the food will become increasing unappealing, possibly becoming infested with bacteria. For all purposes of health, food can only be eaten within the first third of rotting time listed on the Corrosion Chart. Thus, rations from a creature that died three days earlier will only be edible for about 15 minutes.

Food must be in a vacuum-sealed container to be safe from the mist. Containers of this sort are made of metal or glass, though glass containers are impractical for wilderness exploration. Synthetic foods, such as junk food, sodas and so forth, are not affected by the Deep Mist. However, such foods do not have nearly the nutritional value needed to survive hard hikes in the wilderness, and can only be used as a short term emergency measure.

In the Living Land, you live for the moment. Anything that dies within Lanala's sight (within the Deep Mist) is subject to rapid corrosion. However, dead items brought in from Core Earth are not subject to this effect (which is why realm runners are doing a booming business).

The Survival Skill in the Living Land

Survival in the Living Land is much harder than in most other places. Because of this, the *survival* skill is altered when traveling in the Living Land in the following ways:

With rations that are edible, the difficulty for a *survival* roll is 10. When

SURVIVAL SUCCESS CHART

Quality of Success	How Many People
Minimal	Just the character who made the roll
Average	1 extra person
Good	2 extra people
Superior	3 extra people
Spectacular	4 extra people

the rations have run out (usually no more than four days after entering the realm), the difficulty number increases to 12.

The *survival* roll cannot be coordinated. However, extra success on the total can be applied to another character.

Any time one or more characters fail their *survival* rolls and cannot share the success of another character, the character takes a wound (see the *Torg Rule Book*, page 57).

Example: Quin and Crowfire are traveling through the Living Land. Quin fails his *survival* roll, but Crowfire gets *good* success, which means that she wouldn't have to make another roll for two days. Rather than let Quin take a wound, Crowfire gives up one of her days of survival to the soldier of fortune. Now the two can wait another day before having to make another *survival* roll.

In the Living Land, however, there is another ill effect. The *survival* skill assumes that the characters are picking up small game, berries and other small bits of food as they travel. Once characters start taking damage from failed *survival* rolls it indicates that the entire party is running low on food. Each day after the first day that one or more characters takes damage from failed *survival* rolls, there is a +2

modifier to all following roll's difficulty numbers.

The only way to remove this modifier is for the party to go on a hunt. This means that the group spends *one full day* in the pursuit of big game. A successful hunt means that the group has found enough food to feed everyone with a day of full meals and the modifier is removed.

Hunting in the Living Land

A hunt in the Living Land is a big deal, for most animals are going to give most hunters — even Storm Knights — a run for their money.

Storm Knights have two options when going after big game in the Living Land. They can set traps or actively hunt.

Traps

It is assumed that any trap built for large game, such as pits, take time to prepare. For convenience, assume two and a half hours for each pit. When all the traps have been prepared, have one person who worked on each trap make a *survival* roll. Everyone who worked on the trap may coordinate on the action. Thus, the more people who work on a single trap, the better its chance of working.

The difficulty number for each trap is the difficulty number of the *survival* roll, with all modifiers that were applied the day before.

The quality of the roll determines how many people the trapped game will feed.

Quality of Success	People Fed
Minimal or Average	One
Good	Two
Superior	Three
Spectacular	Four

Example: Crowfire and Quin are in the Living Land without any provisions. Yesterday Crowfire missed her *survival* roll and took a wound. Because she is in the Living Land, this also means that the difficulty number for both's *survival* rolls are increased by 2.

They spent the day building three traps. The difficulty for catching something in each trap is 14 (12 for the Living Land plus 2 for the failed *survival* roll).

At the end of the day, both make their daily *survival* rolls. Crowfire gets a total of 14, just enough to be all right for the day. Quin fails his roll and takes a wound.

Now the two check the traps. Since Crowfire has the higher *survival* skill, she makes the roll with Quin assisting. The first roll is less than 12, and the trap is empty. The second trap also proves to be empty. Crowfire roll a 15 for the third trap, however, and finds a plump tra impaled on the pit's stakes. Because the quality of the roll was *good*, both Quin and Crowfire get enough to eat for the day. Although they are both wounded, the survival modifier of +2 is removed.

If they wished, they could reset their traps and rest the next day. This would let them heal their wounds and have a good chance of safely making both their *survival* rolls.

Hunts

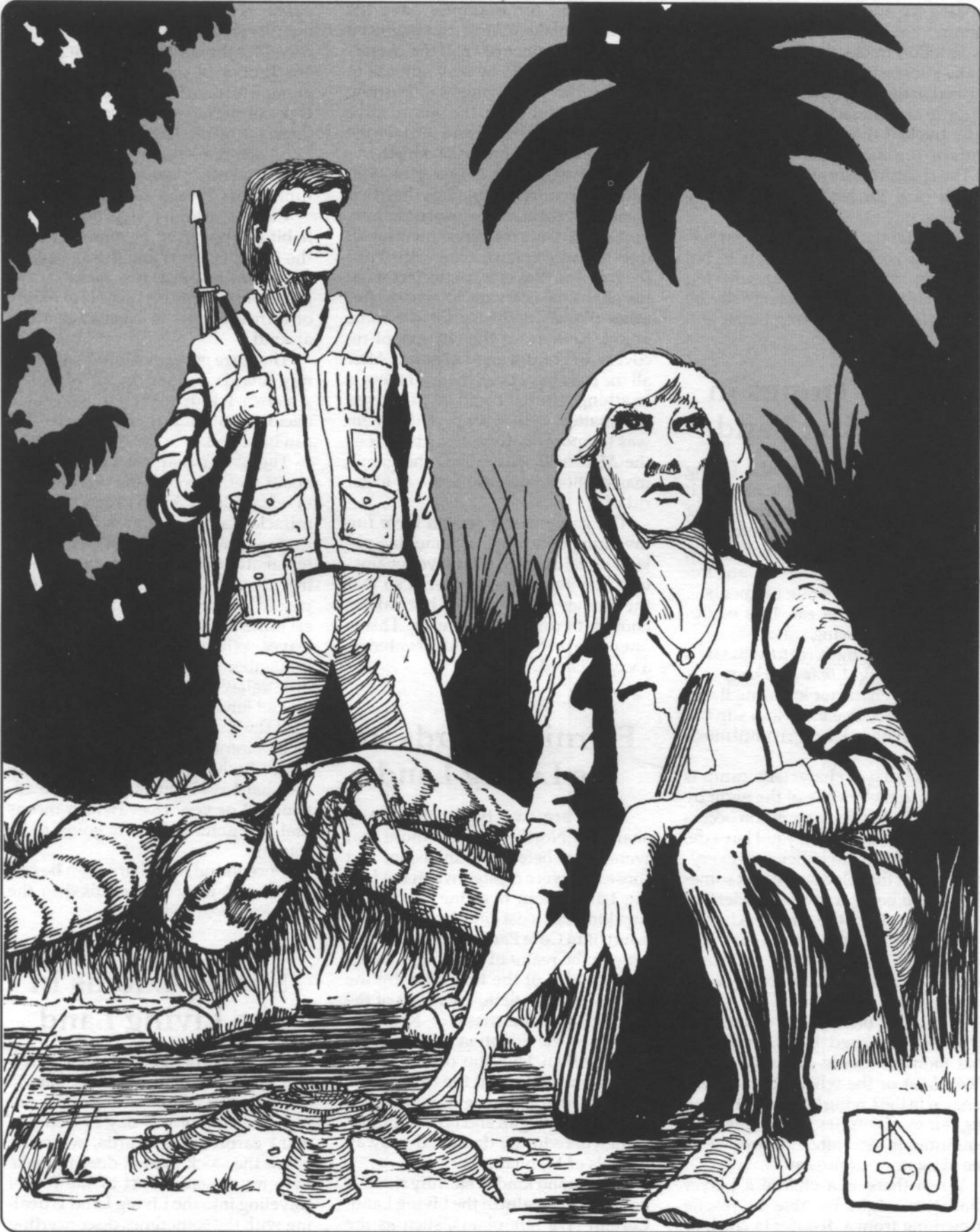
To hunt a creature the player characters must first find a set of tracks to follow. This requires a *Perception* roll against a difficulty number of 8. If successful, the gamemaster gives the players the information according to the success of the roll, as described on the Tracking Information Chart.

The gamemaster must determine the information about the tracks and what made them. The characters have the choice of following the tracks or

TRACKING INFORMATION CHART

Quality of Success	Information
Minimal or Average	How old the tracks are
Good	What type of creature made the tracks
Superior or Spectacular	How many creatures made the tracks





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looking for another set more to their liking.

To follow tracks, the characters must make successful *tracking* rolls as described in the *Torg Rule Book* (page 55).

Once the characters have successfully tracked the creature, they must battle it (in a standard conflict) and kill it. The creature may attempt to flee, in which case further pursuit may be required.

Note that the hunt requires no *survival* skill rolls. If the group is not strong in *survival* and also suffering from modifiers, this method may be more efficient than setting traps.

Losing Things in the Living Land

A common hazard in the Living Land is the loss of valuable objects. It is the nature of the realm that living beings will be separated from their non-living objects. Guns, spell books, backpacks with food — all are frequently lost in desperate moments.

Player characters can lose equipment in the following ways:

- When fighting a creature, a claw's wild swing might tear at a knapsack without the character knowing it. An item might become loose and slip out without anyone realizing it until much later.

- If the player character's camp is attacked in the middle of the night by creatures or Jakatts (a common occurrence) the characters may not have the presence of mind to either grab everything when they flee or prevent something from being trampled underfoot before they drive the attackers back.

- When fording a river, a character can fail a *Dexterity* check and drop something into the fast-moving water he is crossing.

- Vehicles often crash when their driver is surprised by giant lizards that loom suddenly out of the thick Deep Mist or the wheels become entangled in the Living Land's fast growing vines. Supplies, weapons and ammunition are often destroyed in the obligatory explosion.

When there is a chance a player character might be able to rescue something from a disaster (a crash or

an ambush, for example) have the character make a *Mind* roll against a difficulty number of 12. If the character makes the roll, he may attempt to salvage the item (enter the burning wreckage and grab the maps, dive under the giant lizard and retrieve the guns before they are crushed, etc.).

The gamemaster is under no obligation to remind the players that their characters are about to lose something important. Only if a player mentions it does a character have a chance to make the roll. The player must declare what his character is trying to rescue. Another player might try for the same object, to increase the chances of recovery, or grab for another object. After all the rolls have been made, if there is anything left that could be destroyed that matters to the group, or if an item was temporarily forgotten about (i.e., the *Mind* roll was failed) the gamemaster should determine a way to get rid of it.

The gamemaster should have fun inventing new ways of removing objects of value from the player characters, leaving enough material so that the heroes can survive, but taking enough to make things tense. This is one of the prices to be paid for entering a savage land.

Eternity Shards in the Living Land

There are two types of eternity shards in North America: those that were there before the invasion, and those that were created when the Living Land swept over the Earth. The first kind can exist either in the Living Land or in Core Earth, and the second only in the realm of the Living Land.

Examples of the first kind are the Sword of Cuchulain, the Heart of the Coyote, and the mask of Rak Kah Tuttem at the Egyptian exhibit of the Metropolitan Museum of Art. (Or at least the mask was at the Met. It was stolen by a street gang a month after the invasion began and is now hidden somewhere in the darkened subway tunnels of Manhattan.)

The second kind of eternity shard is native to the realm of the Living Land. Certain *very rare* plants, such as the

puttantak and the *uscranta* are actually eternity shards. Baruk Kaah has tribes traveling the continent for such flowers. Rumor of such a plant is reason enough to launch an expedition. Other types of eternity shards created by the interface of the Earth and the Living Land are gems that spring up within caves (whether natural caves or the tunnels of Chicago's sewage system).

Clearly, eternity shards have the habit of appearing in remote, out of the way places. While this is bad for the Storm Knights, it is good for the gamemaster, for this gives him plenty of difficult goals to base adventures around.

There are perhaps a few dozen eternity shards located in all of North America. It is up to the gamemaster to decide what they are and where they can be found.

The player characters can find out about them through the use of magic (a wizard from Aysle casting a spell), miracles (a congregation in Virginia praying for a vision or a player character Jakatt drawing on Lanala), or hearing about them from someone who passed by one — "And I saw the weirdest thing ... this tree with blue and red leaves. Where was it? Gee ... I don't remember exactly ... there was this little valley with a rock formation that looked kind of like Calvin ... you ever read the comic strip?"

The information can be either obscure (in which case figuring out where the shard is becomes part of the adventure) or very clear (which means that just getting there is going to be rough).

Once found, the shards can be collected and used as described in the *Torg Rule Book* (page 106).

Social Axioms in the Living Land

The longer one spends in the primitive reality, the more one begins to think along a primitive line of reasoning. If each day is a day of dodging giant carnivorous lizards, worrying about the stock market doesn't make very much sense. Part of the fun of traveling into the Living Land is dealing with the sometimes disconcerting



shift of Social axioms that are experienced. The drop for someone from Core Earth, with a Social axiom of 21 to the Living Land's Social axiom of 7 can be quite confusing. Even a wizard from Aysle is going to have a tough time conducting himself as he used to. In the Living Land, the notion of "King and Country" is only an echo of a concept bouncing about in his mind.

When roleplaying the problem of interaction in the Living Land, the players must remember that living under the influence of a low Social axiom does *not* mean that their characters become stupid. The *Mind* and *Perception* attributes of the characters remain the same. What is distinctly effected is their ability to conceive of how people can interact and communicate, as well as certain abstract concepts used to understand the universe. Certain ideas that we in 20th century North America take for granted do not exist in the realm of the Living Land. What the characters *can think of* is limited, not how well they do it.

When player characters are traveling through a pure area of the Living Land realm, they must expend a Possibility to use concepts native to their home realm if the home realm has a higher Social axiom, just as they must expend a Possibility to use weapons from a cosm of a higher Tech axiom. The Possibility buys them 15 minutes of game time to live as they would under the axioms of their home cosm. If they don't do this, they must function under the laws of the Living Land.

Here's a brief recap of some major concepts no longer available to someone from Core Earth living under the Living Land's pure axioms: economic concepts such as capitalism and communism, federal governments, nation states, arbitrary systems of time (such as minutes and hours), renting of property, news services, libraries, money, arithmetic counting, kings.

The full effect of losing these concepts can be staggering. A National Guardsman under the Living Land's axioms who is planting a bomb with a timer on it will be completely dumbfounded when he looks at the bomb's clock. He will know that it is a clock, and that it is used to determine

the passing of time, but he will not know how to use it.

How could he? What does the sweep of a minute hand around a clock's face mean when one looks to the stars and sun, the movement of the moon through the night sky, to gauge the passing of time? And if the guardsmen is influenced by the axioms of Baruk Kaah's realm, that is how he thinks. He might want to set the bomb to explode when the sun sets later that day, but he cannot make the connection between the timer and the time of the sunset. The sunset is "real." 6:36 in the evening is a completely arbitrary concept and quite beyond the Social axiom of the Living Land. Thus the timer becomes completely useless to him.

If a group of characters has been hired by a government agency, each day spent in a pure area of the Living Land means that they might well forget their job since the concept of "government" is now beyond them. They might refer to their employer as the "chief" in an attempt to keep the concept lodged in their minds, but even this trick may backfire. When struggling in the wilds of the Living Land for survival one must adopt the attitudes of the natives. Only by leaving the pure area, or meeting up with someone who has spent Possibilities to retain his own axioms, can the group get the concept of a national government back into their heads.

In a dominant area, the player characters can keep the ideas from their home cosm, but to reflect the dominant influence of the Living Land, the concepts should be fuzzy, or perhaps confused. A player character may momentarily scoff at someone offering a wad of green colored paper in exchange for his rifle. The concept of "money" is lost to him for a second. He might trade his gun for some food if he is very hungry, but not for some pieces of paper that are worth something because the "government" says it is.

The limited Social axiom in the Living Land can work against the player characters in another way. If they meet humans who are now living under the axioms of the Living Land, the player characters will have trouble

reminding gamemaster characters of things like the United States of America or Canada. The gamemaster characters will be used to thinking along the lines of tribes. If the player characters are not from his tribe, perhaps they are seen as enemies.

Working within the Social axioms of the Living Land should be seen as an opportunity for fun, not a weighty problem to be dealt with. For this reason there are no specific game mechanics for a character losing or retaining his Social axiom. It is up to players to use the Social axiom to reflect the changes that come over someone living in a savage land. Thoughts of economics, major political struggles, high art, and so forth are quickly lost.

To this end, the gamemaster can, and should, use the low Social axiom to good-naturedly frustrate the players. He should be familiar with the concepts listed in the Social axiom list in the *Torg Rule Book* (page 93) so that he knows what the players' characters might get confused about. The loss of time and arithmetic alone should provide plenty of amusement:

Duke: Right. I'll go up and take a sniper position. The rest of you wait here for five minutes then charge in.

Gamemaster: Matt and Jerry are a little fuzzy on this "minutes" concept.

Matt: Oh.

Jerry: (getting into the spirit of the Living Land) Hey, I know! Let's just attack!

Duke: Sounds like a plan to me. Let's do it!

Now, this doesn't mean that the characters can't sneak around and be tricky. It just means that the precision of the plan is going to be limited. If the group in the example above wanted to have one guy sneak around to the Jakatt camp and then have everyone attack "a little bit later," that would be fine.

Remember that in the world of *Torg*, Earth has been invaded by competing realities. Part of what fighting this war means is that when you go into conquered territory you start playing by the bad guys rules. It's weird, but that's the Possibility Wars for you.

Chapter Nine

Miracles of Faith



Unlike most other religions, there is no hierarchy in Keta Kalles. All Jakatts have *faith* and *focus*, and can serve as either a giver of faith or as a focuser of it. But three distinctions are made by the tribes, and these have developed along with the rise of Baruk Kaah. The highest distinction is the Saar, or the “chief above all chiefs.” While not actually a religious title, as the faith is intertwined in all that the Jakatts are, it must be mentioned here. There was never a Saar on Takta Ker before Baruk Kaah joined the tribes under his command. The second distinction is the optant, or priest of Life. These holy individuals have been relegated to command duties by the Saar, and now lead tribes and hunting parties. Finally there is the gotak, or priest of the Dead. Someone must handle and administer to Rec Pakken and its items, and the Saar has appointed the gotak to these tasks. To go along with the degrading (as far as Jakatts are concerned) work, the Saar has given the gotaks great personal power which they wield in fearful ways.

The religion of Keta Kalles is based on sensation. To view the leaves falling from a tree with the full intensity of one’s being is as much a prayer as reciting a chant. Because a Jakatt cannot always focus on touching the divine, they have developed prayers to help them “jumpstart” to a transcendental state. This is much the same purpose that prayers serve for religions on Earth — to focus the worshipper’s attention on god by blocking out mundane distractions. However, in a Jakatt’s case, the mundane distractions are what it’s all about. A verbal ritual prayer draws the worshipper’s focus to the splendor of the world.

The non-ritual prayer is done simply by living. To feel pain or joy intensely is to pray to Lanala. Thus, when

a Jakatt is involved in combat, the act of fighting is in itself a prayer because of the extreme emotions involved and the intensity of the moments. A Jakatt who is fighting (or doing any other intense activity) automatically receives community rating bonuses without having to stop and focus on the miracle at hand. The action itself is a prayer.

In combat situations, then, it is typical for a handful of Jakatts to remain outside of the battle and act as focuses for the others involved in the fight. Because the Jakatts focusing the miracles need to feel intense sensation as well, it is common for them to be inflicting some kind of wound on themselves or on each other as they draw on the power of Lanala.

Not all miracles from Lanala are used in combat, however. In fact, many of them heighten the sensations and emotions of the worshippers so that his prayers become more intense. In this way the goddess can give more intensity to him, and so on, the cycle building until the worshipper is in such a divine state of pain or rapture that he can barely stay alive.

Since Baruk Kaah began leading the Jakatts on his invasions centuries ago, the lovers of Lanala have come to use their goddess’ blessing to heighten their own prowess in combat and weaken those who would be so soulless as to use dead tools against them.

Core Earth inhabitants are not enemies of Lanala as defined in “Miracles, Evil Enemies” on page 124 of the *Torg Rule Book*. The Jakatts see them as unfortunate beings who have become so entrapped within the world of their dead tools that they do not see they can get out of it. Jakatts see war with the humans as giving them the chance to finally stop being corpses and experience true Life. This “rebirth” however, can never take place as long as the humans use their dead tools, so the



Jakatts feel it is their obligation to discourage people from using such devices.

Tied in with this concern for tools and miracles are the tools that the Jakatts actually do use. Because of their taboo against using dead items, the Jakatts (specifically the *edeinos*) have devised ways of making living spears. The spears are a type of bamboo shoot that can be uprooted and re-planted again and again. The Jakatts pray to Lanala to take this living thing and make it a weapon to use against those who would use dead tools. Usually the goddess complies.

This kind of miracle is usually granted during a ritual, for it does not involve an immediate threat to the worshippers. Most miracles are called for when there is a clear threat to the worshipper.

These miracles can only be used by those characters with *faith* (*Keta Kalles*).

Miracles of the Living Land

Animal Rage

Spiritual Rating: 12
Community Rating: 8
Difficulty: 11
Range: touch
Duration: result points +5
Effect: allows character to go into an animal rage

There are two steps to this ritual. The first involves finding an animal, enraging it, touching it, and praying for the miracle. If the miracle is granted, the miracle worker can store the animal's rage within himself to use within 24 hours (as a prayer).

Once enraged, the character acts as though an "up" result is in effect. He is also +3 to be hit and +3 to be damaged because of the rage.

Once invoked, the character must make a faith roll. The result points achieved +5 is how long the *animal rage* stays in effect. After the miracle fades, the character must generate a *Toughness* total against a difficulty of

his *Toughness* +4 or take shock damage equal to his *Toughness*.

Blind

Spiritual Rating: 12
Community Rating: 10
Difficulty: 13 or *Faith* +15
Range: sight
Duration: result points +5 or three days
Effect: causes temporary or longer blindness

When this prayer is called down upon someone within sight of the miracle worker, it immediately blinds them with a searing light, reducing their sight to a gray, nondescript blur.

The first difficulty number is used for a temporary effect. The duration of temporary blindness is the result points achieved +5. The second difficulty number is used to cause a longer condition and requires a roll against the target's *faith* +15.

Blossom Spears

Spiritual Rating: 14
Community Rating: 10
Difficulty: 13
Range: sight
Duration: until damage is scored
Effect: turns hrockt shoots into very deadly spears

The *blossom spear* prayer is just like a *simple spear*, with a damage value of STR +3. However, if a *blossom spear* causes any damage, thorns blossom along the tip of the shaft and cause one additional wound. A Jakatt can remove the spear by pulling it out, for the thorns fall away. Non-Jakatts cause an additional wound to the victim when removing the spear unless they beat the miracle's *Spiritual* rating with a *medicine* total. The hrockt shoot returns to its original state once removed, and cannot be used unless another prayer is cast upon it.

Cause Pain

Spiritual Rating: 14
Community Rating: 9
Difficulty: variable
Range: touch

Duration: instant
Effect: the blessed Jakatt can inflict pain by merely touching another character

When a character uses this prayer, he causes pain to the first person he touches. Keta Kalles rituals often involve this miracle among the Jakatts themselves, but it can also be used as an offensive weapon.

The Jakatt asking for the miracle determines the difficulty number and damage of the miracle, which are the same number. The more damage the miracle worker wants to inflict, the harder it is to get the miracle. Once the miracle has been granted, it will discharge against the first sentient being the Jakatt touches.

The pain inflicted is a searing sensation along the entire body, usually enough to make the victim scream out in pain.

Deafness

Spiritual Rating: 12
Community Rating: 10
Difficulty: 13 or *Faith* +15
Range: voice
Duration: result points +5 or three days
Effect: causes temporary or longer deafness

When this prayer is called down upon someone within the sound of the miracle worker's voice, it immediately deafens them with a loud noise, reducing their hearing to a dull ringing.

The first difficulty number is used for a temporary effect. The duration of temporary deafness is the result points achieved +5. The second difficulty number is used to cause a longer condition.

Earth's Ear

Spiritual Rating: 13
Community Rating: 8
Difficulty: 12
Range: touch
Duration: 24 hours
Effect: lets the land give warning to the faithful when enemies are approaching



The miracle worker asks Lanala to make a patch of ground act as a ward. The area of ground is usually a circle three meters across, and the Jakatt must walk the perimeter of the circle. As long as the Jakatt stays within two kilometers of the blessed ground he is connected with it.

The leaves, flowers, grass, and the very ground listens for enemies of the Jakatts. The range of the patch's hearing is equal to the result points achieved, from the perimeter of the circle. Thus, if the patch of ground is made larger, there is automatically a larger range. However, every three meters wider the circle becomes increases the difficulty number of the miracle by one.

When an enemy passes, the ground gives a cry to the Jakatt who prayed for the miracle. The Jakatt knows the direction of the cry. A Jakatt may have any number of *earth's ears* linked to him. This is invoked as a ritual.

