

An Adventure for *TORG: ROLEPLAYING THE POSSIBILITY WARS™*

TORG

THE FOREVER CITY



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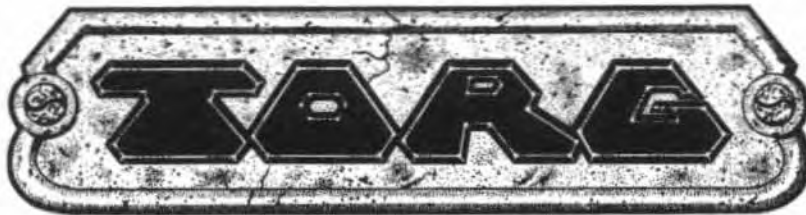
Part Three of the Relics of Power Trilogy

THE FOREVER CITY

By C. J. Tramontana

Part Three of the *Relics of Power*™ Trilogy





Roleplaying the Possibility Wars™

The Forever City

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Prologue

"Quem Jupiter vult perdere, dementat prius; those whom God would destroy, He first makes Stormers."

— Pope Jean Malraux I



England: The Near Now.

Menacing shadows greyed the legendary white cliffs of Dover, the heavy clouds of the reality storms hovering threateningly nearby. A cloaked figure stood on the edge of the cliffs, watching a distant form as it emerged from the evening fog and swooped down toward him.

"Greetings Manwaring," spoke the Ravagon, "I bring a message from Thratchen, who acts in the name of the Gaunt Man."

The cloaked figure seemed unimpressed by the winged demon. Indeed it was the Ravagon who was ill at ease, not meeting the eyes of the man who stood before him.

"There was a time," the man said, "when no one could 'act in the name of the Gaunt Man' — and live. Tell me, Ravagon, what goes on at Illmound Keep?"

The Ravagon hissed and moved toward the man threateningly. "That is none of your concern, Manwaring. Yours is only to follow orders — regardless of who issues them."

Manwaring stood his ground. Looking up into the Ravagon's face, he smiled, bearing his fangs. Startled, the Ravagon stepped back, and looked into the vampyre's eyes and was transfixed.

"I have never drunk the blood of a demon," the vampyre said, holding the Ravagon with the strength of his will, "they say it is bitter, but powerful. Perhaps I should try it now, eh?"

The Ravagon showed remarkable resistance, bringing one winged claw up to block the vampyre's gaze. Choosing not to press the issue, Manwaring averted his eyes. "Perhaps some other time, then. What is your message, courier?"

Once released, the Ravagon raised

its claws to slash the vampyre to the ground. But at the last instant, it too relaxed, though it continued to flex its talons as it spoke:

"This grows tiresome. I assure you I dislike having to work with you as much as you do I. I suggest, however, that we make every effort to cooperate — for both our sakes."

"Yes," the vampyre replied, "no doubt your master watches even now through his accursed mirror. Has he seen all that has transpired from the beginning?"

"He has seen much. How much, I do not know. There are places on this accursed planet where even his magic does not suffice."

The vampyre turned and spoke into the sky. "If he does not know it yet, tell him that the Stormers are near. And that I shall soon have this shard of damned Eternity."

"He commands you to wait," stated the Ravagon. "He must know more about this Eternity Shard and its purpose, before you strike."

"Then I am to stand idly by while those Stormers do as they please?"

"You are to see that the Stormers are allowed to complete their quest without interference from other High Lords. Once you discover the true purpose of the Possibility Chalice, then you may ... feed. Assistance will be available, if you require it."

As the Ravagon spread its massive wings, it spoke a final word. "Perhaps after that, I shall visit you again and we can continue our discussion about blood."

As the Ravagon took flight it lashed out at Manwaring with a razor-sharp talon. Just a scratch, it thought, a little blood — on account, as it were. But before the beast could strike, the vampyre disappeared into the fog in a rustle of cloak and leathery wing, his booming laughter echoing off the clouds and then fading into nothing.

The Ravagon scowled as it took to the starless skies. If there was one thing it disliked most about the undead, it was their penchant for dramatics.

France: The Near Now.

"Tell me again how you have failed the Holy Mother Church."

The accused, stripped of his cyber weapons and enhancements and clad in a robe of coarsely-woven cloth, raised his head and looked into the smooth-jowled face of the Grand Inquisitor.

"The map ... was not complete ... when I reached the temple."

"And?" urged the Grand Inquisitor, his word softly spoken, his eyes hard, having already mentally judged and sentenced the failed cyberknight.

"And then *they* came ... the Stormers, bearing the missing tiles."

"But you did not bring these tiles back to the Council of Bishops," stated the priest.

"I set traps ... I fought," said the prisoner despairingly, knowing that he was already many paces down the road to damnation.

"Not well enough."

"I was one. They were many."

"My strength is as the strength of ten, because my heart is pure," quoted the Grand Inquisitor.

"That was Galahad."

"And you are a failure and a heretic," pronounced the priest. "You fell before the puny onslaught of a band of Stormers. You have failed the Church."

"I ... I made a visual record ... of the tiles already on the temple wall," said the prisoner, a note of entreaty beginning to enter his voice. "I sent them back to France via satellite uplink ..."

The Inquisitor's eyes narrowed. "Let us see these photographs," he snapped, "and perhaps there may yet be hope for your soul. Given the proper *penance*."

The prisoner winced. "There is a *password*, Father. I can't tell you ..."

The priest did not argue. He simply thought for a moment, and then spoke.

"Heresy."

The prisoner sighed. The inquisitor reached into the chained man's coarse smock and pulled out a manilla envelope. He continued his speech as he opened the envelope and glanced over





the 8 x 10 glossies. "It was a poor choice of words, for one in your position."

The priest leaned close to his prisoner, "The Church is much like the Lord we worship," and this last part he whispered, "*we are omnipotent!*"

Satisfied, the priest moved away from the prisoner and stood motionless in the far corner of the chamber.

"Thy soul is damned for all eternity. End program. DeVris, memory one — gosub Hell, infinite loop. Erase backup."

The prisoner tried to scream, but it was too late. Spewing a shower of data, the program which was the cyber-memory of Pierre DeVris was sent to the part of the GodNet called "Hell."

The inquisitor crossed himself, turned on his heel and exited the chamber.

The Ukraine: The Near Now.

She knelt in the snow for some time. Her pants were soaked through, and

her face reddened by the biting cold. She felt nothing.

"Katrina."

It was a voice she knew well, one which surrounded her with comfort and security. It was Nicolai Ondarev, head of the Soviet Institute of Psychic Research, and her friend.

"Katrina, please. It grows dark."

Katrina Tovarish rose stiffly from the snow, and Nicolai was instantly by her side, warming her with a woollen blanket. "You baby me like my mother, Nicolai."

Together they walked back to the car. Katrina's mind wandered still, remembering the paths that only she could tread.

"There is an energy," she began, "not unlike that of the stela." Her sightless eyes shifted skyward. "Yet it is different somehow — without malice. Its purpose is not to bring pain, but to ... to send a *message*, I think.

"A message?" Nicolai broke in, "To whom?"

"To all of us."

Nicolai paused to consider Katrina's words. Over the months he had learned to decipher her riddles, yet this meant nothing to him. Finally, he surrendered.

"And what is the message it sends?"

"I do not know," she responded, frustrated. "I only know we must find it, although it is distant."

"Where?"

Katrina unfurled her pale arm from beneath the heavy blanket and pointed out over the rolling hills to the west. "Somewhere, that way."

"We must leave now," she