Healing

Spiritual Rating: 10
Community Rating: 11
Difficulty: 15
Range: touch
Duration: permanent
Effect: reduces damage and wounds by number of success levels

As per the Core Earth prayer, if the miracle succeeds the target removes all KO conditions and shock. In addition, each level of success of the miracle reduces the target's wound level by one.

Hear Water

Spiritual Rating: 12
Community Rating: 10
Difficulty: 12
Range: Touch
Duration: result points
Effect: lets worshipper determine the direction of nearest body of running water

This ritual lets someone hear all running water within the range of the miracle; very important for someone in the wilderness looking for a drink. The person hears the sound of the

nearest running water within range of the miracle. All other sounds are blocked out when the person focuses on hearing the water. This means that the person needs to be accompanied by other people or he will undoubtedly be surprised by some creature.

The direction of the water is easy to discern. If a person wishes to ignore the nearest body of running water (perhaps he is standing at the side of a small creek, but the water is not clean and he needs to find the next nearest source of water), he needs to make a *Perception* total of 13 or better. This means he has set aside the sound of the closest body of water and can focus on the next.

It is possible the miracle will last only for a few seconds, but in that time the person can discern the direction of the water. If it lasts for a longer period of time, he may follow the sound to its source. If the time of the miracle runs out before the water is found, the general direction will still be known.

Heightened Dexterity

Spiritual Rating: 13
Community Rating: 8
Difficulty: 13
Range: character
Duration: one scene
Effect: increases the coordination of the body

Heightened dexterity is a ritual miracle that lets people move with more grace and economy of motion. It is used to prepare people for longer rituals involving dances or to enhance Jakatts in combat. As such, its duration is for a single scene. Someone is blessed for a ritual, or a combat, or a journey through the woods, or any other physical activity that has a definite start and finish. When the specific activity ends, the miracle ends.

When someone is blessed with *heightened dexterity* he is extremely aware of each muscle in his body, each bone, and the relation of bone to muscle. He is also gifted with a kind of autopilot, where his body will move in the most efficient and graceful way to accomplish a specific task.

How much *Dexterity* is increased depends on the amount of success. *Minimal* success grants +1, *average* +2,

good +5, *superior* +7, and *spectacular* +10.

Heightened Hearing

Spiritual Rating: 9
Community Rating: 8
Difficulty: 10
Range: result points +5
Duration: 30 minutes
Effect: lets the blessed Jakatt hear what is most important.

A Jakatt who is granted this ritual miracle from Lanala can clearly hear all sounds of a person, beast or object made within the range of the miracle. The range is the result points achieved on the Torg Value Chart plus five. Thus, if five result points come up on the *faith* roll, a total of 10 is checked on the chart, giving a range of 100 meters.

The blessed Jakatt must focus on the object or being he wishes to listen to. If it is within range, he can hear it as if it were right next to him.

Heightened Sight

Spiritual Rating: 11
Community Rating: 6
Difficulty: 10
Range: sight
Duration: result points +3
Effect: makes everything the blessed character looks at more clear and vibrant

Heightened sight does not let someone see farther, but instead makes everything the person looks at more clear. Everything within sight becomes much clearer, more vibrant. Every detail becomes distinct.

A character under the effects of this ritual miracle receives a *Perception* +2 for all rolls involving sight, but also suffers a *Dexterity* -2 and a *Mind* -2 because the body and brain cannot assimilate all of the information coming in through the eyes fast enough to use.

It might seem as though he would get a bonus due to his heightened *Perception*, but in combat the ability to focus is paramount. With *heightened sight* all objects and colors jump out at the person and the person has difficulty distinguishing one element from another.



Heightened Taste

Spiritual Rating: 10
Community Rating: 8
Difficulty: 10
Range: Touch
Duration: 30 minutes
Effect: increases the sense of taste

A person who is blessed by this ritual miracle of Lanala not only can enjoy the taste of any substance more than he normally would, but he is able to detect elements that would normally go unnoticed. Poisons, traces of blood or sweat (for following trails), and anything else that can be tasted become apparent.

Because the sense of taste is heightened, only a small sample need be tasted to sense a poison.

If the result of the *faith* roll is *average* or *good*, the recipient enjoys his food more. If *superior*, his sense of taste is so discriminating that he can identify specific elements — traces of poison, etc. If *spectacular*, he can match a taste to another specific taste. For example, if he were to taste two separate drops of blood, he would be able to tell if they were from the same creature.

Heightened Touch

Spiritual Rating: 11
Community Rating: 9
Difficulty: 12
Range: touch
Duration: 30 minutes
Effect: increases the recipient's sense of touch

Someone blessed with this ritual miracle experiences a sense of touch at a heightened level — a table top is perceived as rough as tree bark, and tree bark is like jagged stone. Although the sense of touch is increased, the flesh of a person is no more sensitive to damage than it was before. Thus, tree bark may feel rougher than it was before (feel, in fact, rough enough to slice a person's skin open), but it won't harm the skin. The skin treats it just like normal tree bark.

Most positive uses for this miracle are involved with Keta Kalles rituals. It is possible to use this miracle as a curse, however. As with other miracles that heighten senses, anyone unfamiliar with such occurrences (most people from Core Earth, for example) will be confused and thrown off balance by the unfamiliar situation.

If the miracle is cast as a curse, *minimal* success causes a -1 to all rolls the cursed being makes, *average* -2, *good* -3, *superior* -4, and *spectacular* success causes the cursed being to drop items, remove clothing — anything to lessen the heightened sensations.

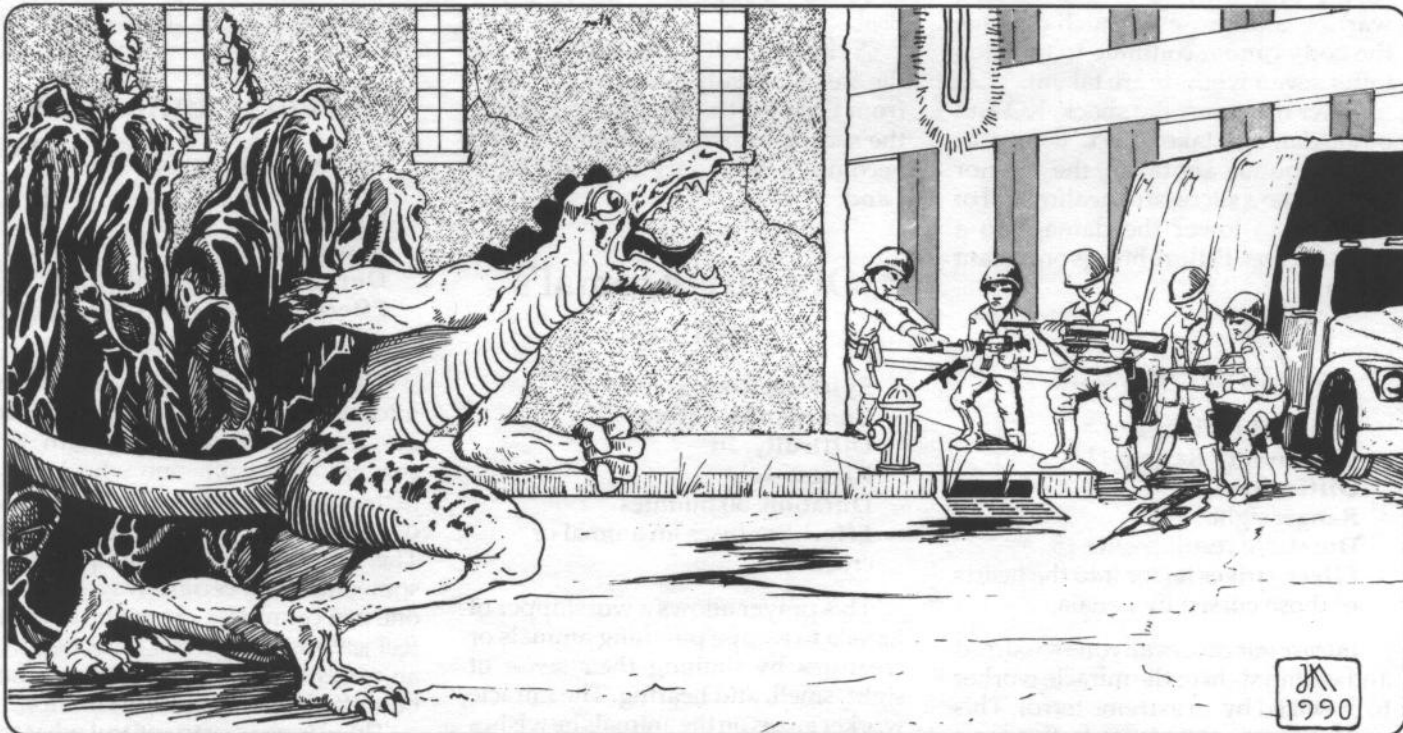
When taking damage a person with *heightened touch* (whether cast as a blessing or a curse) would add one result point of damage to rolls made against him, reflecting the extra shock his body experiences from the extra pain.

Increased Strength

Spiritual Rating: 13
Community Rating: 10
Duration: one scene
Range: character
Effect: increases a character's strength

An *increased strength* ritual miracle works in the same way as *heightened dexterity*, except, of course, it applies to strength. It lasts for a specific physical activity, and the *Strength* of the believer is increased as follows:

Minimal success +1, *average* +2, *good*



+5, *superior* +7, and *spectacular* success grants +10.

When under the influence of this miracle a person does not grow muscles. Instead, his body works with what it has at a peak ability, focusing actions and attacks in such a way that they produce a stronger result.

The miracle lasts for one scene.

Increased Toughness

Spiritual Rating: 13
Community Rating: 10
Difficulty: 17
Range: character
Duration: one scene
Effect: increases the ability to withstand wounds

Increase toughness is one of the more perverse rituals available to the faithful of Lanala. It allows a Jakatt to feel all the pain inflicted upon him, but it has no physical effect until the miracle ends. An edeinos warrior, for example, ignores shock and KO damage in combat and does not fall. Instead, he keeps fighting, relishing the intense pain. All damage is real. The warrior simply ignores it until the battle ends. The miracle lasts throughout a scene, so the only way to stop a blessed warrior is to cause so much damage the body cannot continue to function (after seven wounds are taken).

After the scene, the shock, KO and other damage take effect. If four or more wounds are taken, the warrior must make a successful healing roll of TOU+10 to lower the damage to a *mortal wound*. Failure brings on instant death.

Intense Fear

Spiritual Rating: 11
Community Rating: 11
Difficulty: 15
Range: sight
Duration: result points +5
Effect: strikes terror into the hearts of those cursed by Lanala

Intense fear causes anyone so cursed and within sight of the miracle worker to be seized by an extreme terror. This prayer causes the victim to flee for a place of safety and hide until the mir-

acle dissipates. Once in safety, the victim can try to shake the fear before it elapses by making a *faith* roll of 15 difficulty.

Make Stelae

Spiritual Rating: 9
Community Rating: na
Difficulty: 12
Range: touch
Duration: permanent
Effect: creates a stelae imbued with the reality of the Living Land

The stelae of the Living Land are preserved pieces of dead members of Baruk Kaah's tribes, as are all religious artifacts. The remains are taken from tribe members who lived especially fulfilled lives or died in spectacular circumstances.

The corpse is dismembered and sensory organs and a piece of the brain (where passions are produced) are placed in a sack made from vines, leaves and dirt.

The community cannot participate in this miracle, it is the province of the gotaks. The ritual actually draws its power from Rec Pakken, the Darkness Device, so they must still be energized as stated on page 88 of the *Torg Rule Book*.

A ritual sacrifice is needed to make the stelae, usually a human captured from Core Earth. After the ceremony the sack is buried in the ground and becomes a boundary for the Living Land.

Obscure Animal's Senses

Spiritual Rating: 13
Community Rating: 10
Difficulty: 10
Range: sight
Duration: 30 minutes
Effect: confuses an animal or creature

This prayer allows a worshipper of Lanala to escape pursuing animals or creatures by limiting their sense of sight, smell, and hearing. The miracle worker gazes on the animals he wishes to confuse and prays to Lanala for

safety. The animals' *Perception* skills are reduced by the amount of success achieved by the miracle. When trying to confuse more than one animal, use the Multi-Action Charts, with the animals' *Spirit* value as its defense number. This miracle cannot be used on folk.

Minimal success reduces the animal's *Perception* by -1, *average* -2, *good* -5, *superior* -7, *spectacular* by -10.

Pain Sacks

Spiritual Rating: 11
Community Rating: na
Difficulty: 13
Range: touch
Duration: until triggered
Effect: creates a device for causing pain to one's enemies

Pain sacks draws its power from Baruk Kaah's Darkness Device, and therefore can only be invoked by a gotak. It allows a gotak to create by ritual a sack of dead items that must be buried in the living ground. When a non-Jakatt steps over the sack, it explodes and inflicts damage on the victim. The *Strength* of the sack is determined by the success achieved when it was created — *minimal* 10, *average* 12, *good* 14, *superior* 16, *spectacular* 18.

Reverse Emotions

Spiritual Rating: 13
Community Rating: 11
Difficulty: 12
Range: voice
Duration: result points +5
Effect: reverses the emotions of a character

The miracle worker can shift the intense emotions of a character from one extreme to another with this prayer. Thus, someone who hates a certain person will suddenly feel an overwhelming love for that person. The miracle does not simply make someone feel a certain way — someone in a calm state cannot be made to feel jealousy. A person must begin in an extreme emotional state and then be shifted to the opposite emotion.

There is no way to control what the person subjected to the miracle might





do. An enraged man about to kill an edeinos who is successfully influenced by reverse emotion might let the lizard go out of happiness, or enjoy killing the lizard. Only the emotions are influenced, not the actions.

See Through Mist

Spiritual Rating: 10
Community Rating: 8
Difficulty: 12
Range: result points +5
Duration: 24 hours
Effect: lets the blessed Jakatt see through the Deep Mist without impairment

This miracle, which very few people are aware of in Core Earth, is usually given to an entire tribe every day during a large ritual.

The range of the clear sight is the result points achieved plus five. The area in the range of the blessed Jakatt appears as if the mist were not present. For example, a Jakatt who could

see clearly for 30 meters would, on a clear day, see the sun shining down on the trees for 30 meters around him. If he were to look up, he would see the mist far above him. But on the ground there would be sunshine.

Sensory Explosion

Spiritual Rating: 11
Community Rating: 10
Difficulty: 12
Range: sight
Duration: result points +5 (curse) / +10 (blessing)
Effect: the recipient of the miracle becomes a veritable black hole of sensation

This ritual miracle is a blessing for Jakatts who are able to sit quietly and take in the entire surrounding area with no other concerns — but a curse to anyone who is otherwise engaged.

All five senses of the target become so alive that the information coming

in cannot be sorted. Colors turn into tastes and the touch of the breeze becomes a sound. The world is completely mad.

A *minimal* success means that the blessed or cursed person receives -1 to all actions, *average* success -2, *good* success -3, *superior* success -4, and *spectacular* -5.

Simple Spear

Spiritual Rating: 9
Community Rating: 8
Difficulty: 10
Range: touch
Duration: until re-planted
Effect: turns a hrockt shoot into a spear

Simple spear allows a Jakatt to take a hrockt shoot and pray to Lanala to turn it into a weapon. The tip becomes sharp, the shaft strong. The damage value is STR+3.



Chapter Ten

Folk and Creatures

The folk and creatures of the Living Land realm constitute a strange mix of Takta Ker natives, beings from invaded cosmos that have become Jakatts, and dead beings brought into existence by Rec Pakken. What follows are statistics and brief descriptions of a select sampling.

Abentallos

Abentallos is a giant serpent that reaches a length of 10 meters and a width of one meter. Its scales are colored green and brown.

These serpents typically hide themselves behind a row of foliage, waiting for prey to come along. When a victim arrives, the abentallos strikes with its quick reflexes. The mouth of an average abentallos is almost a meter wide, and its two sharp fangs can penetrate

Abentallos

DEX 14 MIN 3
STR 16 CHA 2
TOU 16 SPI 2
PER 12

Possibility Potential
None

Natural Tools
Fangs — damage value 19

Skills
Tracking 14
Stealth 16
Trick (9)
Intimidation (9)
Taunt (10)
Test (8)

the hides of some of the largest creatures in the Living Land.

Although the abentallos is a quick creature, because of its size it can only use its speed for fast movement in open areas like plains. In wooded areas and jungles its speed is cut in half as it must writhe its way through the trees.

Baragon

Baragons are great two-legged monsters with powerful arms and rending teeth. They resemble huge, reptilian bears, covered with heavy scales instead of fur. They are meat eaters, and very violent. They grow to a height of six meters and love to feed on larger dinosaurs.

Baragon

DEX 11 MIN 5
STR 18 CHA 4
TOU 19 SPI 2
PER 6

Possibility Potential
None

Natural Tools
Armor — defense value 17
Teeth — damage value 18
Claws — damage value 17

Skills
Unarmed Combat 14
Running 12
Stealth 12
Climbing 18
Lifting 16
Taunt (10)
Intimidation 10
Trick (10)
Test (10)



Bedotok

Bedotoks are small sphere-shaped floating creatures from the stalenger homeworld. They produce a light gas which keeps their small (10 centimeters in diameter) bodies afloat. The body of a bedotok is covered with multi-colored patterns. They have no means of self-locomotion and depend on the wind to move them from one spot to another.

A bedotok gains nourishment by consuming the various bacteria in the air. If confronted by a larger animal, whether the animal means harm or not, the bedotok releases a two meter cloud of tiny spores that poison the air.

Bedotok

DEX 2 MIN 4
STR 4 CHA 2
TOU 5 SPI 2
PER 4

Possibility Potential
None

Natural Tools
Poison — damage value 13

Skills
Taunt (18)
Trick (18)
Test (18)
Intimidate (18)

Benthe

Benthe are folk that have adopted the religion of Keta Kalles and now travel with the Jakatts on their conquests. These small, amoeba-like creatures survive by consuming and manipulating pheromones, simple molecules which transfer signals of emotion and social order between lifeforms. A benthe is essentially a compact pheromone factory. It spends its life following trails of pheromones, searching for high concentrations of the molecules, and then using what it finds to live and to build new pheromones as it needs them.

The body of a benthe is about one third of a meter in diameter. It moves by extending a pseudopod forward,

and then shifting the top of its body over the foot. The rear section then slides forward to fill the section of the body emptied by the front. Its speed is only one mile per hour, though its amoeba-like body prevents terrain from having any serious effect on its speed.

Benthe can pick out strong sources of emotion from distances of up to a kilometer away. These strong sources are like ghosts to the benthe. For example, a place where a person or animal was seriously frightened (or killed, or excited, etc.) will contain a chemical memory of the event. Scattered about will be molecules of eight or 10 carbon atoms that signal fear (or other emotion). For most creatures the signals will have long become unnoticeable, but for a benthe pheromones are the sauce of life.

Beside the miracles available from Lanala, the benthe can manipulate the emotions of friends and enemies. The benthe makes a *Perception* roll against the target's *Perception*. The better the success, the greater the effect the benthe can produce.

The benthe can attempt the pheromone manipulation from a range of eight meters. Once a successful attack has been made, the target is influenced by the benthe until the target

leaves the range of the benthe. Depending on how much control the benthe has over the target, leaving might be a very hard thing to do. For example, the benthe might make the target feel very protective of him. Benthe's main job as Jakatts is to control the terrible creatures of the Living Land and make them follow basic orders. Pheromone manipulation of creature-intelligent lifeforms is much easier than manipulating folk.

Every turn that a benthe has the target under his influence he may try to get more control. The benthe receives a +3 to his roll against creatures already under his control.

A victim of pheromone control can attempt to free itself at the start of each turn. The target and benthe both make *Spirit* rolls. The higher total wins. If this is the target, he is free that round, but is dazed and can perform no other actions. If the benthe wins he manipulates the target according to the result on the Manipulation Chart.

The benthe have a complex language comprised of different signals of chemicals. To benthe, humans, edeinos, and stalengers have only rudimentary communication, since they are only able to express one emotion at a time, and these are done without complete control of the per-

BENTHE PHEROMONE MANIPULATION CHART

Quality of Success	Effect
Minimal to Average	Can make the target feel slight emotions (nervousness, happiness, etc.) but not enough to change actions
Good	Can make the target feel emotions that can stop the target as it revels in the feeling (fear, joy, awe, etc.); can control creatures of MIN 2 or less
Superior	The target is so inspired by the emotion that it acts on the feeling: fear makes it run away, joy makes it very friendly (even to someone it might normally consider an enemy), hatred makes it attack someone it might normally attack (it won't attack a friend), etc.; can control creatures of MIN 4 or less
Spectacular	The target will act against its will. It will attack friends out of fear or hatred, save people or creatures it would otherwise kill, even at the price of its own life; can control anything with creature intelligence



son emitting the emotion's chemical signal. They have adopted a simple sign language comprised of forming psuedopods in various manners to express immediate needs to their fellow Jakatts.

Benthes reproduce by splitting in half and becoming two new benthes. Natural reproduction only happens once per year.

Because of this natural ability, if a bente is attacked and damaged, for each level of wound received after the first wound, a new bente is formed. The new benthes divide the damage received among their siblings. For example, if a bente were hit for two wounds in a single round, it would become two benthes and each of these would only suffer one wound each. If a bente suffers enough damage to kill it in a single round, then it dies and no new benthes are formed. Each new bente formed by violent separation receives the original's attribute and skill points at -2. A bente cannot divide below *Toughness* 0. So, a bente with *faith* 14 would form two benthes, each with *faith* 12.

Bente

DEX 7 MIN 14
STR 7 CHA 11
TOU 12 SPI 11
PER 17

Possibility Potential
Some (30)

Natural Tools
Pheromone Manipulation (see above)

Equipment
None

Skills
Beast Riding 10
Stealth 9
Evidence Analysis 19
Find 18
Tracking 15
Trick 19
Survival 15
Test of Will 16
Willpower 17
Focus 12
Faith (Keta Kalles) 13
Reality 13 (if possibility rated)



Bonthkra

Bonthkras are circular transparent oozes that float on the surface of fresh water lakes and rivers. They range in diameter from 10 centimeters to three meters, and their bodies will catch, hold and dissolve flesh or non-metallic material within minutes. Although their primary diet consists of algae and small fish that have the misfortune of swimming into the creature when surfacing, they will readily dissolve the flesh of any creature or folk that falls into them (from, for example, a boat) or dips into them while trying to drink water from the shore. Anyone fording a river or swimming in a lake has a chance of encountering these creatures.

Once a creature or folk comes in contact with the bonthkra, the bonthkra's acid begins to attack. Once it scores damage against the contacted creature, the victim must make a *Toughness* roll each round against the acid's damage total. If the acid total is greater, the victim receives an additional wound.

Bonthkras can be considered as thin, hollow disks filled with a powerful, corrosive acid. The disk is made of a thin membrane that retains the acid, but lets objects pass through. A hand that passes through the disk is covered with acid and held fast by the sticky membrane.

Anything caught in a bonthkra must generate a *Strength* total greater than the creature's *Membrane Strength* total to escape.

Bonthkra

DEX 6 MIN 3
STR 10 CHA 3
TOU 14 SPI 6
PER 8

Possibility Potential
None

Natural Tools

Acid — damage value 16 (roll each round until dissolved or free)
Membrane — strength value 15

Skills

Stealth 9
Maneuver 10
Swimming 9
Trick 11
Test of Will (9)
Willpower (8)
Taunt (9)

Borr Aka

The true monster of the Living Land is the Borr Aka. It stands 50 to 85 meters tall and is about 150 meters from tip to tail.

The Borr Aka stands on four thick legs covered with large heavy scales. Along its back run meter high spikes

Borr Aka

DEX 10 MIN 5
STR 41 CHA 5
TOUG 43 SPI 5
PER 10

Possibility Potential
None

Natural Tools

Bite — damage value 42
Trampling — damage value 44

Skills

Running 11
Swimming 11
Trick (13)
Test of Will 12
Willpower 12
Intimidation 14
Taunt (7)

which prevent flying creatures from attacking its exposed back. The neck is long enough to let it easily snap someone up from the ground with little effort.

With its massive bulk the Borr Aka can level trees as it goes on a hunt. It searches out the large and small, taking what it can find and moving along.

The behemoth is often used as an engine of war by the edeinos. Its thick hide makes it tough enough to stand up against modern day weaponry and its mass can topple buildings.

Carnol

Carnol are large predators with powerful jaws. An average carnol measures 15 meters from head to tail, has a spiked ridge running along its spine, long teeth, and useless forelimbs. It is a fast, graceful creature, able to deliver a terrible bite surprisingly quickly. Its hind legs are built for running and dodging, and its spiked tail can cause much damage.

Carnol

DEX 13 MIN 5
STR 26 CHA 4
TOU 30 SPI 3
PER 6

Possibility Potential
None

Natural Tools

Thick Hide — armor value 32
Teeth — damage value 32
Tail — damage value 28

Skills

Dodge 16
Bite Attack 17
Tail Attack 14
Maneuver 14
Tracking 8
Intimidation 22
Test (12)
Taunt (10)
Trick (15)

Crosktreckt

Crosktreckts are carrion-eating lizards. Because anything that dies in the Living Land decays so quickly due to

the Deep Mist, the creatures must remain on the prowl, looking for food not eaten by the other animals in the realm. They usually travel in packs of three to 15.

The lizards are about a meter long and half a meter to two thirds of a meter high. Their skin is made of smooth scales colored a mix of brown and green.

They will not attack unless very hungry. When they hear sounds of battle they will gather at the spot, wait patiently for the victorious animal to eat its fill, and then eat the remains when the area has been cleared of stronger animals.

Crosktreckt

DEX 9 MIN 7
STR 8 CHA 4
TOU 8 SPI 4
PER 12

Possibility Potential
None

Natural Tools

Teeth — damage value 11

Skills

Dodge 11
Maneuver 12
Running 10
Stealth 10
Find 13
Tracking 14
Trick 13
Test of Will (8)
Willpower (8)
Taunt (7)

Ecrust

The ecrust is a small, but dangerous member of the Living Land's ecosystem. The lizard only measures about 15 centimeters long and only eight or so centimeters high, but is lined with sharp spikes along its back which secrete a poison when struck.

Ecrusts usually spend their time scurrying about on the ground looking for small insect to consume. They pose no direct threat to larger creatures and in general avoid larger animals. Animals that try to bite ecrusts, or step on them accidentally, will be



given a dose of poison injected through the spikes on the back.

To see if a person stepping on an ecrust or attempting to catch one gets punctured by the spikes, roll the creature's spike damage against the target's *Toughness* (no *Dexterity* roll is necessary, for it is assumed that the target has made contact with the lizard). The poison continues to cause damage once it is introduced into the victim's bloodstream. Once a wound is scored, the victim has eight rounds to neutralize the poison before death occurs. The victim must make *Toughness* rolls against the poison's damage value. If the victim achieves *superior* or better success, he neutralizes the poison.

The common cure for the poison of an ecrust, known by all edeinos and stalengers, is a potion made from the poison of the ecrust itself. The creature must be captured and carefully slit open to remove the poison sacks whole. The animal is usually captured instead of killed, for most forms of death involve a risk of crushing the poison sacks and rendering them useless. Of course, capturing the animal is difficult precisely because of the spikes and poison.

Ecrust

DEX 12 MIN 2
STR 6 CHA 2
TOU 7 SPI 4
PER 8

Possibility Potential

None

Natural Tools

Poison — damage value 16
Spikes — damage value 10
Armor — defense value 9

Edeinos

The edeinos, the indigenous intelligent lifeform of the Living Land cosm, are tall, muscular lizards. The lizards stand on their hind legs, using their long tails for balance. An edeinos is usually about two and one third meters tall.

Their tough, green scales offer fine camouflage when they are traveling through a forest. Their bellies are lined with yellow scales. Running along their spines are thick, armor-like knobs that provide additional protection. Their eyes are yellow with pure black pupils. Their heads have sharp beaks and rows of sharp teeth.

Almost all edeinos are faithful worshippers of the goddess Lanala, who rewards their worship with powers to help them survive in the Living Land. Since their religion is such an overwhelming portion of their life, explicit details of edeinos behavior and character are covered elsewhere in this book.

The language of the edeinos is made up of hissing, raspy syllables, and body motions. Their brains are naturally gifted in picking up new languages, and most edeinos can speak a rudimentary version of any Earth language after being exposed to it regularly for at least a month. Their rendition of it, of course, betrays the lizard-like accent of hisses and deep tones.

Edeinos are fierce fighters, excellent hunters and, because of their religion, quick to any emotion as long as it is a powerful one.

Flame Warrior

The flame warriors are Jakatts who have sacrificed their lives for Baruk Kaah. The sacrifice is made by entering a mystical flame located in the Northern Land of the Living Land realm. (For more details on the flame see the section on the Northern Land in *The Realm of the Living Land* chapter.) Although the Jakatt does not die upon entering the flame, he is doomed to die within five weeks after leaving the fire. In return for this sacrifice his body is consumed from within by hellish flame of intense pain — a sensual delicacy for a Jakatt.

A Jakatt who has become a flame warrior is easy to identify. If the flame warrior is an edeinos, fire burns from his eyes and fire leaps from his open mouth. If a stalenger, its translucent skin reveals an intense fire burning within its five-armed body. The internal fire slowly kills the flame warrior,

Edeinos

DEX 11 MIN 9
STR 9 CHA 8
TOU 10 SPIR 10
PER 9

Possibility Potential

Some (55)

Natural Tools

Claws — damage value 12
Teeth — damage value 11
Tail — damage value 9

Skills

Dodge 12
Missile Weapons 12
Stealth 12
Language 10
Tracking 10
Trick 10
Survival 10
Test of Will 11
Willpower 10
Reality 9
Focus 11
Faith 11
Intimidation 10
Taunt 9

but not for weeks after the self sacrifice.

Because of the intense sensations brought on by the flame, the warrior's attributes are all increased. They still have access to miracles and any special racial abilities they had before the sacrifice.

The flame also give the warriors a special combat ability. When a flame warrior touches a *living* opponent (that is, a person, not, for example, a vehicle) the opponent must make a *Spirit* roll against the flame warrior's *Charisma*. If the Jakatt wins the attribute contest the Power-of-the-Flame (listed below) is rolled against the opponent's *Toughness* and damage is applied as usual.

Note that this attack is in addition to normal actions taken that round. If a Jakatt and a human are fighting hand-to-hand, damage might be done from both claw and Power-of-the-Flame.

Flame Warrior

DEX +3 MIN -1
 STR +4 CHA +1
 TOU +4 SPI +1
 PER +1

(all adjustments are to the Jakatt's original values)

Possibility Potential
 Some (15)

Natural Tools

All tools available to normal Jakatts with increased values adjusted to match the increased attributes

Power-of-the-Flame — damage value STR+3

Skills

as per entry on particular folk (edeinos, stalenger, benthe, or human)

Gospog

Gospog are undead creatures created by the Gaunt Man and given to the High Lords who have invaded Earth to aid them in the conquest of this valuable but dangerous world. Baruk Kaah received his first gospog seeds from the Gaunt Man centuries ago, before Earth had even been discovered by the Possibility Raiders, when the Gaunt Man was searching for potential allies.

The High Lord of the Living Land introduced the gospog slowly to his people, never allowing them to be grown in his own cosm but only on worlds the Jakatts had invaded. In this way he mitigated the effect of breaking the taboo against using dead things as tools, for the gospog are not alive in the natural sense. For several hundred years and numerous invasions, the Jakatts have accepted the gospog as a necessity for invading worlds. The tide has turned during the invasion of Earth, however, and the conservative followers of Keta Kalles have broken off from the High Lord, naming his use of the gospog as one of his major transgressions against Lanala. Nonetheless, the majority of Jakatts still

follow Baruk Kaah and accept the gospog as a necessary evil.

The general nature of gospog are covered in detail in *The Torg Rule Book*, as are the gospog of the First Planting. Gospog of the First Planting are the same from realm to realm. After the First Planting, however, gospog begin to take on characteristics specific to the realm they have been grown in. What follows are descriptions of gospog of the Second through Fifth Plantings.

Gospog of the Second Planting

Gospog of the Second Planting are humanoid lizards that are two and a half meters tall. They stand on two powerful legs and have four arms, two on each side. Like the edeinos, they have a tail that they use for balancing. The gospog also have a pair of large eyes on either side of their head, like the edeinos, but the gospog's eyes are multifaceted, like an insect's. Their bodies are also part plant, like the gospog of the First Planting.

The close resemblance these undead creatures bear to the edeinos scores them no points with the Jakatts. According to the laws of Keta Kalles, because the creatures are not "alive" they are no more than dead tools, and Lanala detests dead things.

The brain of a gospog of the Second Planting is divided into two distinct halves. Like the human brain, the different halves control different halves of the body, as well as different aspects of thought. One important difference, however, is that the right half of the gospog's brain controls the upper set of arms, and the left half controls the lower set.

When the creature becomes highly excited, as in a combat situation, the two halves begin to control each set of arms with precise distinction. This means that a gospog of the Second Planting armed with two guns could fire each one of them at separate targets without any penalty. To reflect this in the game, whenever a gospog of the Second Planting makes a multi-action *that utilizes both sets of arms*, divide the number of opponents by two before checking the Multi-Action

Chart. Thus, if the gospog attacks two people, there is no modifier. If he attacks four people, use the modifier for two opponents.

Gospog of the Second Planting

DEX 12 MIN 8
 STR 11 CHA 7
 TOU 12 SPI 7
 PER 9

Possibility Potential
 None

Natural Tools

Armor — defense value 14
 Claws — damage value 13
 Teeth — damage value 14
 Tail — damage value 11

Skills

Dodge 14
 Fire Combat 13
 Energy Weapons 13
 Melee Weapons 13
 Missile Weapons 13
 Unarmed Combat 13
 Climbing 12
 Find 11
 Tracking 10
 Willpower 11
 Taunt (10)
 Test of Wills (11)
 Intimidation 11

Gospog of the Third Planting

Gospog of the Third Planting are thick beetle-like creatures about two meters long and a meter and half wide. They can charge on all six of their legs or walk on their hind legs. The foremost set of legs can also serve as arms and hands when the creature is standing upright, allowing it to use mechanical objects such as guns. The gospog's back and belly are both heavily armored, making them tough to take down.

The armor lining on the gospog's back is made of two shells which are joined at the creature's spine. Its belly is armored with a series of overlapping shells. Its limbs are lined with



Gospog of the Third Planting

DEX 13 MIN 8
STR 14 CHA 8
TOU 15 SPI 8
PER 10

Possibility Potential

None

Natural Tools

Armor — defense value 17
Claws — damage value 14
Mandibles — damage value 16

Skills

Dodge 15
Fire Combat 15
Energy Weapons 15
Melee Weapons 15
Missile Weapons 15
Unarmed Combat 15
Maneuver 14
Running 14
Climbing 15
Find 11
Tracking 10
Willpower 11
Taunt (11)
Test of Wills (12)
Intimidation 13

make out among the other sensory data.

Because of their toughness, gospog of the Third Planting are often sent rushing into enemy infantry as a first line of attack.

Gospog of the Fourth Planting

The gospog of the Fourth Planting are giant insectoids that stand three meters tall. Their powerful hind legs are structurally similar to Earth's grasshoppers and are capable of launching the creatures across distances of up to 30 meters. The gospog have coarse, silvery wings upon their backs which they can use in conjunction with their jumping capabilities and travel in leaps of 300 meters. They can also use the wings to hover for a period of about 30 seconds.

The gospog have a forward set of legs, weaker than their hind legs, located at the creatures mid-section, and when they walk they use all four of the legs. A pair of spindly arms extend from the shoulders of the gospog and, as with the other gospog, its hands are equipped with digits and a thumb so that it can manipulate tools found on Core Earth. There is no indication of plant matter on the creatures of this crop.

The creatures are very nimble and are able to use Core Earth fire arms very well. Like the gospog of the Third Planting, they are equipped with antennae that let them "see" through the Deep Mist. The antennae of the Fourth Planting gospog run down the length of the creatures spine and along its belly. The belly antennae are used only when the gospog is in flight or jumping.

The fourth planting gospog, however, also have a set of multifaceted eyes which lets the gospog distinguish details on the shapes the antennae pick up. First the antennae scan an area and then, if the creature chooses to, it can focus on certain shapes to pick up greater detail. The antennae have a range of 30 meters and the eyes are limited by normal sight restrictions.

Gospog of the Fourth Planting

DEX 14 MIN 9
STR 15 CHA 8
TOU 16 SPI 8
PER 11

Possibility Potential

None

Natural Tools

Armor — defense value 18
Mandibles — damage value 17

Skills

Dodge 16
Fire Combat 16
Energy Weapons 16
Melee Weapons 16
Missile Weapons 16
Maneuver 16
Flight 15
Unarmed Combat 16
Long Jumping 21
Climbing 17
Find 13
Tracking 13
Willpower 12
Taunt (11)
Test of Wills (12)
Intimidation 13

roots, harkening to its earlier plantings. The shells can be used as pockets so that the creature can carry weapons while charging forward on all six of its legs. It can then rise up on its rear legs, withdraw an automatic weapon from one of its armor pouches, and begin blazing away.

Gospog of the Third Planting are eyeless, but each has four antennae mounted on the top of their spiked heads. These antennae can detect motion for up to a 100 meters — well past the visual limits imposed by the Deep Mist. The antennae are sensitive enough to act as "normal sight" for the creature. Thus, the gospog could shoot clearly at anything within 100 meters as long as no other obstacles were in the way, such as trees. Objects that are moving are easier for the gospog to spot. A man standing still in the middle of a patch of trees at 80 meters, for example, is difficult for the gospog to

Gospog of the Fifth Planting

The horrendous gospog of the Fifth Planting has the body of giant, bloated fly topped with three huge heads — all of which are reptilian in nature. Each head's mouth is filled with a sea of sharp teeth and has a long tongue capable of shooting out and catching prey up to 10 meters away. The gospog are eight meters tall, far larger than the other gospog, and in every respect much more dangerous.

The huge, fly-like body of the gospog is covered with thick, stubby hair. Its skin is rough and wrinkled. Like the other gospog, it is six-limbed, with thin, but very strong multi-jointed limbs. Its forearms are shorter than the two rear sets of legs. Like a fly, it constantly rubs the hands of these



shorter arms together, passing the hands from one head to the next to be licked by each tongue.

The gospog is capable of fully sustained flight. Its wings are huge and translucent, shaped like teardrops and lined with silver-blue veins. When it comes to rest the wings fold neatly along the monster's back.

The three heads can attack in tandem, fighting the same opponent, or separate their attacks against three different opponents. The center head's attacks are limited to directly in front of the gospog. The side heads can fight on their respective sides or forward of the creature.

The tongue of each head has a range of 10 meters. When it shoots out it does damage if it hits the target. If the hit causes a wound result, it means the sticky surface of the tongue has grabbed the target. It will then drag the target back toward the body to finish it off with its limbs and claws.

Gospog of the Fifth Planting

DEX 16 MIN 10
STR 21 CHA 7
TOU 22 SPI 7
PER 11

Possibility Potential
None

Natural Tools
Armor — defense value 24
Claws — damage value 23
Teeth — damage value 24
Tongue — damage value 18,
strength value 16
Wings — speed value 23

Skills
Flight 18
Maneuver 17
Unarmed Combat 18
Missile Weapons (Tongue) 20
Climbing 23
Find 18
Tracking 18
Willpower 20
Taunt (20)
Test of Wills (20)
Intimidation 20

The target can try to break free by beating the tongue's *Strength* value (as listed below).

Grotuk

The grotuk is a large herbivore capable of doing a tremendous amount of damage when enraged. It stands on four thick legs, reaching a height of six to eight meters at the shoulder. Three long tentacles grow from its snout. The tentacles are used to grab leaves from trees and carry them to the animal's mouth. On either side of the mouth there is a large, intricate set of antlers, like those of Earth's deer. The horns reach lengths of two to three meters and are angled down to the ground. When threatened, the grotuk will try to scoop up the attacker with the horns, impaling the creature or tossing it through the air.

Grotuks usually travel in packs of six to 20. They are very protective of their young and a typical strategy of the animal is to have one of their number, an older member of the herd, stay to distract and fight hunters while the rest of the herd slips away. If this is the case, the grotuk defending its herd receives a +1 on all rolls.

Grotuk

DEX 10 MIN 5
STR 16 CHA 4
TOU 17 SPI 4
PER 9

Possibility Potential
None

Natural Tools
Antlers — damage value 17
Tentacles — damage value 16

Skills
Running 12
Dodge 12
Stealth 13
Trick (9)
Test of Wills (9)
Intimidation (9)
Taunt (9)

Hesser

A hesser is a long, thin snake with eight legs on either side of its body. The length is four meters. The legs allow the reptile to move faster than a snake, and grasp certain surfaces (tree trunks, for example) with ease.

A typical tactic of a hesser is to wait on a tree branch for an animal to pass underneath, and then drop on the prey. It then uses its claws to get a firm hold of the animal while it attempts to bite its victim with its razor sharp teeth.

Hesser

DEX 14 MIN 4
STR 13 CHA 2
TOU 13 SPI 2
PER 11

Possibility Potential
None

Natural Tools
Teeth — damage value 16
Claws — damage value 14

Skills
Running 15
Stealth 15
Climbing 14
Tracking 13
Trick 12
Test of Will (12)
Taunt (10)
Intimidate (9)

Itoon

An itoon is a solitary hunter of the Living Land. The creature stands two meters high and is five meters long, including its tail. Its tough hide is a gray green. The creature has four short, strong legs. At the shoulder are two thinner arms that can reach out past its large head and help rip apart a carcass. Although the arms can be used to attack a foe, the itoon usually keeps its arms tucked behind its neck during battle because of their frail construction.



The snout of an itoon has a large, sharp horn. The creature usually charges its prey, attempting to run the animal through with the horn or trample the victim with its massive weight.

Itoon

DEX 12 MIN 7
STR 15 CHA 2
TOU 15 SPI 5
PER 8

Possibility Potential
None

Natural Tools

Horn — damage value 17
Trampling — damage value 18

Skills

Running 13
Maneuver 13
Dodge 13
Taunt (12)
Test of Wills (11)
Intimidation 13
Willpower (8)
Trick (12)

Jaadd

Jaadds are native to the world of the benthe. Like the benthe, they depend on the emotions of other animals for their sustenance. Unlike the benthe, they thrive exclusively on the emotion of fear.

Upon casual observation the jaadd is a small version of Earth's weeping willow, standing about three meters tall. The long leaves are only an illusion however. They are actually long tendrils that are layered one upon another. Although the creatures look like plants, they are actually animals (though their animal qualities are buried at the core) and bear their young for one year gestation periods. The creatures have four feet hidden from sight beneath its tendrils.

Jaadds usually attack when a creature is asleep. Once within 20 meters of a sleeping creature, they can sense their prey's restful state. They then secrete pheromones to alter the restful state into a nightmare. They can then inflict damage against the prey's *Spirit*, drawing sustenance when the prey is destroyed.

Each round, the jaadd and its prey make *Charisma* rolls against each other's *Spirit* attributes. The prey's roll reflects his, her or its (in the case of animals) ability to retaliate against the emotional intrusion. If the jaadd gets a mortal wound it breaks off the attack. If it receives a dead result it dies. Combat is handled as a normal combat, with all cards and bonuses used. The only difference is that instead of *Strength*, *Dexterity* and *Toughness* the attributes of *Mind* and *Spirit* are used. (*Spirit* acts as both *Strength* and *Toughness*.)

The dreamer can be taken out of the battle if woken or if the jaadd is killed. Waking a dreamer in combat is a difficult task and requires a *Charisma* roll made against the jaadd's *Spirit* by the person or animal attempting to wake the dreamer. The attack of the dreamer and the person or animal are not combined attacks against the jaadd and the jaadd suffers no penalty for being "attacked" twice that round.

Folk such as humans, edeinosaurs, benthos, and stalengers are not only richer in flavor for the jaadds, but more filling. The creatures seek out the folk whenever they can.



Jaadd

DEX 8 MIN 14
STR 10 CHA 17
TOU 14 SPI 18
PER 12

Possibility Potential

Some (80)

Natural Weapons

Pheromone Attack — see above

Skills

Stealth 12
Tracking 15
Trick 20
Test of Wills 20
Taunt 19
Intimidation 20
Willpower 19

Jeskownta

The jeskownta is a tall, thin, feathered lizard that roams open areas like farmlands and plains. The creature digs its nest into the ground and then roams the surrounding area searching for food.

Feathers of the lizard run from rust red to sunlight yellow. Its beak is large and has sharp, cutting edges at the tip.

Jeskownta

DEX 9 MIN 5
STR 7 CHA 4
TOU 7 SPI 4
PER 9

Possibility Potential

None

Natural Weapons

Claws — damage value 11

Skills

Dodge 11
Running 11
Maneuver 12
Stealth 12
Trick 9
Test of Wills (10)
Intimidation (8)
Taunt 8

The Respiratory Systems of Giant Insects

The respiratory systems of the giant insects from the edeinós's and stalenger's home worlds differs greatly from the those of the insects of Earth, which allows them to grow to such a large size. Instead of a simple tracheal system extending from their chitin layer (which limits the size of earth bugs since the volume increases faster than the surface of the insect), these massive bugs have a second layer of skin lo-

cated underneath the chitin skin that is nearly fractal in shape. Air passes freely between these two layers at the insect's joints. The fractal surface provides the area for a nearly infinite number of tubes that wind their way into the body and provide oxygen for the insect. The soft fractal layer is protected by the chitinous layer located several millimeters above it.

It stands about a meter and a half high. Its short wings are useless and the lizard travels by running quickly across the ground.

Jeskowntas fight by leaping straight up and clawing their opponents with the talons on their feet. A common strategy of the creatures is to hide within tall grass when they spot animals coming toward them and then leap up just as the victim arrives.

Karkata

These flying insects are about two centimeters from tip to tail. Their long, thin bodies are patterned with red and blue swirls. They have a double set of wings located at mid-section which are solid black.

Karkatas build nests out a paper-like substance secreted by the "nest-builder" caste of their species. The nests are built in trees where the branch meets the trunk. The insects usually hunt smaller insects of the land and do not attack larger animals except during the egg laying frenzy or if a nest is threatened.

The egg laying frenzy of the karkatas strikes a given nest about once every three weeks. At that time the insects fly out of the nest in several groups, each group being a swarm of several hundred karkatas. The swarms search for large animals, reptile or mammal, to host the eggs they wish to

lay. When an animal is found the insects attack, burrowing themselves into the flesh of the animal and laying their eggs. Although many of the insects are usually killed by the host animal, enough make it in to lay their eggs. Each karkata is capable of laying 20 to 100 eggs.

The host animal then carries the eggs within him until they hatch. The holes dug out by the karkatas heal naturally and while there may be infection, the eggs themselves do no damage to the host. When the eggs hatch, however, they use the host for the first week's worth of food.

For each wound a swarm inflicts, one egg sack is implanted in the victim. To remove the egg sacks requires

Karkata Swarm

DEX 12 MIN 5
STR 17 CHA 6
TOU 17 SPI 3
PER 8

Possibility Potential

None

Natural Tools

Stingers — damage value 18
Wings — speed value 14

Skills

Flight 13
Maneuver 13



an equivalent amount of success on a *medicine* roll: one sack, *good* success; two sacks, *superior* success; three sacks, *spectacular* success.

Once the host has been used for food for a week, the young karkatas emerge from the animal and, through an uncanny instinct, fly toward the nest of the insects that spawned them. If the nest is full when a young swarm arrives, the new insects go off to form their own nest.

Kayll

Kaylls are dangerous trees that quickly adapt themselves to look like trees natural to the area. They feed themselves simply by killing animals at their base. The Deep Mist quickly decomposes the bodies, and the kaylls are given nourishment.

An important distinguishing mark that kaylls have from other trees are the row of small, sharp hooks that line its branches. When an animal passes

Kayll

DEX 10 MIN 4
STR 10 CHA 4
TOU 12 SPI 2
PER 9

Possibility Potential

None

Natural Tools

Razor Thorns — damage value 12

Bark — armor value 14

Skills

Stealth 11
Taunt (13)
Test of Wills (12)
Intimidate (13)

by a kayll the tree swings its branches down and attempts to catch the prey between the branches. If successful it moves the branches back and forth over the prey, the hooks cutting into the victim until it finally dies of shock.

Because the Deep Mist eventually kills off the indigenous trees of an area (since the sun's rays are partially blocked), it is possible to stumble across an area that is completely forested by kaylls.

Koltra

Koltras are nocturnal, reptilian hunters. They stand upright on two legs, reaching a height of about three meters, and have a tail for balancing. The skin of a koltra is made of smooth, leathery black scales.

The arms of a koltra are its most peculiar feature. Each has *two* elbows. This is necessary since the length of a koltra's arms usually equals the creature's height. The arms are very powerful. A koltra can stand safely behind a tree and snake its arms out toward prey to deliver a devastating blow.

The eyes of a koltra glow red in the night. It has heightened hearing and tracks animals by sound.

Koltra

DEX 14 MIN 7
STR 10 CHA 8
TOU 13 SPI 5
PER 13

Possibility Potential

None

Natural Tools

Claws — damage value 12

Teeth — damage value 13

Skills

Dodge 15
Stealth 16
Unarmed Combat 16
Running 15
Climbing 11
Tracking 14
Find 14
Test of Wills 14
Trick 14
Taunt 9
Willpower 8
Intimidation 9

Kylot

Kylots are large, tanklike dinosaurs that walk on all fours beneath a heavy shell. Three spiked tails extend behind them. They can manipulate these tails independently to inflict damage on three separate targets at the same time. They grow to a length of eight meters (not including their tails) and a height of three meters. Their tails have a range of three meters.

Kylot

DEX 8 MIN 3
STR 22 CHA 3
TOU 21 SPI 2
PER 3

Possibility Potential

None

Natural Tools

Shell — armor value 26

Clubbed Tails — damage value 28

Ram — damage value 25

Skills

Club 14
Ram 11
Intimidation 17
Taunt (11)
Trick (8)
Test (8)

Lakten

Lakten are giant winged lizards that scavenge carrion, and, on occasion, hunt living animals. They have a wingspan of four meters, and grow as long as three meters. They have only two legs, but these are equipped with sharp talons. Their beaked heads can also be used to cause damage. Like most of the creatures brought in by Baruk Kaah, Lakten live primarily in the Living Land, but they often travel into Core Earth areas to seek food.

Lakten usually live within an established area, forming a group of about three to four dozen. Three or four Lakten will travel together when hunting outside of the area.

Lakten are often used by the edein as flying mounts.

Lakten

DEX 12 MIN 6
STR 9 CHA 4
TOU 12 SPI 4
PER 7

Possibility Potential
None

Natural Tools

Beak — damage value 14
Talons — damage value 15
Wings — speed value 12

Skills

Dodge 14
Flight 14
Maneuver 14
Unarmed Combat 13
Intimidation (6)
Taunt (11)

Langatok

Langatoks are a type of giant insect native to the homeworld of the stalengers that the edeinos have trained and now use as flying mounts. They have long, tubular bodies that end in a curled tail, much like a scorpion's, that has a stinger attached.

Langatok

DEX 10 MIN 4
STR 11 CHA 4
TOU 13 SPI 6
PER 7

Possibility Potential
None

Natural Tools

Claws — damage value 13
Stinger — damage value 16
Wings — speed value 11
Carapace — armor value 15

Skills

Flight 12
Unarmed Combat 14
Maneuver 11
Intimidation 11
Taunt 8
Test of Will 6
Trick (11)

The insects are usually six meters in length and have wingspans of about five meters.

The stinger may be used against any opponent located in the 120 degree arc located at the creature's rear. This stinger can strike above, beneath, and to either side of the langatok.

The insect flies by using two sets of very powerful wings located on its mid-section. The wings are made of the same material as a stalenger's skin, and are covered with the same translucent patterns of various colors that change with its emotions.

Lokritosk

The lokritosk is a large, hulking lizard, about four meters tall with two powerful hind legs that let it leap great distances. Its forelegs are longer than the rear legs so that the creature, when at rest, always slopes down toward the back. Long, yellow teeth jut out of its mouth from every angle.

Lokritosk

DEX 9 MIN 4
STR 14 CHA 2
TOU 14 SPI 2
PER 6

Possibility Potential
None

Natural Tools

Teeth — damage value 17

Skills

Long Jumping 15
Tracking 9
Find 8
Trick (7)
Taunt (9)
Intimidation 12

The lokritosk is a solitary hunter who roams forests and jungles looking for prey. When on the trail of another creature, it bounds after the prey, flinging itself forward with its powerful rear legs. The rhythmic crash of underbrush being destroyed between intervals of silence is usually a sign that a lokritosk is nearby, if not approaching.

Meksobat

These native insects of the stalenger homeworld appear to be giant relatives of the butterflies of Earth, but are in fact very different creatures. They grow to be one and half meters in length and have wingspans of about two meters.

Running along the fuzzy underbelly of the creature are a series of sacks filled with a deadly liquid poison. Each of the sacks has a kind of nozzle, called a *mocktet*, which can direct the spray of the poison. When the meksobat contracts its stomach muscles, the poison is sprayed from the sacks as a fine mist. Anyone sprayed must make a *Toughness* roll against the poison's damage total. The poison continues to cause damage once it is introduced into the victim's bloodstream. Once a wound is scored, the victim has five rounds to neutralize the poison before death occurs. The victim must make *Toughness* rolls against the poison's damage value. If the victim achieves *superior* or better success, he neutralizes the poison.

The range of the spray is 20 meters when sprayed from above the target and 10 meters when "fired" horizontally. Obviously more than one target can fall within the spray's range, but this number is determined by the circumstances.

Meksobat

DEX 13 MIN 7
STR 6 CHA 7
TOU 10 SPI 5
PER 12

Possibility Potential
None

Natural Tools

Poison — damage value 14/16
Wings — speed value 10

Skills

Flight 14
Maneuver 14
Stealth 14
Taunt 9
Intimidation (10)



Meksobats are unable to eat meat that is not softened through decay, and the poison serves a second purpose of speeding the process of decay when left on flesh at an even faster than that of the Deep Mist. A new corpse will rot within an hour's time.

A corpse left to decay will be edible for a meksobat within an hour. During that time, the insects will cluster around the corpse, protecting it from other scavengers.

The meksobats have a special attack known as a jarke, or Death Kill. This allows them, at the moment of their death, to fire all their sacks at once at a target or targets. The range of the attack is 20 meters, and the attack and damage scores are increased to 16.

Nosktret

Nosktrets are giant worm-like creatures that burrow their way through the earth and rise up beneath prey, catching their victims in their huge mouths. The creatures are three to six meters in diameter and up to 30 meters long.

Animals or folk on the surface must beat the worm's *stealth* roll to hear the nosktret burrowing up beneath them. Once on the surface the nosktret attempts to swallow at least one animal before returning underground.

Nosktret

DEX 6 MIN 6
STR 20 CHA 5
TOU 17 SPI 4
PER 12

Possibility Potential

None

Natural Tools

Bite — damage value 22

Skills

Stealth 12
Find 14
Intimidation 14
Taunt (11)
Trick 9
Willpower 8
Test of Wills (8)



The nosktret has deep red skin. It is blind and depends completely on sound to find its prey (when underground it listens for the sound of footsteps and animal noises to vibrate their way through the soil).

Osthang

The osthang is an variation of the gospog created by Baruk Kaah. To make them he draws on the power of his Darkness Device. The osthangs are created in Great Slave Lake located in the Northern Land section of the Living Land realm. For more information about their creation, see Chapter Five.

The osthang can take three forms: creature, water, and mist.

The attributes and damage listed below are for when the osthang is in creature form. When the osthang is in creature form it appears as a hulking, muscular beast made completely of water. It stands about three meters tall. Its spine is lined with spikes, its fingers are long and clawed. When the osthang walks the water within it can be seen swirling around, air bubbles rising up through its torso.

Due to the mystical nature of the osthang, it can inflict a great deal of damage while in the creature form, but it cannot in turn be harmed by normal means of damage. Projectile weapons, missiles, swords all pass through the creature harmlessly. The only true danger the osthang can be

subjected to is to freeze it in some manner or to destroy its handler, a Jakatt who has been assigned to control the creature. The relationship of the handler to the osthang is covered below.

The second form is that of water. In the water form the osthang can travel completely unnoticed across lakes, along rivers and streams, or even through pipes bearing water. It simply is more water mixed in with other water, able to transform itself into creature form at will. If the osthang attempts to change into creature form from water form when in an enclosed space that is too small for its creature form, such as a pipe, it makes a *Strength* roll against the object's *Toughness*. If the osthang wins, it shatters the object and successfully transforms. Again, if the osthang is subjected to freezing temperatures it is trapped in the form and no longer dangerous (until it thaws).

The mist form allows the creature to travel in the wind and air as a fine spray. In the Living Land, covered as it is in the Deep Mist, an osthang in mist form is very difficult to spot. While in the mist form the osthang has a limited amount of control of its movement, and can usually get itself into the middle of a battle even though it might not be able to pick the specific spot in the battle it wants to be. In mist form the osthang can also reach heights up to the tip of the Deep Mist at will. At higher altitudes the osthang has more control over its direction, for the creature can ride the winds high above the Earth like a ship sailing the sea.

When in mist form the osthang has a special attack against objects made of metal. The target can be a gun, a cannon, a tank, a plane, a car, or anything else that depends on metal to function properly. It sprays itself over the object and causes those things not subject to Lanala's corrosion curse to be affected as well.

The attack is made first by hitting normally using the creature's *Dexterity* value. Once the monster has hit for at least a wound, go to the Corrosion Chart (page 67) to determine how long the item will last. Treat the item as "killed that day."

Each osthang has a "handler" who is responsible for keeping the creature in line and acting in accordance with

the wishes of the High Lord. As described in the section on the Northern Land, each handler is hand-picked by Baruk Kaah for his faithfulness to the Saar. The handler can be an edein, a stalenger, or a benthe, as long as it is a Jakatt. This is because Baruk Kaah has combined the spiritual energy of the Living Land with the Darkness Device to create the osthangs. An understanding of the ways of Keta Kalles is required to control the creatures.

Once a Jakatt has gained control over an osthang (this is done at Great Slave Lake; see the Northern Land section of Chapter Five), he controls it until he is killed or the creature is frozen. A Jakatt can only control one osthang at a time. He need only be within a kilometer of the monster to order it about.

A handler perceives his sensations through the senses of the osthang. As long as he is the handler this effect is permanent. He no longer can touch, see, or hear through his own senses. When traveling he will have the osthang take its "creature" form and walk alongside of him. In this way he "sees" where his body is walking, where branches are, what dangers lie ahead. This means that when the osthang has been sent out to do battle, the handler is very vulnerable. His eyes and ears

Osthang in Creature Form

DEX 12 MIN 2
STR 16 CHA 2
TOU 15 SPI 2
PER 10

Possibility Potential
None

Natural Tools

Claws — damage value 18

Skills

Dodge 14
Maneuver 14
Unarmed Combat 15
Stealth 14
Tracking 12
Trick 12
Test of Wills (12)
Intimidation 12
Taunt (12)

and all senses are far from him. For this reason a handler will usually be guarded by one or more Jakatts.

If the handler is killed, the osthang suddenly becomes a lifeless puddle of water.

Because of the near invulnerability of the osthang, and the usually remote, and thus safe, location of the handler, the osthangs have worked terrible damage across the continent of North America.

Pakotton

DEX 9 MIN 3
STR 10 CHA 4
TOU 12 SPI 4
PER 8

Possibility Potential
None

Natural Tools

Claws — damage value 12
Scales — armor value 14

Skills

Stealth 10
Dodge 10
Unarmed Combat 11
Swimming 12
Test of Wills (10)
Trick (7)
Taunt (7)
Intimidation (8)
Willpower 7

Pakotton

A pakotton is a humanoid, amphibious creature that dwells along the shores of rivers and oceans. It stands about two and a half meters tall and is covered with green scales with dark patterns of blue. The posture of the creature is slouched, with the shoulders slung forward.

The hands and feet of a pakotton are webbed. Its legs and arms are large and very muscular. Each toe and finger of the creature is tipped with a sharp talon.

Pakottons can breathe equally well on land as in the water, though they prefer to sleep and eat on land. They



never stray far from water, for they retreat to it when outnumbered.

Despite their humanoid structure, pakottons are creatures, not folk. They do not use tools of any kind and respond entirely to instinctual signals of fear and hunger.

Portochk

Portochks are mobile plants that live in swamp areas and along the banks of rivers. A portochk is a huge plant coiled upon itself with mud and slime filling the gaps. The creatures sometimes reach heights of five meters and are usually three meters around.

When an animal wanders near a portochk, the creature rises up out of the water and comes crashing down on its victim in an attempt to suffocate its prey.

If it succeeds in making its *Dexterity* roll versus the victim's *Dexterity* roll by three or more result points it means that the prey is entangled in the creature's internal muck and is drowning. A being thus trapped can only attempt to dislodge itself. The attempt is made by rolling *Strength* against the portochk's *Strength*. If the entrapped creature gets three or more result points it is free.

Portochk

DEX 6 MIN 5
STR 14 CHA 8
TOU 9 SPI 8
PER 6

Possibility Potential
None

Natural Tools
Strangulation — damage
value 16

Skills
Stealth 12
Attack 10 (for its special attack,
the Portochk uses a value of 10)
Trick 9
Taunt (10)
Intimidation (9)
Willpower 7

If the portochk misses the first time it crashes to the ground (or into the water), it rises up and tries again on the following round.

Weapons tend to be ineffectual against the creature. When characters attack the pile of muck, lower the value of their weapons by 3.

Quartek

The quartek is a leech from the benthic cosm that lives within the swamps and rivers of the Living Land realm. Their population is beginning to spread out into Core Earth as well, as the creatures travel down streams and rivers. A quartek looks like a slice of rubbery red flesh about six to eight centimeters long.

When an animal or person enters water containing quarteks the leeches need to make *stealth* rolls versus the prey's *Perception*. If the leech succeeds it has hidden itself on the creature's flesh, attaching itself with small hooks. Even if the prey notices a quartek, the prey must make a successful *Perception* roll to spot other quarteks that might already be on its body.

The quartek drains an animal's (or person's) will to live. Any creature that is being drained by quarteks begins to get worse and worse at performing any action, reflecting a general inability to focus on the business at hand (ie: living). The quarteks are considered by Jakatts to be the scourge of the Living Land, but no way has yet been found to exterminate them.

If the quartek is leeching from a player character, the gamemaster secretly rolls the quartek's *Charisma* against the character's *Spirit* once each hour. For every result point that the quartek gets on its roll the player character receives a minus one penalty to all of his or her action rolls. The player should not be told about this penalty until he tries to do something that requires a roll. At that time the penalty should be applied, but the reason for the penalty not given. It is up to the player and his character to figure out what is going on.

Quartek

DEX 4 MIN 3
STR 5 CHA 12
TOU 6 SPI 9
PER 7

Possibility Potential
None

Natural Tools
Special: see above

Skills
Stealth 9
Trick (11)
Taunt (12)
Intimidation (12)
Willpower 5

Restra

Restras are native to the stalenger homeworld. The creatures are about a meter in diameter and a meter high. They are circular in shape and have four legs, each about half a meter high, and have four to eight arms, which radiate randomly from the body's surface. The skin of a restras is covered with a thick, yellow mucus that it secretes from various pores.

Although the creature uses its legs when scuttling about on the ground, its feet as are equally adept at swinging through the trees. In fact, when traveling by tree branch the restras seems to lose all concern for "facing," for it tumbles through the foliage like a ball spinning through the air, flipping one way and then the next, gaining the next grip on the tree with whatever appendage is available.

It is able to do this because each foot and hand, is equipped with its own sensory organ and "sub-brain" which processes the information of spinning through the air and looking for the next branch to grab onto separately. The information is fed to the central brain, after all the data is processed, so that only the choice of which appendage should grab the branch is left to be made.

Because of these complex *Perception* abilities, the restras can attack any enemy with any arm available for the blow at no penalty. Thus, if the crea-

ture had four arms and was being attacked on both sides, two arms could swing at each opponent at no negative modifier.

The restr is a herbivore, and usually not a threat to other animals. They have a habit, however, of stealing items that their senses have never perceived before. A knapsack or flashlight or set of keys, might be made off with so that the creature could examine it more carefully.

Restra

DEX 13 MIN 8
STR 8 CHA 8
TOU 8 SPI 10
PER 15

Possibility Potential
None

Natural Tools
Hands — damage value 9

Skills
Dodge 15
Stealth 14
Find 16
Tracking 16
Climbing 11
Maneuver 15
Trick 12
Taunt (9)
Intimidation 8

Ropraj

The ropraj is an obese lair dweller which waits in dark, distant places for animals to stumble across it. An adult ropraj is three meters in diameter, a meter and a half tall, and is shaped like a mound of mud. Its wet, sticky skin is pure black. Around its base are a dozen or more thick tentacles. Located at the top of its bloated body is a gaping maw.

The creature has no eyes nor ears. It senses prey by vibrations in the air. The entire surface of its body is a single sensory organ attuned to motion.

A ropraj does not move except when very young. The metabolism of the creature is slow enough that all it need do is find a good-sized animal once every month to be well nourished.

The animals it eats are other creatures that prefer the darkness, wounded animals seeking shelter, animals close to giving birth seeking a safe place to deliver, or curious folk exploring unknown, dark areas.

The ropraj carries within it a dozen or so gestating roprajes. When the parent ropraj dies the young it has been carrying consume its body and then attack each other. The victors, and any young roprajes that avoided the combat, drag themselves through the darkness looking for a suitable place to wait for prey. There they remain until the day they die.

Ropraj

DEX 8 MIN 3
STR 15 CHA 5
TOU 14 SPI 6
PER 9

Possibility Potential
None

Natural Tools
Tentacles — damage value 11

Skills
Stealth 11
Tentacle Combat 12
Trick 7
Taunt (9)
Test (9)
Intimidate 12

Rufka

The rufka is a flying serpent. Its body reaches lengths of two meters and its wingspan is usually the same as its length. The muscles of the creature are very strong, not only for remaining in flight, but for the strangulation of its prey. Rufkas typically fly around looking for victims from a height of about 10 meters (the practical hunting altitude for most creatures due to the Deep Mist) and, upon spotting a creature, dive for its neck, whereupon they wrap their body around the victim and attempt to strangle it.

When attempting to strangle an animal or person, the wings of the rufkas are folded back along its body to stay out of the way of harm.

Rufkas generally travel alone, though they sometimes gather in groups of three to six to attack larger animals.

Rufka

DEX 11 MIN 5
STR 16 CHA 7
TOU 11 SPI 6
PER 9

Possibility Potential
None

Natural Tools
Strangulation — damage value 18
Bite — damage value 19

Skills
Dodge 12
Flight 13
Stealth 12
Maneuver 13
Find 8
Trick (12)
Test (7)
Taunt (9)
Wings — speed value 13

Shestike

At first glance the shestike appears to be a gigantic version of a spider from Earth. However, a closer inspection reveals several differences.

The creature stands eight meters tall. Its eight legs are as thick as the trunk of a young tree. In fact, the legs are often mistaken for the trunks of saplings by creatures who have not spotted the shestike's body high above through the Deep Mist.

The shestike's body is made of three oval shaped sections, each about two meters in diameter. The front section has a pair of mandibles capable of crushing saplings. There are also two eyes located just above the maw of the insect. The eyes look very much like red jewels.

The belly of the beast is lined with two rows of eyes, spaced at intervals of a third of meter. The eyes are smaller than those at the front of the creature, and are used to scan the ground for prey. Since the shestike has a com-



Shestike

DEX 13 MIN 5
STR 18 CHA 9
TOU 19 SPI 8
PER 11

Possibility Potential
None

Natural Tools

Legs — damage value 19
Mandibles — damage value 20

Skills

Stealth 14
Running 14
Find 13
Test (7)
Trick 12
Taunt (13)
Willpower 11

manding view of the ground it does not have to move to get a good view of animals beneath it. The strategy of the creature, then, is to wait for animals to wander underneath, and then, when least expecting it, bend down and grab the victim in its mouth.

Shestikes can also use their legs as weapons. The legs are strong enough that if swung into an animal serious damage may result.

Skroche

Skroches are spider-like lizards. They stand about two thirds of a meter high, have a thick, green-scaled hide, and spin webs. Their eyes are a luminescent green, and are multifaceted. However, the skroche does not see through its eyes. It picks up vibrations in the air through them.

The creatures usually build their webs between two trees, though on Earth it is common for them to string a web between a light post and the side of a building. The webs are generally constructed by three to six skroches. When an animal wanders into the web, all the skroches attack the trapped creature before it gets a chance to escape.

The *Toughness* of a skroche web is between 10 and 14. Characters attempt-

ing to free themselves from a web need only beat the *Toughness* of the web with a *Strength* roll.

Stalengers

When the edeinos invaded the cosm of the stalengers, many of the folk discovered that they liked the lizards' religion and became part of Baruk Kaah's invasion force, traveling from world to world, searching for the next supply of possibility to feed from.

Stalengers are large, five pointed flyers, reminiscent of starfish. The center of a stalenger is known as the body and the appendages as arms. Each arm is swept back slightly and shaped to give the stalengers a natural lift, much like the way wings are built to lift airplanes. Stalengers are about a meter high at their center, with the height gently tapering off the further away from the center. The diameter of the folk range from a meter to two meters, depending on age.

Within the center of the body is a powerful pump. Air is sucked into the pump, or *atororum* as it is called by the stalengers, from a hole located at the top of the body. The air is then pumped out the base of the body and the ends of the arms with tremendous force, which sends the folk up and spinning.



Skroche

DEX 9 MIN 5
STR 9 CHA 7
TOU 10 SPI 7
PER 7

Possibility Potential
None

Natural Tools

Mandibles — damage value 11

Skills

Stealth 12
Acrobatics 11
Running 10
Unarmed Combat 11
Trick 10
Test (7)
Taunt (8)
Intimidation 8

Navigation is handled by the ingenious tentacles that grow from the belly of the body. A typical stalenger has five to 20 tentacles, and each one can reach lengths of 10 meters. The tentacles are very fine, almost hair-like, but are actually long rings of overlapping muscles, like worms. This allows the stalenger to extend and direct the tentacles in any direction at their will.

The tentacles are usually coiled and kept in small pouches located along the surface of the belly. About 10 centimeters of each tentacle always hangs loose, however, for the ends of the tentacles are layered with extremely sensitive auditory nerves. By giving off a high frequency whistle when expelling air from the ends of the arms,

A Bit of Business for Battles

Many of the creatures of the Living Land are sightless. This is because the Deep Mist reduces the effectiveness of good eyesight (as many of Earth's animals have), and focuses on hearing as a sense that could still be used in a world where vision is limited. This means that in certain combats the player characters can attempt to outwit a creature by remaining completely silent.

Because the hearing is so sensitive for these animals, however, the silence of the player characters must be nearly complete. They must make *willpower* rolls against their own value for each round they try to remain silent. For complete effect the game-master should speak in hushed

tones and encourage the players to remain quiet as well.

The gamemaster should also make it clear that focusing on not making any noise is much like trying not to laugh at an inopportune time or scratch an itch that shouldn't be scratched: the more you focus on it the harder it is to avoid doing it. It would not be out of line for a character to have to make a second *willpower* roll within the same round to avoid letting out a little cough or clearing his throat. The game-master should build the roll up, saying, "Your character is getting the urge to clear his throat," then letting it pass, then bringing it up next round and asking for the additional roll.

the folk can calculate its speed and distance from an object by "counting" how long it takes for the sound to bounce back and be heard by the tentacle. The sounds each tentacle picks up must be compared against every other tentacle, and the pitch of each sound compared against every other sound received (each arm gives off a slightly different pitch).

Such a process is almost incomprehensible to the human mind, and can only be easily thought of as a radar built around a gyroscope. It has been estimated that a stalenger processes the information needed to navigate as quickly as the fastest computer created by man. It must be kept in mind that this does not mean a stalenger can handle all data at such a speed, only the information processed for motion, through a specific system created by nature to let the stalengers survive.

The tentacles also serve as a deadly weapon for the stalenger. Because the range of the tentacles is very long and the tentacles are practically undetectable, a stalenger can attack prey from the safety of a tree and risk little danger to itself.

The ability to attack at a distance is very important to the survival of the stalenger, as its skin and internal structures are very light to allow it to fly.

The skin is actually so light it is translucent, and is less of a skin than an airtight membrane. A unique chemical property of the membrane lets it change color at will, so that it can be brown on the ground and green in the trees. Because light passes through the membrane, the camouflage is quite effective, for light bouncing off of objects around a stalenger will pass through the membrane, adding proper shading to the skin.

Since becoming Jakatts of Lanala, the stalenger have worked to create designs and patterns with their membranes to create more beauty in the world. By exerting strong concentration, they can turn their membranes into multicolored patchworks, which look much like the stained glass windows of a cathedral when the sun shines through them. This is how they normally appear when not in a dangerous situation.

Stalengers have a language based on touch between their tentacles. Dif-

ferent motions, directions, and quantity of tentacle rubbed against another are the basic building blocks of the language. The edeinos have learned the code of touches, and the stalenger have learned to decipher the verbal language of the lizards, which they hear through the tips of the tentacles.

Torada

The torada is a giant creature that lives in the depths of large bodies of water. Its central body is a large bulb about eight meters in diameter. It has eight tentacles, four on either side of the body, that usually reach a length of 10 meters. The bottom side of each tentacle is lined with a row of sharp hooks which impale prey when the tentacles encircle the victim.

The eyes of the creature are set apart on either side of the body. Its skin is made of blue and green scales which change their shade to match the surrounding water.

The tentacles may be attacked separately from the body. Damage is computed as usual against the tentacle so that a wound result is applied against the tentacle and only the tentacle. Effects against the creature only apply

Stalenger

DEX 8	MIN 8
STR 8	CHA 7
TOU 8	SPI 8
PER 9	

Possibility Potential
Some (65)

Natural Tools

Tentacles — damage value 12
Flying Pump — speed value 11

Skills

Dodge 11
Flight 12
Stealth 11
Unarmed Combat (tentacles) 12
Find 11
Tracking 11
Artist 10
Survival 10
Focus 12
Faith (Keta Kalles) 11



Tra

Torada

DEX 9 MIN 7
STR 12 CHA 5
TOU 14 SPI 5
PER 8

Possibility Potential
None

Natural Tools
Tentacle Razors — damage value 13

Skills
Stealth 11
Swimming 13
Tentacle Combat 11
Trick 10
Test (8)
Taunt (7)
Intimidation 7

against the entire creature if the body is attacked, or if the same result is reached against four of the arms

Example: Four characters are fighting a torada while on a sail boat. Each character attacks a tentacle. If each of them achieves a wound against their respective tentacles, then the creature has a wound. This means that the other four tentacles have wounds as well as the "body." If a fifth character then attacks the body, he begins his damage effect at wound, even though the body has yet to be specifically attacked.

Tornlen

The tornlen is a carnivorous plant that stands a meter high and is a meter or more wide. Its broad leaves are much like a fern's and are covered with a bright red and blue pattern. Although the plant cannot move, its large leaves have a kind of muscle built into them that let the leaves act as arms.

Creatures attracted to the pattern are sprayed with an acidic poison that usually blinds them. The leaves then wrap around the victim and drag the prey into the plant's center, where it is digested by a pool of mild acid in the plant's center.

Tornlen

DEX 2 MIN 5
STR 6 CHA 7
TOU 6 SPI 8
PER 9

Possibility Potential
None

Natural Tools
Acid Spray — damage value 9

Skills
Trick 14
Taunt (14)
Test (9)
Intimidate 14

These dim, but quick moving lizards are native to the edeinos cosm and serve, both there and on Earth, as a primary food source to the Edeinos. Tras reach three to four meters from its nose to the end of its tail and reach a height of about a meter and a half.

Built low to the ground, a tra is an incredibly stocky and solid creature. Typically it rests on its stomach, and usually has a scarred and battered belly from being dragged around. But when threatened or hunting prey, its four powerful legs raise it up and send it racing across the landscape at a tremendous speed.

When hunting or attacking, a tra will search out its target and charge, snapping its powerful jaws on its prey at the proper moment.

These beasts are often used by the edeinos to carry them into battles. Some edeinos tribes raise the lizards for such work, but a bred tra is never used for food. Only animals that have been properly hunted, with danger and excitement, can be eaten by Jakatts.

Tromblen

Native to the stalenger home cosm, the tromblens are beautiful flyers and dangerous hunters. Like their intelligent cousins, the tromblen are made of a semi-translucent cartilage that can change color for the purposes of camouflage. Their shape is reminiscent of the manta rays of Earth. They

Tra

DEX 12 MIN 5
STR 15 CHA 6
TOU 16 SPI 6
PER 5

Possibility Potential
None

Natural Tools
Bite — damage value 16
Trampling — damage value 17

Skills
Running 14
Tracking 8
Trick (6)
Test (7)
Taunt (8)
Intimidation 11

take air in through several holes located along their belly and expel it at the edges of their "wings" on the downward strokes.

The creatures usually travel in packs of a dozen. They glide through the skies listening for prey with sensitive aural nerves located along their rough tails. When they locate an animal they swoop down and attempt to take bites out of the victim as they fly past. The tromblens usually fly down in a line,

Tromblen

DEX 9 MIN 6
STR 12 CHA 4
TOU 9 SPI 4
PER 9

Possibility Potential
None

Natural Tools
Bite — damage value 8
Wings — speed value 12

Skills
Dodge 10
Flight 13
Stealth 11
Tracking 12
Trick (13)
Test (7)
Taunt (8)
Intimidate 8

attacking one after another and disorienting the creature with a series of attacks.

Udatok

The udatok is a large herbivore which looks much like the ancient triceratops of our world, but has only one large horn. They are usually six to 10 meters in length and weigh four to six tons.

They travel in herds, and are often hunted by the edeinos. Often an edeinos will pray to Lanala to gain control over one of the creatures, shifting its emotions to attack specific enemies, or a benthe will do it using its pheromone control.

Udatok

DEX 9 MIN 4
STR 18 CHA 6
TOU 21 SPI 6
PER 6

Possibility Potential
None

Natural Tools
Horn — damage value 20

Skills
Running 12
Trick (9)
Test (6)
Taunt (16)
Willpower 9
Intimidation 13

Ugresk

Ugresks, called "dragons" by Core Earth natives, are large, winged serpents. The creatures definitely bear a resemblance to the mythical beasts of Earth's fantasies, but do not have any ability to breath fire.

The green scaled monsters reach lengths of 25 meters and shoulder heights of 15 meters. Their wingspan is usually one and a half times the ugresk's length.

Edeinos consider the eggs of an ugresk a delicacy and will go to absurd, and dangerous, lengths to get them.

Ugresk

DEX 13 MIN 9
STR 26 CHA 10
TOU 28 SPI 10
PER 11

Possibility Potential
None

Natural Tools
Bite — damage value 28
Claws — damage value 27
Wings — speed value 12

Skills
Flight 14
Tracking 12
Find 13
Trick 12
Test (12)
Taunt (13)
Intimidation 16

Voskat

The voskat is an insect that stands about a meter tall and is a meter and a half long. Its chitinous outer layer is the same red as the red ferns that now dot the landscape of North America within the Living Land. The insects have three legs on either side of their beetle-like body and grab at their prey with their powerful mandibles.

The creatures hide under the ferns and wait for animals to pass by. They usually attack in groups of 10 or more. Hungry voskats fight with a berserk frenzy that prevents them from leaving a combat even when the odds are against them. In normal situations, when hunted for example, they will retreat when outnumbered.

The meat of the creature, located under its shell, is considered a delicacy by the edeinos.

Voskat

DEX 11 MIN 5
STR 10 CHA 4
TOU 10 SPI 4
PER 7

Possibility Potential
None

Natural Tools
Mandibles — damage value 7
Shell — armor value 13

Skills
Stealth 13
Tracking 8
Trick 9
Test (7)
Willpower 6
Taunt (9)



Chapter Eleven

Designing Adventures in the Living Land



Every realm that has been established on Earth provides its own unique adventuring environment. This is because every realm possesses its own *reality*, with rules that are unique from area to area. Thus, magical spells native to the Nile Empire are not the same magical spells found in Aysle; miracles performed by the faithful in the Cyberpacy are very different than those prayed for by the Jakatts of the Living Land.

Because each realm is so different in nature, each realm has its own distinct "feel." The Nile Empire is a place of high adventure where heroes perform death-defying feats against improbable odds. In the Living Land life is more savage, and unglamorous day-to-day survival is the norm. Since every realm feels different, every realm's adventures are different. Adventures in the Living Land will work along certain lines, for the realm has been designed in a certain way.

What follows is a breakdown of the key elements usually found in an adventure set in the Living Land, suggestions on how to build these elements into various adventures, and how to set these adventures within the context of the Possibility Wars (additionally, see *The Torg Adventure Book* that comes in the boxed game set).

The Possibility Wars

Earth has been invaded by the Possibility Raiders. If these invaders from other realities aren't stopped, within a few years every man, woman and child will be killed in a fiery ball of flame after being robbed of their possibility energy. Our world will be reduced to a burnt out husk. It is hard to overlook, then, the importance of driving the realm boundaries of the invaders back to their maelstrom bridges and eventually destroying the High Lords.

Due to the peculiar nature of the Possibility Wars, however, the war will not be won with huge troop movements working against equally powerful armies. In the Living Land, for instance, the extremely low tech and social axioms not only render most weapons useless within a matter of minutes, but armies themselves are hard pressed to remain functional and disciplined within an area that doesn't allow for sophisticated social interaction.

The battle for Earth can only be won by finding stela, which mark the boundaries of the realms, and removing them. *The Torg Rule Book* explains how this can be done. However, Core Earth natives who have lost possibil-



ity energy will be killed when the stelae are pulled up and the Core Earth axioms sweep over them. To prevent this from happening, the people must have possibility energy restored to them before the stelae bounding their area are removed. This is done when the people hear tales of good deeds. In effect, the hope and inspiration of good deeds fills them back up with possibility (again, see *The Torg Rule Book*).

The three basic tasks of Storm Knights, then, are:

1. Do good deeds that can be spoken of to restore possibilities to people within the Living Land's boundaries.
2. Track down eternity shards to aid in removing stelae.
3. Track down stelae and remove them.

These tasks are necessary to successfully win back Earth's reality.

While these goals are part of the big picture, there are all kinds of smaller goals that need to be done on a regular basis — rescuing travelers, defending towns, foiling evil plans. The search for stelae and eternity shards should be seen as a long piece of string on which to hang a variety of ornaments that are the specific elements of adventures and campaigns. By changing the ornaments around you get something different each time.

The different pattern of each adventure also serves as the good deed that must be performed to fill the inhabitants of North America back up with possibility energy. For example, if the Storm Knights go off to find a Native American tomahawk rumored to be an eternity shard, and along the way they rescue an anthropologist from Baruk Kaah's minions, then their actions will become a story told around the continent. The search for the tomahawk is the string. The rescuing of the scientist, and all the details leading up to that event, are the ornaments.

Thus, while the Possibility Wars affect almost every action taken on Earth, and it is the driving force behind all adventures (there would be no Living Land without the Possibility Wars), all sorts of other situations are possible.

The Lost World and Pellucidar

The Living Land is based in part on the fictional lands of the Lost World, created by Arthur Conan Doyle, and Pellucidar, created by Edgar Rice Burroughs (who also wrote the Tarzan and John Carter of Mars books). Although the Living Land has some important differences from these two places, which will be discussed shortly, there is a wealth of similarities that can act as a guide for the gamemaster. If you've got the time, go out and get some books by the above authors. You'll find them very inspirational for creating adventures set in the Living Land. If you don't have time, here are the main points of adventures set in places like the Living Land and the Lost World.

The main thing to keep in mind about stories set in places like the Lost World and Pellucidar is that they are journeys into an unknown area. When the stories were written the world was not as well mapped as it is now, and the authors could speculate that there were places where dinosaurs still existed and primitive tribes of men that were not quite human roamed the plains hunting for food.

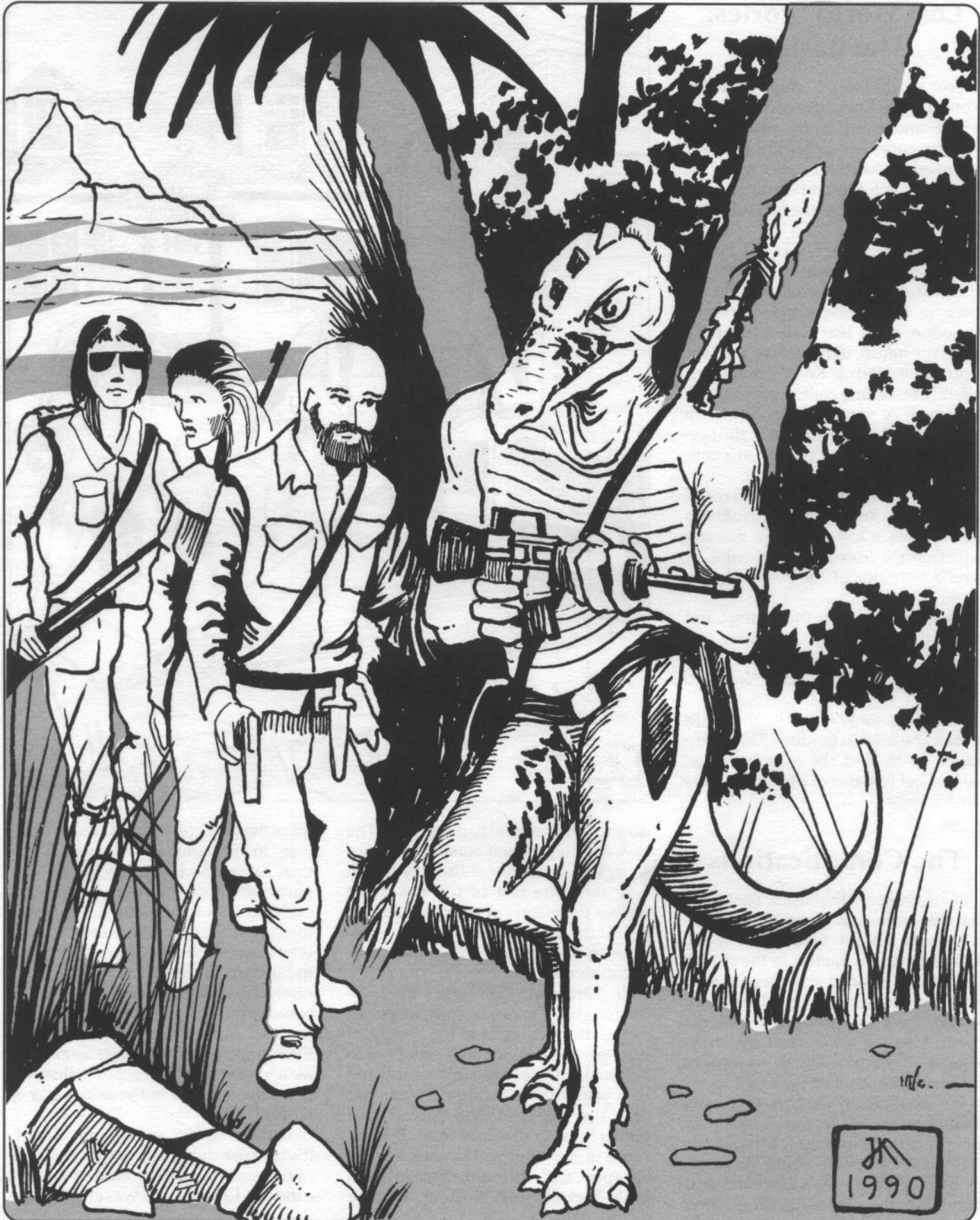
Doyle set the Lost World on a plateau in the middle of a thick jungle in South America near the Amazon River. He reasoned that the remote location and the high plateau would serve to isolate the inhabitants of Maple White Land (as the characters in the story call the Lost World) from the rest of the world. Pellucidar is set *within* the Earth. It turns out that in Burroughs's universe our planet is really hollow and there is another "world" lining the inner surface of the Earth. At the Earth's core is a small sun that illuminates Pellucidar at all times. Where we have land above they have oceans, and where we have water, they have land. Pellucidar can only be reached by burrowing through the Earth's crust or flying through an unmapped hole at the North Pole. (The Northern Lights, so the books explained, were in fact created by the sun within our planet.)

The Living Land, of course, is not hidden away nor hard to get to. It is in the backyard of Canada and the United States. But! It is important to keep the feeling that when the characters enter the realm they are entering someplace different and mysterious. That which is familiar (cities, farmlands, highways) is now new.

This is part of the Deep Mist's purpose. A thick fog that permeates entire regions of a continent will alter a person's perception of an area if he is not used to having a thick cloud everywhere. The game master should never let the players forget that their character are wandering around in an area where they can't see for more than 10 meters around them. Imagine travelling down a deserted city street and only being able to see 10 meters ahead of you. At the edge of that distance is a fog so thick you can't see what's within it. Is a giant lizard waiting beyond the edge of your sight? A deserted building? A truck that crashed and tipped over during the panic of the High Lord's invasion? There is no way to know. No matter where the characters go in the Living Land their knowledge of what is going on is limited by their short line of sight. What lies beyond the corner of the next building is always a mystery.

The curse that Lanala laid over the land to destroy navigational equipment also serves this purpose. There will be times, trapped in the Deep Mist, unable to see the sun, that the characters just won't know where they are. In Pellucidar the inverse curvature of the Earth (something that is far away from someone who is in the Earth's core is *higher* than the mountain he is standing next to) and the sun that doesn't move (it's always there, always as if at noon) keeps the characters of Burroughs' books wondering what direction they should travel in. Their sense of direction is ruined. So should the sense of direction of characters in the Living Land be out of whack. The gamemaster should remember that this isn't a punishment or a way of making life harder for the player characters (though it will) as much as a way of getting the feel of being somewhere alien.





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Lost World Stories: The Basics

Lost World stories usually revolve around two key adventure hooks: saving and finding. Because of the circumstances of the Possibility Wars, a third adventure hook is *destroy*. If the adventure is a piece of string, an adventure hook is what the far end of the string is tied to.

Each of the three hooks can be defined in numerous ways.

Characters out to *save* could be entering the Living Land to rescue someone who learned something about the nature of the realm and was captured by Baruk Kaah's followers, defend a resistance community against the attack of some Jakatts, bring an actor or news crew trapped in the Living Land back to safety, or run a convoy to a city out of food.

Characters in the Living Land could be looking to *find* an ancient artifact, a new species, a lost convoy, a missing expedition, a friendly Jakatt tribe, or even a way out of the realm if they become too lost.

Things to *destroy* in the Living Land are sacrificial altars, evil Jakatts, stela, and certain specific mystical spots, like the mystical flame in the Northern Land.

Note that some of the hooks could actually be used in tandem. The group might go to find the scientist, then have to get him out of the realm (save him).

The Complications

Now, those are the basics. The books that this realm is based upon, however, have unique features to them. Although the characters in the stories go into the realm for a specific purpose, things usually go dreadfully wrong, new compelling problems sweep into the scene, and the main objective becomes almost secondary to the original goal of the story.

For example, in *The Lost World*, the characters set off to the Amazon to find proof that dinosaurs still walk the Earth. They travel to South America, get to the plateau, see a dinosaur, and then have the means of the getting



down from the plateau destroyed! The task at hand, which was find a dinosaur, has suddenly shifted to find a way out. The rest of the novel describes the efforts of the characters to get off the plateau and the many creatures and primitive humanoids they encounter.

In *Tarzan At The Earth's Core*, by Burroughs, Tarzan accompanies an expedition traveling by zeppelin through the hole in the North Pole to Pellucidar to rescue a man captured by a primitive civilization. No sooner does the ship land than Tarzan goes out to hunt in this new land. But because of the inner world's strange geography and still sun, Tarzan soon finds himself lost! A group of men

leave the zeppelin to find Tarzan. (They want to leave the zeppelin were it is in case Tarzan finds his way back.) This party gets split into two groups and each group gets lost as well. The rest of the story follows Tarzan and the man who started the expedition as they try to meet up. Along the way they separately become involved in a plot of some plains tribesmen to steal a woman from the mountain tribes. Eventually everyone meets up and the man who everyone went to Pellucidar to rescue is saved in the *last chapter of the book!*

If these stories sound convoluted, it's because they are. They're also a lot of fun and they're the kind of adventures the Living Land was created for.



All these peculiar details are the "ornaments" to be hung on the "string" of the adventure mentioned earlier.

New plots can directly effect the player characters or can be something outside of their own concerns that they can become involved in. An example of the former is if their vehicle crashes far into the interior of the Living Land and they have to escape on foot. An example of the latter is if the group comes across a resistance community being harassed by survivalists and the heroes help defend the community.

Even if the players are determined to stay on the course of finding that eternity shard (or whatever launched them into the adventure) they should keep in mind that these alternate storylines are the good deeds that have to be done to fill people up with possibility energy. Thus, as long as they are doing good in the world, even if it wasn't their original plan, they're hurting Baruk Kaah.

Here's a brief adventure example using the resistance community having trouble with the survivalists just mentioned:

A baptist church in Alabama has been praying for guidance and help. Their prayers were answered when a little girl went into a trance and de-

scribed a white tree with blue and red leaves. She then said the words "Marble Mountain Wilderness" and fainted. The Storm Knights know that the tree the girl described is an uscranta, a piece of eternity that grows in the Living Land. Before you can say maelstrom the heroes are on their way to northern California to try to find the area in the Marble Mountains described by the girl.

Because they're traveling in the Living Land, they're attacked by a big monster that trashes their Winebago. They proceed on foot and on the fourth day hear the screams of a woman. They rush to help and find a young woman being carried off by three barley men. Each of the men is weighed down with automatic weapons, marking them as survivalists.

The heroes jump in to attack and save the girl. She thanks them, but tells them that while the men had her prisoner they discussed how they and their "buddies" were planning on attacking her resistance community. They've got to get back in time to warn her family and friends.

Now the group has to retrace the path of the survivalists and the girl, carefully searching the ground for subtle traces of travel. When they reach

the small settlement they are asked to help defend it. Being heroes they do. Unfortunately the resistance community is almost out of ammunition and Jakatts have moved into the nearby town the farmers usually salvage supplies from. So first the group has to go into the town and get the supplies.

While in the town things go bad and the heroes get captured. The Jakatts are about the roast the Storm Knights alive for lunch when one member of the group makes his *Perception* roll and realizes that the head Jakatt is complaining about the same survivalists that are going to be attacking the resistance community in about an hour. Now the Storm Knights have to make an alliance against a common enemy with the Jakatts. As the spit turns and the flames are stoked the player characters bargain for their lives and aid against the survivalists.

If everything works out the Storm Knights are freed and the tribe accompanies them back to the resistance community and helps in the big battle against the survivalists.

After the battle is won, thanks are given as well as supplies, and the group continues on its way to the valley with the white tree.





Chapter Twelve

Locations in the Living Land



Here are three places where the players characters might travel to. One is the site of a Living Land eternity shard, one is the site of an Core Earth eternity shard, and the last is the site of a Jakatt sacrificial altar. Because the gamemaster might use these places for adventures, its suggested that players read no further. On the other hand, these locations might simply serve as an inspiration for the gamemaster's own adventure sites, in which case the players would be free to read about them to get a feel for what adventures in the Living Land are like.

As discussed in the last chapter, the style of a Living Land adventure is a journey into the unknown. The player characters begin outside the realm of the Living Land, hear about some mysterious place or object, and then travel through the dangerous realm in search of their goal. This plot is the same used for most "lost world" stories. In Arthur Conan Doyle's *The Lost World* the expedition launched into the heart of South America to prove that dinosaurs still walk the Earth. In *Tarzan at the Earth's Core* by Edgar Rice Burroughs, the expedition sets off to find the fabled opening to Pellucidar at the North Pole so they might rescue a man languishing in a dungeon in Pellucidar.

The realm of the Living Land is a little different than the Lost World or Pellucidar because it isn't some far away and difficult to reach location. It sits in the backyard of North America and is very easy to get to. Therefore it is the internal structure of realm that is the mystery. Where are the stelae? Where are the eternity shards? These are the questions that must drag the player characters into the realm.

The sites themselves are not really what the adventures are about, but *the thing that lets the adventure happen*. In the Living Land, the adventure is what happens to you while on your way to your goal. While on their way to find the hidden valley in northern California that reportedly contains a pure white tree, the group saves a family from destruction, destroys a Jakatt war party and helps a convoy get food into a resistance community. That's the adventure. Therefore the gamemaster should keep in mind that what follows are not adventures. They are goals to hang before the player characters.

LOCATION ONE The Valley of the Uscrantia

Rumor has it that a family on the run from a Jakatt hunting party stumbled across A valley in the Marble Mountain Wilderness in northern California and spotted a strange sight: A slender tree bearing broad, flat leaves. The trunk is pure white, though the leaves are blue and red. The family was back on the move again as soon as it was safe, and forgot exactly where the valley was, not thinking the tree was of any importance — just another oddity brought on by the change of reality.

The valley is located just between the North Fork River and Chimney Rock Mountain in an area known as the Marble Mountain Wilderness. Of course, the entire area around the Marble Mountain Wilderness is a wilderness now, but folks tend to hang on to the names they're used to until



they pass away. The player characters, however, know that such a tree is called an uscranta and is actually an eternity shard born of the Living Land. The tree is valuable to the heroes, for they can use it to remove a stela, and to Baruk Kaah, who could distill its essence for more power.

The player characters will not know that the valley is somewhere between the North Fork River and Chimney Rock mountain, just that it's somewhere in the midst of the Marble Mountain Wilderness. Since the area is about 40 kilometers in diameter they have their work cut out for them finding the tree.

Three methods of searching for the valley present themselves as soon as the group gets to the general area of the Marble Mountains: wandering around, following streams, getting a vantage point and looking around. The last choice, however, is a not a viable one due to the Deep Mist. The heroes, therefore, are confined to a ground search.

When they finally reach the valley, they find it rich with lush red trees with a small stream running down its center. The floor of the valley rises slightly toward the back, until, finally when the end of the valley is reached, there is a small hill.

Atop the hill is the white tree. It is practically invisible at more than 20 meters because of the Deep Mist, but suddenly springs into sight if anyone gets closer than that. It is a startling sight, made the more impressive by the red trees that frame it.

There is, however, a problem. Above the tree, up on the right wall of the valley, there is a large cave where an ugresk lives. The creature is *very fond of the tree* and will attack anyone who approaches it. This is the last challenge that the Storm Knights must face before they can take the tree.

Wandering Around

Although not the most practical method of exploration, wandering around in the wilderness searching for something of value is a time honored tradition. Its disadvantage is that the player characters are depending on dumb luck to find what they're seeking. The advantage is that because

they're not following a tight plan they'll be willing to follow up any lead, no matter how ludicrous.

Wandering around means that the group simply travels around, following a single direction for a while and then changing direction two days later. They'll go up over hills, and then carefully follow ridges. Since the area is pockmarked with valleys the chance of the group finding the valley with dumb luck is pretty slim.

On a piece of paper, draw two lines across the page. Label each of the three sections created as Area One, Area Two, and Area Three. Ask the players if they want their characters to explore Area One, Two, or Three.

Each day that the heroes wander around, roll a die. If they picked Area One don't worry about the result, they can't stumble across the valley, but don't tell them that. If they are exploring Areas Two or Three, however, and a 19 or a 20 comes up, they have found the valley. If the number on the die equals the number of days they have been wandering around, they hear the crack of a gun off in the distance. If they pursue the sound, they come across Ed Zacks, a crazy old man. Ed lives alone in a cabin just to the east of the valley the player characters are looking for.

If the characters don't get to the spot where Ed just shot a skroche fast enough, they might have to spend some time following his trail. When they catch up to him they find him to be a paranoid little man who is certain everybody is going to turn into a lizard "sooner or later," and he includes himself in this fate of humanity. The heroes will have to calm him down before he'll trust them, and only after that will they be able to ask him about the white tree. When they do he'll eye them suspiciously and ask, "How did you know about the tree?" and the paranoia will start all over again. Eventually, if they're calm, he'll end up leading them to the valley they seek.

Following Streams

Since the group is looking for a valley in a mountainous area, a more practical hybrid of the "wandering

around" approach is to follow a stream or small river to its source. There's a good chance that the valley will have a small brook running through it that runs into the larger rivers.

If the player characters use a scheme like this have them pick an area as described above. If they pick area Two they'll find the valley on a roll of 14 or better. If they pick the other two areas roll the die so the players think they might be near the valley, but remember that the result doesn't matter — the streams in areas One or Three don't lead to the valley.

Remember that the die should always be rolled secretly so that the players don't know how their characters are doing.

Trouble Along the Way

When the characters are exploring an area, remember that they are in the Living Land. The threat from being in the realm doesn't only come from the Jakatts, but from all the strange and dangerous creatures the invaders have brought with them.

To reflect this you might want to choose certain monsters they might meet on different days (ie: Day One: three kaylls; Day Two: an ugresk; Day Three: a baragon) or you could create a random encounter table. In a table of this kind you decide what kind of creatures you might want the Storm Knights to meet, and then roll a die to see what happens each day, or portion of a day. For example, you might make a table like the following for yourself:

Roll once each day the Storm Knights are in the Marble Mountains Wilderness Area:

1-6:	No Encounter
7-9:	2 Kaylls
10-12:	4 Kaylls
13-14:	Ugresk
15-18:	2 Baragon
18-20:	Gospog of the Second Planting

The table above is set for an encounter roll every day. You could also set one for different parts of the day (a table for night and day, for example).



By making a table like this you can control the frequency and type of creatures encountered by the group but still never know what is going to happen day to day (or hour to hour, depending on how you set your table).

Remember also that the Deep Mist, getting lost and losing equipment all still apply.

LOCATION TWO The Altar on Lake Michigan

Because human sacrifices are necessary to gain quick possibility energy for Baruk Kaah and the Jakatts who serve him directly, they have been incorporated into the religion of Keta Kalles by carefully setting them within a taboo subculture. For example, a now well established sight of sacrifice is the Sagan Observatory on the Northeastern University campus. Although Jakatts would never enter into such a metal monstrosity voluntarily, its unique position in the cosmology of Keta Kalles (poised between the tool-making of the human race and the natural splendor of the stars above) make it a perfect place for Jakatts to come together and commit taboo acts for their High Lord without feeling too uncomfortable.

Sacrifices are only committed at the observatory at night, with the dome open and the light of the stars diffused through the Deep Mist. The observatory's telescope has been knocked off its platform and onto its side. The sacrifice is usually tied to the telescope and slain by a gotak wielding a stone dagger.

The Lakefill

The observatory is located on Northeastern's "lakefill," a chunk of land that was put out into the edge of Lake Michigan to expand the university's size. (The fact that the observatory is built on land that is essentially "unnatural" is another reason why it is perfect for sacrifices). Access to the lakefill is given by a short

bridge on the south end of the lakefill and a large field on the northern end of the lakefill. In the center of the lakefill is a small body of water that was known as the lagoon. The lakefill is held in place against the waves of Lake Michigan by huge concrete blocks piled one on top of each other. In the days before the invasion, students painted inspirational quotes from well-known authors and pledges of love to each other on the blocks.

Despite the Deep Mist, the observatory can easily be found by following the asphalt path that winds its way around the lakefill.

The Guards

Although the area is guarded by Jakatts and gospog (see below), there are several dangers from water dwelling creatures. Two osthangs live in the lagoon. Their handlers reside in the observatory offices. At least one osthang is on patrol around the lakefill in "creature" form at all times.

Since the observatory is on the edge of the lakefill, the Knights might try to approach the observatory from the lake and thus avoid the land-based defenses. While this plan has its practical points, it means getting past a torada that lives in the lake just off the shore of the university. It hunts the area from south to north and is drawn quickly to the sound of motors or any noise that doesn't fit the normal swelling and splashing of the lake's waves.

Besides the osthangs, the lakefill is guarded by 50 gospog of the first planting, 10 gospog of the second planting and six edeinos. Many of the gospog are armed with Core Earth weapons. One of the edeinos is a gotak, one is a gospog commander, and two other edeinos are the osthang handlers.

The edeinos, cut off from regular contact with other Jakatts and involved in the slothful slaying of helpless prey are getting a bit removed from the usually frantic lifestyle of Keta Kalles. They have taken to sleeping within the observatory, eating food hunted for them by the gospog, and slipping in their daily prayers. They are not pushovers, however, and will call upon all the normal edeinos resources if threatened.

The Sacrifices

The reason the heroes would want to go to the observatory is, of course, to destroy it. It's a place where humans are killed and their energy given to the High Lord's cause.

The sacrifices are brought by other Jakatts and held in a lower office on the first floor. Sacrificing people is a rare process in the Living Land, and there are usually no more than five people at a time in the prison/office. Because sacrificial victims are often rich in possibilities (which is why they are being sacrificed) they are heavily guarded and the chamber itself has been cursed by Lanala's worshippers, making escape very difficult.

Even though a sacrificial altar is a taboo spot, and technically not part of the religion, to make it acceptable to Lanala's worshippers a great deal of spiritual energy has to be invested into each one. In addition, the longer an altar is in operation, the more efficient in passing possibility energy from the victim to the gotak it becomes. Since the Sagan Observatory has been the sight of hundreds of sacrifices so far, it is quite valuable to Baruk Kaah. If it were destroyed it would prove quite a blow to the High Lord.

LOCATION THREE The Sword of Cuchulain and the Uptown Express

Buried in a subway tunnel in Manhattan is the Sword of Cuchulain, forged by Gregory Augusta in ancient Ireland for his king. The sword was found in a burial mound in 1902 and was kept at the College of Dublin until just before Earth was invaded, when it was brought to New York's Metropolitan Museum of Art with an exhibit about Ireland.

During the panic in New York in the wake of Baruk Kaah's arrival, some adolescent hooligans who would go on to form the Links gang stole the sword from the museum. They brought it back to their base at the



Arcade, where it was stolen by the Zonks during a raid on the Links. The Zonks sold it to the Subs in exchange for a one week expansion of hunting territory. The Subs, in turn, took it and buried it under a pile of garbage in an alcove in the east side's uptown express tunnel just a few hundred feet up from Grand Central Station.

The Storm Knights will most likely have heard of the sword from residents of the New York Metropolitan Protectorate who have kept in touch with certain gang members for information. Since the sword passed through so many hands, it's gotten quite a reputation. The Links want it back, the Zonks are thinking about stealing it and blaming the theft on the Links. The Subs, as usual, are keeping quiet about their treasure and simply want to hide it away.

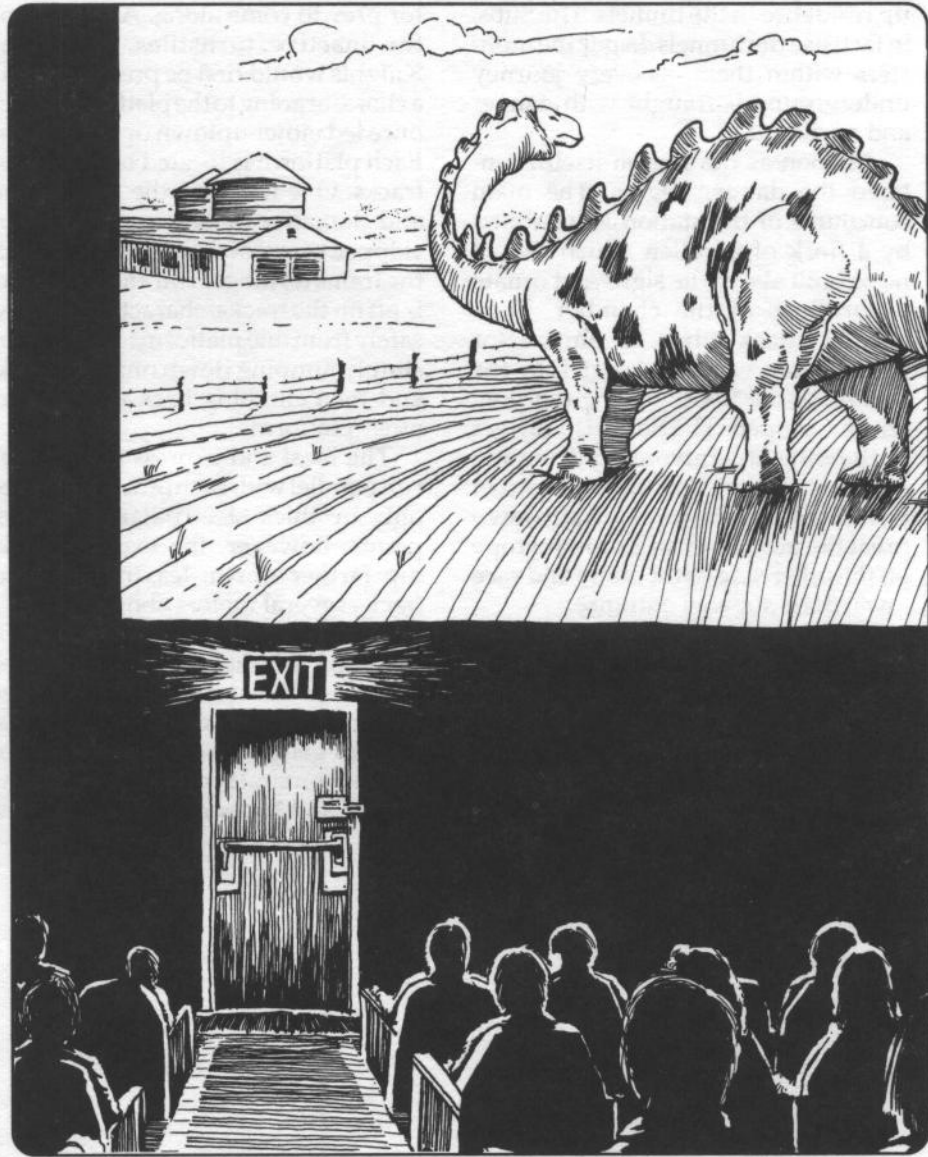
Looking For Native Guides

This location, the place where the Sword of Cuchulain is hidden, is different than the other two, since it is surrounded by all sorts of factions, all working against each other, some of them allied against the High Lord, others not concerned about anything but their own survival.

In the first location the tree was "guarded" by elements and creatures natural (or at least natural for the Living Land) to the area. In the second, the observatory was guarded by a few natural elements (the Deep Mist, the torada), but also secured by the Jakatts and a couple of spiritually-created allies. The site of the sword is not only guarded by various creatures, but is in the middle of gang territory, which is bordered on one side by the Jakatts at Central Park and to the south by the NYMP.

An adventure based on finding the sword then, could use all these competing factions, making the story a series of alliances and double-crosses.

Take for example the method of finding the sword's location. If the group of heroes begins by only knowing that there is an ancient sword that might prove to be an eternity shard



somewhere in Manhattan, they'll have to spend some time tracking down people who know something about the sword. In the tradition of "into the heart of the unknown" adventure stories, they might begin in the semi-civilized area poised on the edge of the unknown — in this case the New York Metropolitan Protectorate.

There they could pick up supplies, find out about the gangs of the area, maybe learn about the sword's movements through the gangs. They might then head out into the mist-filled canyons of the city's buildings seeking out representatives of the various gangs. It would be up to the gamemaster to decide how he wanted the gangs to respond.

The Links, for example, might cooperate with the player characters so that the sword would be found, but all the while planning to betray the Storm Knights and take the sword for themselves as soon as it is found.

The Tunnels

Grand Central Station is currently the central base of the Subs, a gang that lives in the now useless subway tunnels of Manhattan (for more information on the gang see Chapter Six). The tunnels are the places where they stash their treasures. The tunnels are not very safe due to both the gang and the various creatures that have taken



up residence in the tunnels. The Subs, in fact, use the tunnels *despite* the monsters within them — every journey underground is fraught with danger and peril.

As soon as the station itself is entered the danger begins. The main concourse of the station is inhabited by a flock of uscollen which live in nests built above the signs and ornate decorations of the chamber. They usually attack when an animal (or person) has wandered out into the middle of the floor, leaving the prey out in the open. The Subs usually get by the winged carnivores by dropping a carcass off the steps up to the street exit. When the creatures swoop down to eat the meat, they slide down a rope on the other side of the stairs and race toward the subway entrance.

Passing from Grand Central Station into the subways, the Knights would find themselves in a series of underground tunnels and plazas, all now filled with the Deep Mist. Untold creatures now live in the deserted news stands and doughnut shops waiting

for prey to come along. After leaping the inactive turnstiles, the Storm Knights would first be presented with a choice of going to the platforms which once led either uptown or downtown. Each platform is located between two tracks. One track for the local trains, and the other for the express (which skipped many of the local stops). Since the trains no longer run and the power is off on the tracks, characters can pass safely from one platform to the next by simply jumping down onto the tracks and then climbing back up onto another platform.

The local and express tracks often run parallel with each other, separated only by thick steel pillars. At other points, however, the express tracks dip farther down, leaving the local tracks several meters above.

A trek through the tunnels could be designed by the gamemaster using random encounter tables as described earlier or by planning encounters at specific geographical points. For example, you could map out the subway station and subway tracks, and then

mark on the map where different creatures are and where the sword is. In this way, where the characters decide to go determines the kinds of encounters they have rather than a roll of the die.

The Opposition

Once the sword is found, after several hours at least traveling in the subway system pursued by creatures and Subs, the Knights would have to make their way out of the subway system and out of Manhattan — no mean feat considering all the folks who want the sword, gangs who don't like strangers on their turf, and Jakatts who don't like Storm Knights. This kind of site, then, is different from the first two in that although the sword is in an isolated area (the subway tunnels), it is surrounded by active, intelligent factors who will keep an adventure going even after the specific task (finding the sword) has been accomplished.



Chapter Thirteen

Adventure Ideas



The adventure ideas below are not fully fleshed out adventures. They provide a brief outline with a story "hook," obstacles and encounters. Because the ideas are simple spring boards, some work is required on the part of the gamemaster to set the adventures up for a roleplaying session. He will have come up with notes for specific gamemaster characters (even if they are mentioned in the outlines below, the characters' statistics will have to be generated by the gamemaster) and flesh out the encounters and obstacles that are suggested (so that the number of edeinos the group meets is balanced to the Storm Knights' strength).

These adventures use many of the elements discussed in this sourcebook. Even if the gamemaster doesn't use these adventures as presented, they'll prove an inspiration for incorporating such varied items as the Delphi Council, truckers, and eternity shards into an adventure.

All of the adventures are set in North America. Most of the adventuring takes place in the Living Land, but some of the action takes place in Core Earth territory. And the last adventure, while set in North America, introduces the global influence of the Cyberpapacy as the Storm Knights run into emissaries from Antipope Jean Malreaux I.

ADVENTURE IDEA ONE Convoy

Background

Liberty, Ohio, the resistance community discussed in Chapter Five, has a problem. It was recently attacked by a small hunting party of edeinos and during the battle several of the food silos, which were re-fitted to keep the Deep Mist out, were punctured. The food stores rotted quickly and the community is now almost without food. Their crops will be ready in a few weeks, but until then ...

The adventure begins in the city of Detroit, where the Storm Knights are between adventures. Garry Tanners, a resident of Liberty arrives in the town looking to buy some food and get some help getting it back home. He left without the authorization of the other residents of Liberty, who have heard that the government is trying to close down resistance communities and are afraid that by seeking help they'll expose themselves to government interference. Tanners, however, reasons that they've got no choice, and that it's worth the risk. He got in an old station wagon and made the journey up by himself. The car got trashed just outside the city and when the adventure opens he's just arrived on foot. Unfortunately he picked the wrong folks to ask about renting a driver ...



The Adventure

Act One

The adventure begins in a bar in Detroit where the Storm Knights are relaxing for the evening. (If any of the characters are from the cosm of the Living Land or any other realm and *look it*, here's a chance for some role-playing, since many of Detroit's residents will be rather aggressive toward anything that looks alien. Rather than fight and getting kicked out of the city the group should negotiate the situation, perhaps buying drinks for everyone ...)

Tanners started asking two kids (who happen to be the sons of a local police officer) some questions and they picked up on the fact that he's from a resistance community. They've got him pinned in corner and won't let him go until they get some details of where he's from because they want to pick up the reward for reporting the place. Because of the cop blood nobody else in the bar is going to get involved. The Knights (because they're heroes) get the old man out of the jam and Tanners tells his story.

Act Two

The police come after the group. They've got to make their way through the city and buy food with the money Tanners has with him, then get out of Detroit before everyone is nabbed. When they get to a supplier they've got to haggle with the merchant or pay out of their own pocket because Tanners doesn't have enough money for the food he needs.

Act Three

After grabbing the food and getting a truck, the Knights and Tanners are on their way out of the city when they hit a police blockade at the city's Core Earth limits. They can charge it, try a bribe, or even shoot their way out (but the gamemaster should make it clear the policemen aren't bad guys, so a solution that leaves Detroit's finest in one piece is the preferable course of action).

Act Four

Voskat attack! While driving to Liberty a swarm of very hungry and berserk voskat attack the truck or at least one of the vehicles. They smash their way through the windshield and fly into the cab. During the course of the battle the truck should become disabled. Repairs will have to be made quickly after the insects are killed before more beasts show up.

Act Five

As they approach Liberty they realize they're being followed by another car. It's the cop and the two sons still after that reward. The Knights have to deal with them — either lose them or make sure they never get back to Detroit. The Storm Knights then make it into Liberty and help store the food in the air tight silos.

ADVENTURE IDEA TWO Conspiracy

Background

The Storm Knights are in Philly when they catch word that the 157th is about to leave for northeastern Pennsylvania to wipe out a Jakatt tribe. This would be great, except the tribe and location described is the Yokarta tribe, which at least one of the Knights knows is working *against* Baruk Kaah. If the Knights don't act fast then an ally in the Possibility Wars could be lost.

The problem is that the Pentagon knows the tribe is friendly. In fact, the soldiers are on their way there under the pretext of arranging a coordinated attack against the High Lord.

But the Pentagon wants news footage for the folks living in Core Earth, something to get everybody riled up — "a living War Movie, by God that's what we need right now," said one general, and the Jakatt tribe has been set up to be the sacrificial extras.

The Adventure

Act One

The Storm Knights find out about the attack and most likely go to the unit's HQ in order to explain the matter to the top brass in Philly. When they get there they notice something odd: a large film crew, heavily armed with cameras, is on the base, gearing up to travel along with the soldiers. They can negotiate with the commander, but get nowhere. He says that it's been discovered that the tribe's friendliness was a ruse. In fact he knows the tribe is friendly, but knows he's got to go through with the massacre.

If the Knights talk with the members of the film crew they discover that they were all hired just to go on this assignment. A big battle is forthcoming and the army wants some good footage. During the conversation a reporter comes up and pulls them aside. He's recently found out what's happening, but can't leave because the government will be after him in a second if he disappears. He tells the Knights that if they want to help, to get to the Common Ground Association in Houston and tell the people there what's going on. The CGA will know who to contact. They've got three days before the attack.

Act Two

The trek to Texas. They might drive, fly, or whatever. Give them some monsters and tough spots.

Act Three

The Storm Knights get to the CGA and are directed to Ms. Rosewater. After they explain what's going on she tells them she'll get in touch with Senator Grimson (R-Delaware) who might be able to get some action taken on the matter. Unfortunately the room is bugged. Delphi operatives on the other side of the street fire a small rocket into the office, killing Rosewater and wounding the Knights. The attack will be pinned by the FBI on local reactionaries.



Act Four

On the run from the Feds, the characters must get to Grimson's office before they can be silenced. A car chase would be fine here.

Act Five

They get to the nation's capital building and need to start charming their way through a gauntlet of secretaries to get to the busy senator. Once they get to his office he listens patiently then grabs his phone to cancel the attack.

Act Six

The group must leave Houston secretly so their trail is not followed. Grimson says he'd offer to help, but he doesn't know who in the government he can trust anymore. They could sneak out by stowing on board a truck or ship out of the city, or attempt to disguise themselves in some way and drive out.

Note: The adventure will work better if the Storm Knights had encountered and befriended the good Jakatt tribe in an earlier adventure. This way their desire to help their friends will drive them from one act to the next.

ADVENTURE IDEA THREE Race To Eternity

Background

A Jakatt war party is on its way to get an eternity shard for Baruk Kaah. The shard is a puttantak bush somewhere near where the Knights are currently traveling.

The Adventure

Act One

While traveling through the Living Land the characters hear gunshots and screaming. If they go to investigate they discover a Jakatt war party attacking a group of humans who had been trying to find their way out of the realm. Most of the guns of the humans have jammed by now and the battle is no more than a slaughter. All of the humans are either dead or dying. When the characters leap into the fray the Jakatts take off. The attack was just an amusing diversion. They have a mission to perform.

At least one of the Jakatts is still alive. If questioned he reveals his mission. The puttantak bush appeared to the High Lord in a dream and he sent the Jakatts to recover it from the location he named. (The gamemaster should determine the location to fit where his players' characters are.) The Jakatt does not reveal the location of the bush.

Act Two

To find the bush the characters will have to track the Jakatts. This is a difficult task, but they should stay right behind the edeinos and stalengers. Along the way they are beset by beasts and need to hunt for food. Although the Jakatts had a head start of only a few minutes, their stamina allows them to change that into a healthy lead of about half an hour. The players should be aware that their characters are right behind the Jakatts.

Act Three

The Jakatts, aware that they are being pursued, have altered their route slightly, taking a detour to a gospog field that is ready for harvesting. It's a small field, with only a few gospogs of the Second Planting, but the creatures will serve to delay the Storm Knights. A few of the edeinos stay behind to reap the gospogs and the others travel on. When the player characters arrive the creatures are just being cut from the ground and the battle begins.

Act Four

In this act everybody meets up at the bush. The player characters are right on the heels of the Jakatts. There is, of course a fight, but the Jakatts have decided that they'd rather destroy the bush than let it fall into the hands of the Core Earthers. This means that not only must the characters defend themselves but they have to protect the bush as well.

ADVENTURE IDEA FOUR Rescue Mission

Background

An expedition led by Professor Lazerus Templeton, the famed and controversial anthropologist, has not been heard from in weeks. He left for upstate New York from Philadelphia. The Storm Knights are brought in to find him. The professor was captured by the edeinos and is now currently being held at the Empire State Building. If the characters don't get to him in time he is going to be sacrificed on top of the building where a sacrificial altar was created.

The Adventure

Act One

The group heads north from Philadelphia in an attempt to find the professor. They wander around for a while, hunting for food and fending off beasts — typical Living Land stuff. Then they come across a deserted campsite. After inspecting it the characters determine that it was the sight of a fight. They also find Templeton's notebook, written in an indecipherable shorthand so no one can peer into his valuable mind. At the back of the book however, they find a barely legible note that says, "The prof says they're taking us to New York."



Act Two

Traveling to New York. Monsters, fighting, food.

Act Three

When the group hits New York they have to find out what they can about the location of Templeton. They can go to the New York Metropolitan Protectorate, but nobody there knows anything about the altar. If they go to the gangs, however, they find out the "scales" recently set up an altar on the Empire State Building. This act involves going into gang turf, being threatened by the gangs, threatening the gangs back, and finally getting some information.

Act Four

The building is not heavily guarded, but there are still enough gospog and Jakatts to give the Knights a rough time. Prisoners waiting to be sacrificed are penned in what was the restaurant and gift shop level. The elevator doesn't work. It's a long walk up the stairs. The building is in a pure area of the realm. This one should keep them on their toes.

Act Five

After getting to the top they have to rescue the prisoners (Templeton, a mother and her daughter), help them get down to the bottom of the building and fend off the angry Jakatts. Then

it's a race to the Protectorate, their path blocked once again by gangs and monsters.

ADVENTURE IDEA FIVE The Crux of the Matter

Background

Two priests and two guards from the Cyberpapacy have arrived in the United States to steal the altar crucifix from St. Patrick's Cathedral, a highly charged eternity shard. They pose as Core Earth Christians and hire the Storm Knights to guide them to the cathedral. They don't know how powerful the people are that they're hiring, but they definitely need guides on the trip. Each of the Antipope's agents can speak fluent English without an accent and state that they are from Oregon.

The Adventure

Act One

Once again, various trouble in traveling from wherever they are on their way to New York. Play it up, have fun.

Act Two

They reach Fun City and beat a path through the gangs.

Act Three

They get into the cathedral, get the cross ... and discover that three rival gangs have formed a brief truce to waste the invaders. The punks have surrounded the church and are about to storm it. The major difficulty is that while the cross was in place it served to make the cathedral a hardpoint. After it was moved the church fell under the axioms of pure Living Land.

A big battle as the thugs come crashing through the windows and take up shelter behind the pews. The characters win, but during the battle one of the guards cuts loose with some cybertechnology (razor nails or such) right at the end of the battle, tipping the Storm Knights off that they've been duped. The cyberpriests take off.

Act Four

Using their jacked up strength the cyberknights carry the cross and high-tail away from the Storm Knights at the tail end of the battle. The player characters must chase them and catch them, gaining an eternity shard and thwarting the cyberpop.





Athlete

Player Name:

Character Name		Home Cosm		Possibilities	
Age	Wound Level	Shock Damage	10		
Height	Wound	K	O		
	Hvy Wound		K		
Weight	Mortal	O	K		
	Dead		O		

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat		DEX	
Long Jumping		DEX	
Melee Weapons	3	DEX	15
Running		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
First Aid		PER	
Trick		PER	
Willpower		MIN	
Test of Will		MIN	
Charm		CHA	
Taunt		CHA	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	12	Maneuver	
Strength	10		
Toughness	11		
Perception	9	Trick	
Mind	8	Test	
Charisma	8	Taunt	
Spirit	8	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Hand Weights	12 13		
MI Garand Rifle	20 21 3-40 41-400 401-600		
Baseball Bat	13 6		

Bonus Chart																					
Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Big Game Hunter

Player Name:

Character Name		Home Cosm		Possibilities	
Age	Wound Level	Shock Damage	10		
Height	Wound	K	O		
	Hvy Wound		K		
Weight	Mortal	O	K		
	Dead		O		

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat		DEX	
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Tracking	3	PER	13
Trick		PER	
Water Vehicles		PER	
Survival		MIN	
Willpower		MIN	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	11	Maneuver	
Strength	10		
Toughness	10		
Perception	10	Trick	
Mind	9	Test	
Charisma	8	Taunt	
Spirit	8	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Bonus Chart																					
Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Big Game Hunter

Player Name: _____

Cosm: Core Earth.

Background: You once had to travel to Africa or South America to find the challenges you craved. Now you hunt the kind of big game you only dreamed about right in your own country. Giant reptiles and dinosaurs roam the continent of North America, and you couldn't be happier.

Of course, there are some problems. These animals aren't off on some distant continent separated from civilization anymore. They're in your own backyard, attacking your cities. They serve the lizard people, acting as heavy armored vehicles, rolling through the army with ease.

The result of all this is that when you're not wandering into the realm of the Living Land for sport, you're being hired to do it by people who need your talents. You know how to survive in the wilderness, fend off wild and dangerous animals, make contact with natives, and generally live in a place that most people would find impossible to even visit. When a supply convoy has to make it to Philly or Detroit, they call you in for the ride, to make sure it gets there safely.

Personality: Tough, arrogant, and self-assured, you know how dangerous one mistake can be in the wilderness. You don't abide anyone who makes more than one.



Equipment: Padded vest (+2/armor value 12), backpack, .45 Colt auto (damage value 16), Savage 77E (damage value 18), modern compound bow (+7/damage value 17), hunting knife (+3/damage value 13), spare ammunition, camera, film, rope, net, \$500.

Quote: "You just stay out of the way and let me handle it."

Skill Notes: Your tag skill is *tracking*.



Athlete

Player Name: _____

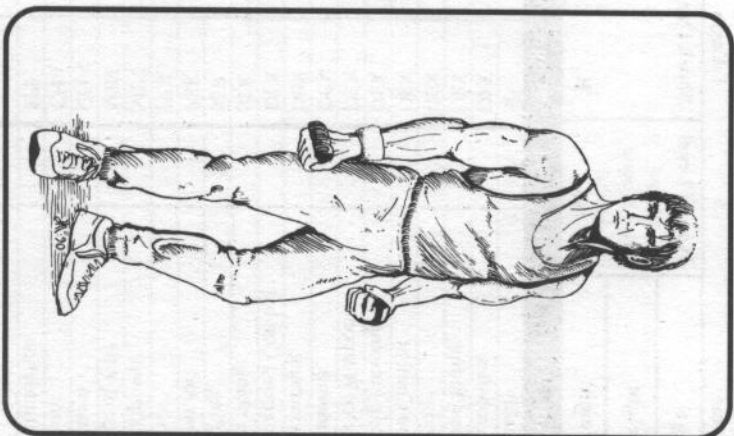
Cosm: Core Earth.

Background: Your life was a dream come true; they were paying you to do what you always loved doing as a kid. You trained, worked out, practiced, and finally made it to the big time. They wrote about you in the press. Your fans cheered you on at every game. It was incredible!

Then reality changed and it was all taken away. Not the chance to play, because certain states still had games, but the very security of your nation.

You escaped the invasion and fielded offers, but you knew what you had to do. Your talent and health could be used to challenge the edinos, and that's exactly what you decided to do. Now you work against the invaders. You're well known, and while that's sometimes helpful in getting cooperation from people, it doesn't mean much to you. For you, getting your country back is what matters.

Personality: You're energetic and focused. When a task is at hand it's hard for you to lose sight of it. However, you approach everything like a game. When things are going well for your side, you actually enjoy the adventure of it.



Equipment: sports bag, sweatsuit, sneakers, ball, hand weights (+2/damage value 12), M1 Garand Rifle (damage value 20), spare ammo, baseball bat (+3/damage value 13), \$800.

Quote: "Let's play ball, gentlemen."

Skill Notes: Your tag skill is *melee weapons*.



Dilettante

Player Name:

Possibilities
10

Character Name		Home Cosm		Core Earth	
Age	Wound Level	Shock Damage	Magic	Social	
Height	Wound Hvy Wound Mortal Dead	K O	Spiritual	Tech	
Weight			9	23	



Attributes		Approved Actions	
Dexterity	11	Maneuver	
Strength	8		
Toughness	8		
Perception	10	Trick	
Mind	8	Test	
Charisma	12	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Skill		Add		Attribute		Value	
Reality				SPI			
Beast Riding				DEX			
Dodge				DEX			
Fire Combat				DEX			
Missile Weapons				DEX			
Running				DEX			
Swimming				DEX			
Air Vehicles				PER			
Land Vehicles				PER			
Language				PER			
Scholar (Liberal Arts)				PER			
Water Vehicles				MIN			
Artist				MIN			
Science				MIN			
Willpower				MIN			
Test of Will				MIN			
Charm		3		CHA		15	
Persuasion				CHA			
Taunt				CHA			
Faith				SPI			

Equipment		Axiom		Range		
		Value	Level	S	M	L
Armor						
Weapons						
Lt. Crossbow		15	10	3-10	11-100	101-200
NATO 7.62 mm		24	22	3-150	151-600	601-2K

Bonus Chart																						
Die		3	5	7	9	11	13	21	26	31	36	41	46									
Roll		1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#		-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Earther Gone Primitive

Player Name:

Possibilities
10

Character Name		Home Cosm		The Living Land	
Age	Wound Level	Shock Damage	Magic	Social	
Height	Wound Hvy Wound Mortal Dead	K O	Spiritual	Tech	
Weight			24	7	



Attributes		Approved Actions	
Dexterity	9	Maneuver	
Strength	9		
Toughness	12		
Perception	9	Trick	
Mind	8	Test	
Charisma	8	Taunt	
Spirit	11	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Skill		Add		Attribute		Value	
Reality				SPI			
Beast Riding				DEX			
Melee Weapons				DEX			
Missile Weapons				DEX			
Running				DEX			
Stealth				DEX			
Unarmed Combat				DEX			
Direction Sense		3		PER		12	
Find				PER			
Tracking				PER			
Artist				MIN			
Survival				MIN			
Test of Will				MIN			
Willpower				MIN			
Taunt				CHA			
Faith (Keta Kalles)				SPI			
Focus				SPI			
Intimidation				SPI			

Equipment		Axiom		Range		
		Value	Level	S	M	L
Armor						
Weapons						
Club		12	6			
Spear		13	5	3-5	6-25	26-40

Bonus Chart																						
Die		3	5	7	9	11	13	21	26	31	36	41	46									
Roll		1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#		-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Earther Gone Primitive

Player Name: _____

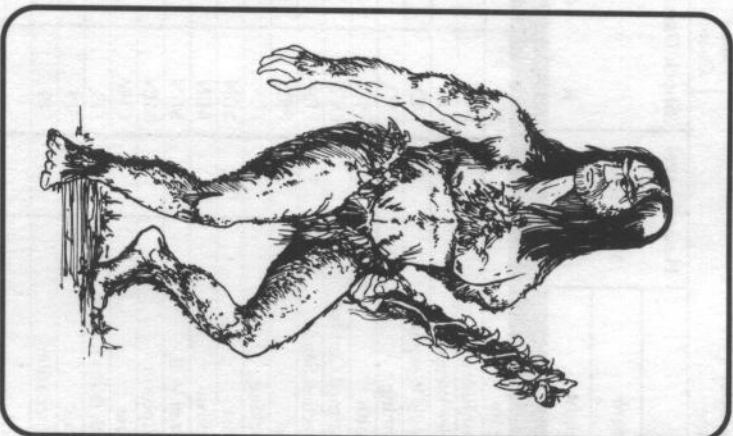
Cosm: The Living Land.

Background: Once, years before the Possibility Wars began, you played sports in school. You loved the sensation of running across the field, scoring points, the thrill of winning, the despair of defeat. As you grew older, you put your mind to more practical matters. You went to the office every day, learned to ignore your body and focus more on your work. You lived life with your thoughts.

Then, when the edeinosaurs invaded, you suddenly found yourself charged with the sensation of life again. Breathing was delightful. When you moved it was as if you were a teenager again. You were sore, out of shape, but that would work itself out with time. Suddenly sitting around in an office seemed to be the most horrible thing you could do and you craved sensual pleasure, thrills, and passion.

You met up with other humans like yourself and formed a tribe. One day a Jakatt edeinosaurs, a friend to Earth-beings wandered into your village and began to explain the ways of Keta Kalles. You learned of Lanala and how to be rewarded by the goddess. Where once your passions led your tribes people into great danger, now you are protected by the universe itself. Each day is a wonder, and in those rare moments when you remember your former life, you cannot comprehend how you stayed sane.

You have no loyalty to Baruk Kaah, and have learned from friendly edeinosaurs that if he is not stopped your tribe will die. You now use his own religion against him. You work with Core



Earthers, but pity them in their ignorance of what life could be like.

Personality: You are full of life and intensity. Every moment is an adventure and you don't know how to stop trying to experience more. You love life and await the next thrill with uncontained anticipation.

Equipment: hroctshootclub (+3/damage value 12), hroctshoot spear (+4/damage value 13).

Quote: "Yes, I remember before the storm. I was a corpse."

Skill Notes: Your tag skill is *direction sense*.



Dilettante

Player Name: _____

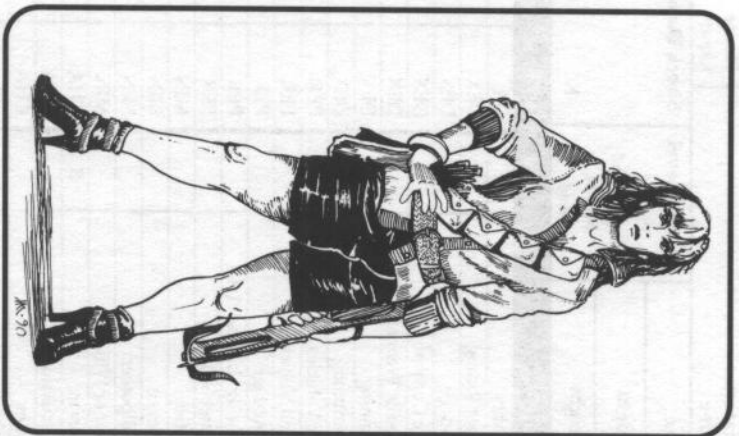
Cosm: Core Earth.

Background: You're rich and bored. Most likely you live a safe distance from the borders of the Living Land — but all you want to do is explore the area. What are these lizard creatures? What's up with reality? What's a High Lord? You don't need the answers to these questions, but you'd really like to know. You thought you were going to live out your life waiting for humanity to destroy itself in a nuclear holocaust, and now something terribly interesting has happened.

You fancy yourself an adventurer, though you're not. You believe that your liberal arts background can provide you with enough of a smattering in any field of knowledge to let you get by, though it can't. The two things you do have going for you are your cash and your charm. You can buy people who can keep you alive during your expeditions, and you can keep them from killing you out of frustration (you can be quite a pain in the neck to watch over) with your good nature. Even the lizards sometimes seem impressed with your smile.

Given time and enough hair-raising situations in the Living Land, your abilities may increase, but until then you simply blunder your way past the maw of death.

Personality: You're charming and good natured. You don't grate on people with your friendliness because you don't push at it. It just happens. You're also incredibly child-like when it comes to a sense of danger. Your



curiosity and sense of wonder (part of your charm) constantly get you and others into danger — but you always seem to get out of it again.

Equipment: Stylish adventure outfit, light crossbow (damage value 15), Nato 7.62 mm (damage value 24), makeup kit, overnight bag, hair dryer, trust fund.

Quote: "I have a wonderful ideal! Why don't we follow the beast and see where it leads us?"

Skill Notes: Your tag skill is *charm*.



Gang Member

Player Name:



Inquisitive Stalenger

Player Name:

Character Name		Home Cosm		Possibilities	
		10			
Age		Core Earth		Social	
		Magic		21	
Height		Wound Level		Tech	
		Wound		9	
Weight		Shock Damage		23	
		K O			

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking	3	DEX	13
Melee Weapons		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Running		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Find		PER	
Land Vehicles		PER	
Trick		PER	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	11		
Toughness	9		
Perception	11	Trick	
Mind	8	Test	
Charisma	8	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Value	Level	S	M	L
Armor					
Leather	11	5			
Weapons					
Knife	14	7			
.38 Revolver	14	20	3-10	11-25	26-50
Baseball Bat	14	6			

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Character Name		Home Cosm		Possibilities	
		10			
Age		Core Earth		Social	
		Magic		21	
Height		Wound Level		Tech	
		Wound		9	
Weight		Shock Damage		23	
		K O			

Skill	Add	Attribute	Value
Reality	3	SPI	13
Dodge		DEX	
Flight		DEX	
Maneuver		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Lifting		STR	
Evidence Analysis		PER	
Find		PER	
Scholar (US Pop Culture)		PER	
Trick		PER	
Artist		MIN	
Science		MIN	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith (not Keta Kalles)		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	8		
Toughness	9		
Perception	12	Trick	
Mind	9	Test	
Charisma	8	Taunt	
Spirit	10	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Value	Level	S	M	L
Armor					
Weapons					
Tentacles	12	6	1-3		

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Inquisitive Stalenger

Player Name: _____

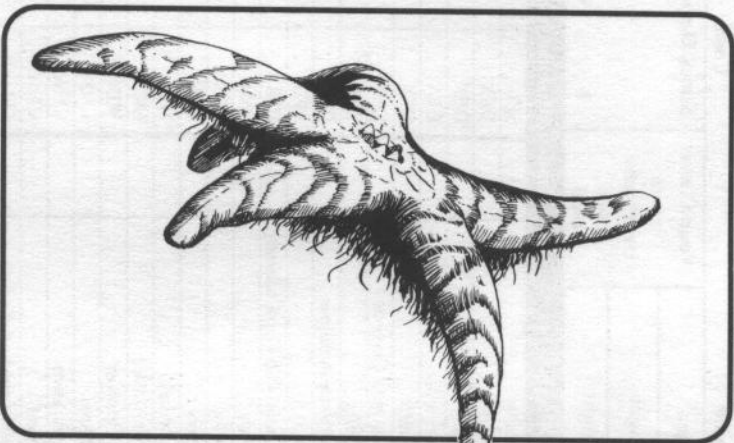
Cosm: Core Earth.

Background: You traveled with the edeinos from world to world, a member of Baruk Kaah's tribe and a participant in the religion of Keta Kalles. But one thing has become clear to you over all else: no matter how thrilling it is to be a Jakatt, it's very dangerous. You did some thinking about it, investigated the humans you were fighting, and decided you wanted to try something new.

You made cautious contact with representatives of the Core Earthers and eventually worked your way into their trust. It's taken time for them to learn your language, and you to learn theirs, but it's been worth the effort. The human's music and clothes are fascinating, and you find the wealth of their culture overwhelming. You've decided that Baruk Kaah is doing something horrible by attempting to destroy the human's reality, and now stand by this alien race against your own people (though you attempt to get stalengers to leave Baruk Kaah's tribe whenever you can).

Because your race is very religious by nature, you've investigated the different religions of Core Earth, and may have even found one you wish to participate in. It will take time to build faith in this new religion, but as you do you will gain power.

Personality: Everything about Core Earth fascinates you, and since you're always around Core Earthers you're always in a good mood. Even the fact that humans are repulsed by the way



you look puts you in a giddy mood — you've never encountered anything like that before.

Equipment: various Core Earth souvenirs.

Natural Tools: air pump (speed value 11), tentacles (+4/damage value 12).

Quote: "Let's listen to that Rolling Stones circle again."

Skill Notes: Your tag skill is *reality*. If you choose *faith*, pick a Core Earth religion to follow. You must take one add in *flight*.



Gang Member

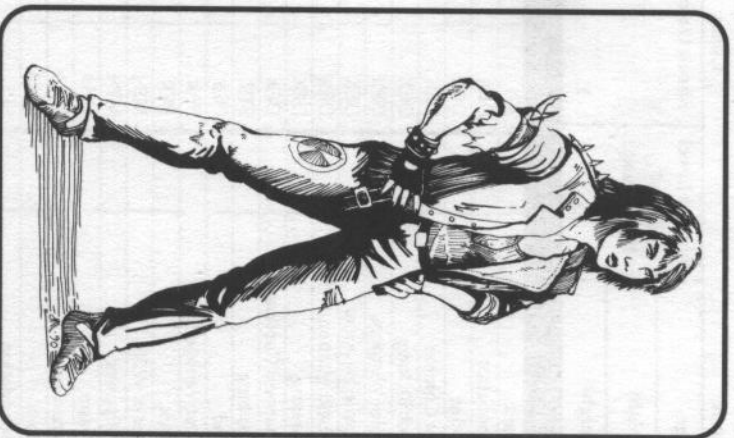
Player Name: _____

Cosm: Core Earth.

Background: You grew up on the streets of the city, learning the attitude and the score at an early age. You joined up with a gang to survive in the old neighborhood — after all, there's strength in numbers. On the street you learned to take care of yourself, using both fists and brains. You learned to be a thief when necessary, even though you hated to steal. You learned to hot wire cars, open locks, pick pockets. That was the way of the street.

Then the lizards arrived, and everything changed. Sure, the gangs got more powerful, but that scene got old fast. You saw that people needed your skills now, and if you helped them, worked to get your city back, there just might be a place for you when the wars were said and done.

Personality: You're tough, street-smart, and a bit of a wild thing. You pretend that nothing matters, that you don't care, but the longer this goes on, the more you discover about yourself and your true feelings.



Equipment: Leather jacket and pants (+2/armor value 11), gang col-ors, switchblade (+3/damage value 14), .38 revolver (damage value 14), spare ammo, baseball bat (+3/dam-age value 14), subway map, \$25.

Quote: "That's a tough neighbor-hood. But I can get you through there."

Skill Notes: Your tag skill is *lock picking*.



Edeinos Gone Native

Player Name: _____

Character Name		Home Cosm		Possibilities	
Age		Shock Damage		10	
Height		Wound Level		Core Earth	
Weight		Wound Wound Hvy Wound Mortal Dead		Magic Social	
		K O		7 21	
				Spiritual Tech	
				9 23	

Skill Add Attribute Value

Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat	3	DEX	13
Heavy Weapons		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Language		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith (not Keta Kallas)		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	9		
Toughness	12		
Perception	9	Trick	
Mind	9	Test	
Charisma	9	Taunt	
Spirit	8	Intimidate	
Movement Rates			
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment Value Level S M L

Long Bow	15	12	3-15	11-100	101-250
Grenades	14	22	0-3	4-08	9-15
Knife	12	7			
7.62 Minigun	27	22	3-250	251-1K	1K-2K

Bonus Chart

Die	3	5	7	9	11	13	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46															
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46							
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46



Edeinos Tech Prodigy

Player Name: _____

Character Name		Home Cosm		Possibilities	
Age		Shock Damage		10	
Height		Wound Level		Core Earth	
Weight		Wound Wound Hvy Wound Mortal Dead		Magic Social	
		K O		7 21	
				Spiritual Tech	
				9 23	

Skill Add Attribute Value

Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat		DEX	
Running		DEX	
Lifting		STR	
Air Vehicles		PER	
Evidence Analysis		PER	
Find		PER	
Land Vehicles		PER	
Language		PER	
Scholar (Mechanical Engineering)	3	PER	14
Trick		PER	
Artist		MIN	
Science		MIN	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	8		
Toughness	9		
Perception	11	Trick	
Mind	11	Test	
Charisma	9	Taunt	
Spirit	8	Intimidate	
Movement Rates			
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment Value Level S M L

.44 Magnum	17	22	3-10	11-15	16-40
Wrench	11	15			

Bonus Chart

Die	3	5	7	9	11	13	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46															
Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46							
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46



Edeinos Tech Prodigy

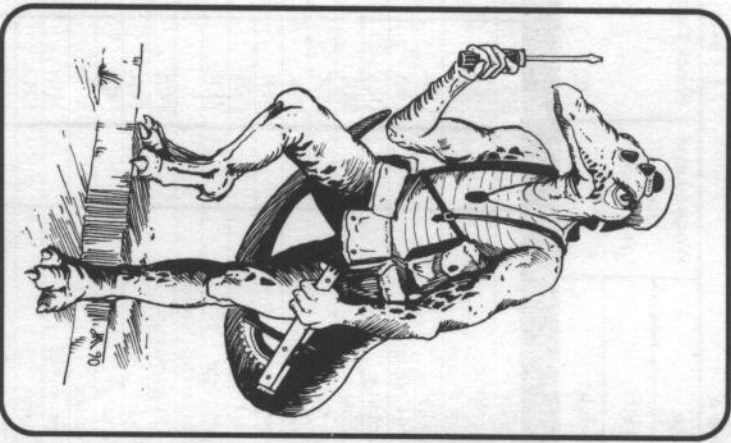
Player Name: _____

Cosm: Core Earth.

Background: You were captured when the human soldiers overran your tribe. One of the men took you as his own, and when you traveled back to his camp, you flipped over to Core Earth reality. Suddenly a whole new world opened up for you. You watched the soldier repair a jeep, and begged him to let you take a look at the motor. He explained what he was doing and you followed his lesson with uncanny ease. Soon you were the base runt, zipping around and fixing any mechanical device that needed to be tweaked. Most of the men who at first ignored you started treating you kindly, giving you candy and telling you stories about their past.

Then one of Baruk Kaah's tribes rolled over the base. The machinery didn't work any more and the soldiers were slaughtered. It was the second time in your life you'd lost your home, and you've decided that it's going to be the last. The world of machines is where you feel most comfortable, and that's the one you're going to fight for.

Personality: You're not that much different from a Core Earth kid of 10 or so. You want to be taken seriously but aren't, and it's even worse since you're a reptile and most humans don't know how to handle that. You're extraordinarily gifted when it comes to engineering and mechanical work, and often forget that not everybody else is.



Equipment: pouches, tool belt, tools, .44 magnum (damage value 17), various Core Earth trinkets.

Quote: "Of course the gasket was going to blow if you pushed the motor like that. What'd you think was going to happen?"

Skill Notes: Your tag skill is *scholar (mechanical engineering)*.



Edeinos Gone Native

Player Name: _____

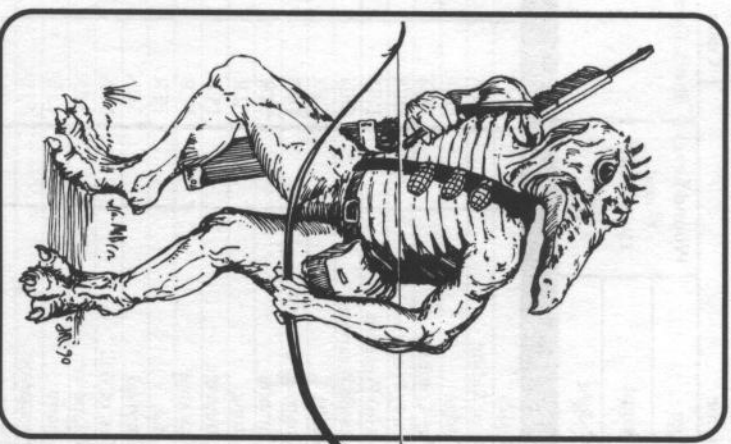
Cosm: Core Earth.

Background: You've left the tribe of Baruk Kaah to find out what passions drive the Core Earthers. You have lost the ability to connect with Lanala, but new experiences have opened up for you — particularly your ability to use and understand "dead" things (like machineguns). They do not seem evil to you at all, and in fact all these new experiences provide the constant excitement you still crave.

You still know things about the Living Land that the humans find very useful, but the miracles that were once yours to call upon are no longer there. You have found a new miracle, however. It comes in the form of a 7.62 minigun, and you have an uncanny ability to wield it with accuracy and precision.

You have pledged your loyalty to a human tribe, and now work to stop Baruk Kaah from destroying this cosm.

Personality: You are the noble savage in the strange land. The ways of Core Earth are new to you, but you try to experience them with all the intensity you once showed Lanala. You are fair, honorable, and a lot of fun — even if some of the things you do makes your human friends queasy.



Equipment: long bow (damage value 15), arrows, quiver, grenades (damage value 14), grenade bandolero, knife (+3/damage value 12), 7.62 minigun (damage value 27) ammo, Core Earth trinkets, \$25.

Quote: "Come! Let us celebrate this alliance! Hand me a Pepsi!"

Skill Notes: Your tag skill is *fire combat*. If you choose *faith*, pick a Core Earth religion to follow.



National Guardsman

Player Name:

Character Name		Home Cosm		Possibilities	
		10			
Core Earth		Social		Tech	
Age		21		23	
Wound Level		Magic		Spiritual	
Wound		7		9	
Hvy Wound					
Mortal					
Dead					
Weight		K		O	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat	3	DEX	15
Heavy Weapons		DEX	
Melee Weapons		DEX	
Running		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Land Vehicles		PER	
Tracking		PER	
Water Vehicles		PER	
Survival		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	12	Maneuver	
Strength	10		
Toughness	11		
Perception	8	Trick	
Mind	8	Test	
Charisma	8	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom			Range	
	Value	Level	S		M
Armor					
Kevlar	16	22			
Weapons					
M-16	20	22	3-40	41-250	251-400
.9mm Beretta	15	22	3-10	11-25	26-40
Knife	13	7			

Bonus Chart																					
Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



New York Cop

Player Name:

Character Name		Home Cosm		Possibilities	
		10			
Core Earth		Social		Tech	
Age		21		23	
Wound Level		Magic		Spiritual	
Wound		7		9	
Hvy Wound					
Mortal					
Dead					
Weight		K		O	

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Evidence Analysis	3	PER	14
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Trick		PER	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	9		
Toughness	11		
Perception	11	Trick	
Mind	9	Test	
Charisma	7	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom			Range	
	Value	Level	S		M
Armor					
Bullet Proof Vest	17	21			
Weapons					
.38 Revolver	14	20	3-10	11-25	26-50
Nightstick	12	6			

Bonus Chart																					
Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



New York Cop

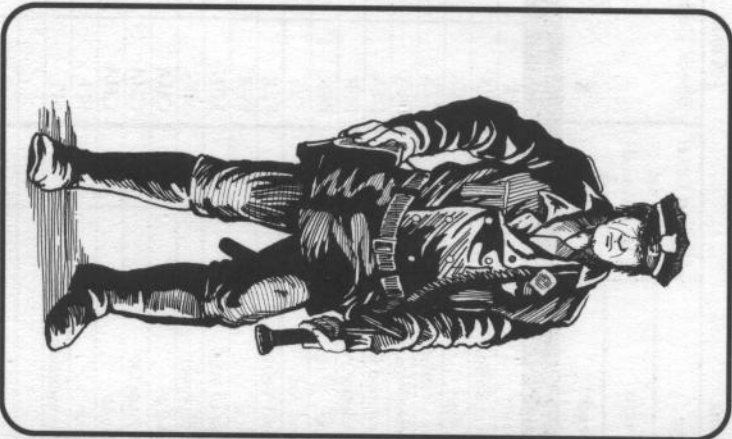
Player Name: _____

Cosm: Core Earth.

Background: You were walking your beat when the storm clouds burst and the invasion began. You did what you could, but soon found yourself out of the city, running from the invaders. Looking back at that fateful day, you realize that the reason you escaped was because you were able to *make car work*. It may not have seemed like much then, but after hearing all the stories you figure it must have been something special. And if you can do it again, then you have to go back and do your part to fight the invaders.

Now you're using all the police training the academy provided you with, as well as everything you learned on those tough city streets, and you're going back to live up to your vow—to serve and protect.

Personality: You can be a good cop or a bad cop, depending on what role you have to play. But the real you is a hardened officer of the law who saw too much on the street not to be cold. Still, you have a good sense of humor and you believe in your duty to uphold the law and protect the rights of citizens.



Equipment: bullet-proof vest (+6/armor value 17), .38 revolver (damage value 14), ammo, nightstick (+3/damage value 12), handcuffs, flashlight, walkie talkie, ticket book, pen, \$75.

Quote: "You have the right to remain silent, but I have a loaded .38."

Skill Notes: Your tag skill is *evidence analysis*.



National Guardsman

Player Name: _____

Cosm: Core Earth.

Background: Your National Guard unit was destroyed when the lizards finished off your state. During that last, desperate battle your buddies' guns all jammed and the trucks just stopped working. You've learned since then that the lizards change reality when they conquer an area. And more importantly, you've realized you've got a special gift because your gun *didn't* fail.

You've stuck around your home state, helping folks who are trying to survive, knocking off a lizard or two when you get the chance. Every once in a while you meet up with some folks from Core Earth on their way through the Living Land to do some damage to the scales. You join up with them for the duration, then part ways when they leave your borders.

You know that you should move out and join up with the militia of another state, but that doesn't feel right. Your goal isn't to defend someone else's home. The scales took your state, and you're going to do everything you can to make them pay.

Personality: You are sincere, loyal and true. You're a kid who means well, and isn't going to let a little invasion shift your principles. The world is a lot more insane than it used to be, and you're clinging to you're notion of home to keep you're mental balance.



Equipment: Kevlar armor (+5/armor value 16), M-16 (damage value 20), 9mm Beretta (damage value 15), ammo, knife (+3/damage value 13), compass, mess kit, rations, canteen, backpack, \$50.

Quote: "I say we take them out."

Skill Notes: Your tag skill is *fire combat*.



Profiteer

Player Name:



Royal Mountie

Player Name:

Character Name		Home Cosm		Possibilities	
Age		Shock Damage		10	
Height		Wound Level		Core Earth	
Weight		Wound Hvy Wound Mortal Dead		Magic 7 Social 21	
		K O		Spiritual 9 Tech 23	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Trick		PER	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion	3	CHA	14
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	8		
Toughness	8		
Perception	12	Trick	
Mind	8	Test	
Charisma	11	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom			Range
	Value	Level	S M L	
Armor				
Leather	11	5		
Weapons				
.45 Colt	16	20	3-10	11-15 16-40
Uzi	17	22	3-15	16-40 41-100
Lt. Crossbow	15	10	3-10	11-100 101-200
Knife	11	7		
Blackjack	11	9		

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Character Name		Home Cosm		Possibilities	
Age		Shock Damage		10	
Height		Wound Level		Core Earth	
Weight		Wound Hvy Wound Mortal Dead		Magic 7 Social 21	
		K O		Spiritual 9 Tech 23	

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Tracking	3	PER	13
Trick		PER	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	9		
Toughness	9		
Perception	10	Trick	
Mind	9	Test	
Charisma	10	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom			Range
	Value	Level	S M L	
Armor				
Leather	11	5		
Weapons				
.44 Magnum	17	22	3-10	11-15 16-40
Staff	12	6		

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Royal Mountie

Player Name: _____

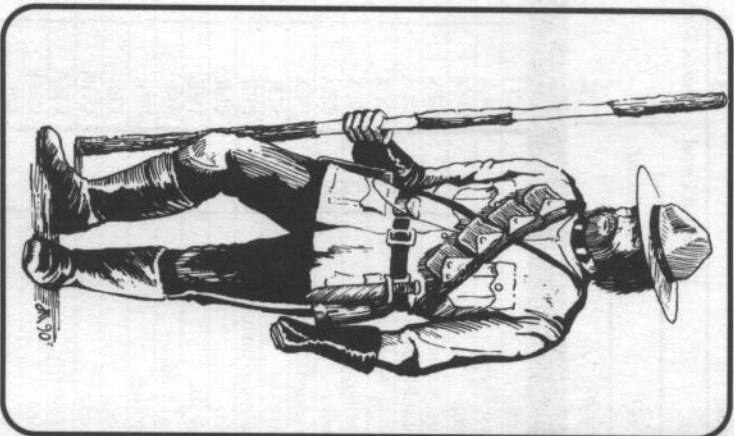
Cosm: Core Earth.

Background: You serve Canada as a member of the Royal Mounted Police. The government has been shaken up a bit, sections of territories have been lost, and your job is even harder than it was before. Luckily you've been trained to deal with the outdoors, so the edeinos threat doesn't throw you into tremendous confusion as it does so many others. You can track, hunt, and survive in the wilderness. You depend on a horse rather than a car, so your transportation isn't always switching off.

So far you've spent most of your time keeping order in the Core Earth settlements along the Living Land's boundaries, but the edeinos are starting to push again. Orders are beginning to arrive from higher up for reconnaissance missions into the lizards' habitat.

You're now part policeman and part soldier, which is fine with you, because you're perfectly willing to do whatever is necessary to preserve Canada.

Personality: You are stalwart, brave, and loyal. Your noble ideals are matched only by your selfless service to your country. You always get your man — even if it's a lizard.



Equipment: leather armor (+2/armor value 11), .44 Magnum (damage value 17), ammo, compass, horse, staff (damage value 12).

Quote: "Stop in the name of the LAW."

Skill Notes: Your tag skill is *tracking*.



Profiteer

Player Name: _____

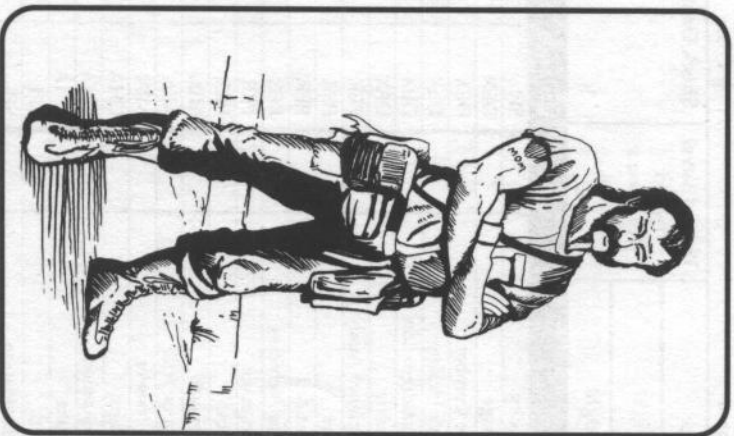
Cosm: Core Earth.

Background: You're a master of bargaining and you've got a knack for finding treasure. Treasure in the Living Land, though, doesn't mean jewels and diamonds. It means generators and canned food supplies left behind when people fled their homes. Small communities and major cities attempting to survive in the middle of the Living Land need your talents — and they're willing to pay for them. They pay you to find what they need, and you pick up anything else along the way that you might be able to sell.

You've got a rig you found off I-80 with a cab set up like a mobile home and loaded with weapons you found in deserted stores during your travels. You criss-cross the country and see the world as your home. Every once in a while you'll team up with someone who can offer you muscle or a skill you need.

The scales (except for those rare good ones) are your sworn enemies. Not only do they want to kill you, but they don't understand profit motives. On the other hand, if they weren't here you wouldn't be doing so well. You take cash when you can get it to spend back in Core Earth, and valuables to trade to other towns when you pass through.

Personality: You're cynical, though gregarious and quick witted. When all hope seems lost, your mind comes up with an angel to bargain your way out.



Equipment: rig and cab, .45 Colt (damage value 16), Uzi (damage value 17), light crossbow (damage value 15), ammo, bolts, knife (+3/damage value 11), blackjack (damage value 11), tools, maps, \$500.

Quote: "Sure I can get it for you. The price? *Very* reasonable."

Skill Notes: Your tag skill is *persuasion*.



Spartan

Player Name:

Character Name		Home Cosm		Possibilities	
Age		Shock Damage		10	
Height		Wound Level		Core Earth	
Weight		Wound		Magic 7	
		Hvy Wound		Social 21	
		Mortal		Spiritual 9	
		Dead		Tech 23	
		K O			



Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Air Vehicles		PER	
Evidence Analysis		PER	
Find		PER	
Land Vehicles		PER	
Language		PER	
Tracking		PER	
Trick		PER	
Water Vehicles		PER	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Persuasion	3	CHA	13
Intimidation		SPI	

Equipment	Value	Level	S	M	L
Armor					
Kevlar	16	22			
Weapons					
9mm Beretta	15	22	3-10	11-25	26-40
Uzi	17	22	3-15	16-40	41-100
Knife	13	7			
Short Bow	15	8	3-10	11-40	41-100
Spear	14	5	3-5	6-25	26-40

Attributes	Approved Actions
Dexterity 10	Maneuver
Strength 10	
Toughness 11	
Perception 9	Trick
Mind 9	Test
Charisma 10	Taunt
Spirit 7	Intimidate
Movement Rates	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Stalenger Optant

Player Name:

Character Name		Home Cosm		Possibilities	
Age		Shock Damage		10	
Height		Wound Level		The Living Land	
Weight		Wound		Magic 0	
		Hvy Wound		Social 7	
		Mortal		Spiritual 24	
		Dead		Tech 7	
		K O			



Skill	Add	Attribute	Value
Reality		SPI	
Flight		DEX	
Maneuver		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Lifting		STR	
Direction Sense		PER	
Find		PER	
Trick		PER	
Artist		MIN	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith (Keta Kalles)	3	SPI	14
Focus		SPI	

Equipment	Value	Level	S	M	L
Armor					
Weapons					
Tentacles	12	6	1-3		

Attributes	Approved Actions
Dexterity 9	Maneuver
Strength 8	
Toughness 9	
Perception 11	Trick
Mind 9	Test
Charisma 9	Taunt
Spirit 11	Intimidate
Movement Rates	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Stalenger Optant

Player Name:

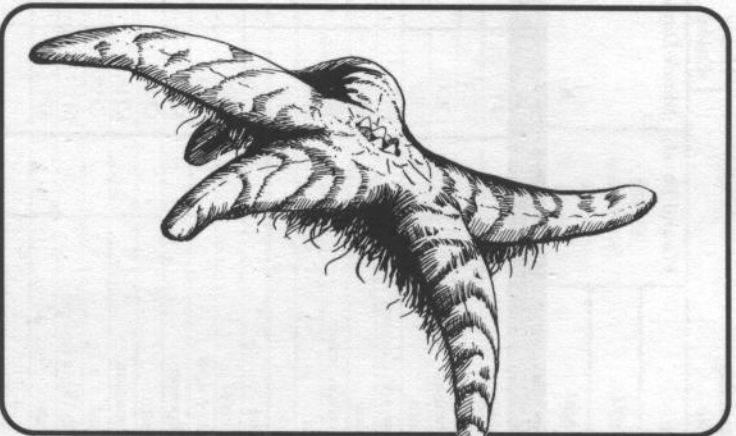
Cosm: The Living Land.

Background: You are a Priest of Life, a follower of Lanala, a member of the Jakatt religion. All sensation and experience is wonderful to you—you live from moment to moment in the glory of nature. But this religion that you have embraced has been perverted. Your Saar, Baruk Kaah, has blinded other Jakatts to his blasphemous use of dead things. Lanala is betrayed by these lies, and you have heard her call for revenge.

Now you have joined with others who oppose the High Lord and the other invaders like him. You assist Core Earthers and other “dead” folk, spreading the word to your fellow Jakatts and doing what you can to hinder and hurt Baruk Kaah and his gotaks.

You can call upon the miracles of Lanala, for she has granted them to you to use against the High Lord. You cannot abide the practices or tools of the Core Earthers, but you forgive their transgressions. One day, you know, you will be able to convince your friends to come out of the Land of the Dead and into the Life of Lanala.

Personality: You are a true optant—full of a love for life, for nature, and for exhilarating experiences. Sometimes your Core Earth friends don’t understand your prayers and meditation techniques, but that is all right; you don’t understand theirs either.



Equipment: None.

Natural Tools: flying pump (speed value 11), tentacles (+4/damage value 12).

Quote: “If you want a real experience, I recommend running head first into that tree.”

Skill Notes: Your tag skill is *faith* (Keta Kalles). You must take at least one add in *flight*, and one add in *focus*.



Spartan

Player Name:

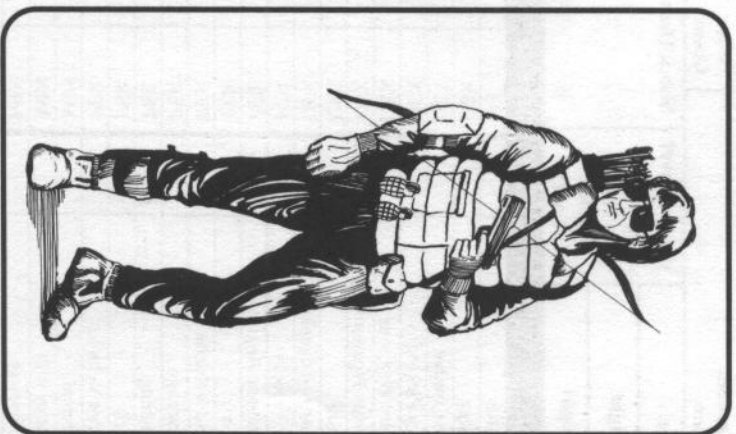
Cosm: Core Earth.

Background: You joined a government service because you wanted to serve your country. You were trained to be good at what you do—very good. Then America was actually invaded, and the Delphi Council was formed. This new agency quickly recruited you, making you a Spartan field agent. Now you’re outfitted to work in any reality you might encounter. Houston and Regina use you as liaison between themselves and pockets resistance forces within the Living Land, and you have free reign to handle yourself as you see fit—until an assignment comes along.

You don’t like the rumors you’ve heard about the Delphi Council, but you’ve seen no proof of wrongdoing yet. But you won’t do something that goes against your beliefs in the system.

Because of isolation, some people have lost faith in the government. This makes your job harder, but you don’t mind. You have a job to do—protect the country that raised you.

Personality: You are brusque, efficient, slightly removed from other people. You used to wear dark sunglasses for your work, and old habits die hard.



Equipment: Kevlar armor (+5/armor value 16), polarized sunglasses, 9mm Beretta (damage value 15), Uzi (damage value 17), knife (+3/damage value 13), short bow (damage value 15), spear (damage value 14), ammo, arrows, field radio, compass, \$1000.

Quote: “These are hard times, and hard times deserve hard actions.”

Skill Notes: Your tag skill is *per-situation*.



Vengeful Human

Player Name:

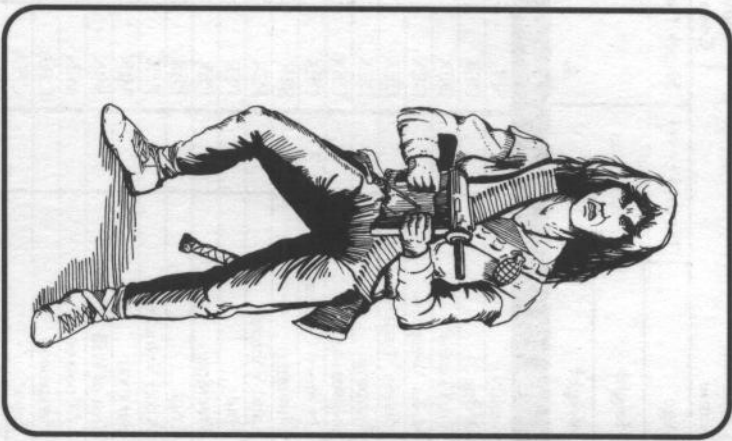
Cosm: Core Earth.

Background: You survived the invasion of your town by the lizards, but everyone in your family was killed. You managed to reach the safety of Core Earth, but you couldn't escape the memories. You don't care if what you do stems the tide of the invasion or if it has any long range effect at all. What matters to you is that you hurt the lizards for what they did to the people you loved.

You hire yourself out to anyone going into the Land, looking only for enough food to survive the day so you can kill tomorrow. Whenever a family is in danger you're there in a flash, with no thought to your own safety.

You tell people that eventually you'll have killed enough, that soon you'll be able to put it behind you, but you know you're lying. Vengeance is in your blood now. The day it's gone is the day you die.

Personality: You're burnt out emotionally, but wired physically. The fear of agaling someone you care about keeps you at a distance from nearly everyone, though your desire to protect people might allow you to befriend someone who needs kindness.



Equipment: Kevlar (+5/armor value 17), 9mm Beretta (damage value 15), Mac 10 (damage value 18), dagger (+3/damage value 12), club (+3/damage value 12), long bow (damage value 15), ammo, arrows, quiver, mess kit, rations, canteen, rope, \$75.

Quote: "T'll go."

Skill Notes: Your tag skill is unarmed combat.



Tech Wiz

Player Name:

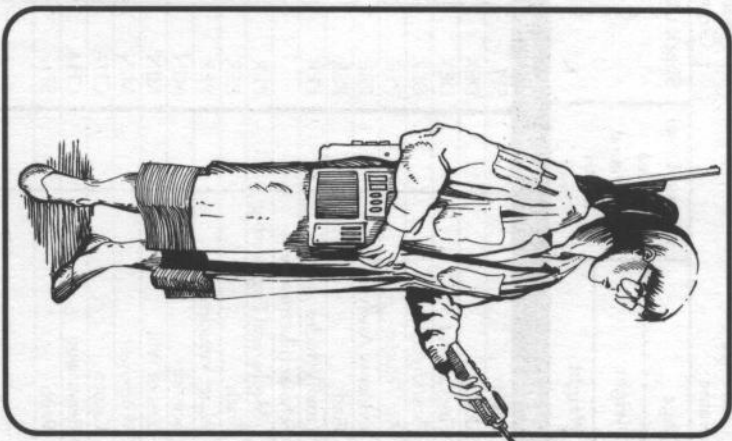
Cosm: Core Earth.

Background: Ever since you were a young child you had a knack for dealing with mechanical things, which was a blessing for the rural area you lived in. After all, there weren't too many other trained repairmen around. You could fix a car faster than anyone else, repair a TV without thinking about it, build a radio with your eyes closed. You're older now, no longer a kid. The folks around your parts started calling you a wizard a long time ago, as a joke, because of your ability with machinery. The tag stuck.

When the lizards hit and rolled their reality over the land a terrible thing happened. Machinery began dying. Things just stopped working for people. It didn't affect you too much, though. You figured it was because of your long association with machinery, but most other folks were stuck. And not only that, but nobody but nobody seemed to be able to repair the machinery they needed, even those you'd trained.

You've taken upon yourself to wander the Living Land and help folks who've got something that needs repairing. Sometimes you work in a big city like Philly, repairing rigs so they can go into the realm and salvage. Sometimes you visit a farming community that needs a tractor repaired.

Wherever you go though, everyone's always glad to see you, and slightly mystified at your abilities. But you know it's nothing. You just trust machines more than most people.



Personality: You're friendly and somewhat laid back. Very little gets to you. You love tinkering and fixing machinery—when a machine works, it's living according to its nature.

Equipment: tool kit, calculator, AK-47 (damage value 21), ammo, various spare parts, \$50.

Quote: "Yup. Hmmm. Oh. Ah, here it is ... Hmmm. Maybe it's this one ... Ah ha!"

Skill Notes: Your tag skill is scholar (electrical or mechanical engineering).



THE SOURCEBOOK OF PRIMITIVE REALITY

The Living Land

by Christopher Kubasik



Earth is at war, and reality hangs in the balance ...

In the turbulent Near Now of Earth's history, our world is plunged into the reality-changing Possibility Wars. Large areas of our planet have been radically altered, the very laws of nature mutated — portions of the Earth turned into *someplace else*.

North America has been invaded by the followers of Baruk Kaah, High Lord of the Living Land. Now, a realm of dinosaurs and spiritual magic stretches across the continent. From New York to Ohio, from Sacramento to Washington State, and throughout the tundra wastes of Canada, a primitive, violent reality has impressed itself on our world.

The United States is a savage place. Dinosaurs crash through deserted cities. Blood-crazed tribes of humanoid lizards roam unchecked. The U.S. and Canadian governments struggle to retain control of those areas not yet affected by the unending reality storms. Technology no longer functions in the primitive realm. Our weapons of war have been rendered useless by the altered laws of nature. Only you, the Storm Knights, can save our reality from the invading hordes.



A Companion Volume to the Torg Roleplaying Game

The Living Land Sourcebook is part of *Torg*, an epic game of adventure, magic and altered reality. This volume includes information on the primitive realm of Baruk Kaah. It features source material on the Living Land and its effects on the United States and Canada, gamemaster material for incorporating this realm into *Torg* or other roleplaying games, and new rules for primitive magic, creatures, races, and Storm Knights operating in the Living Land.



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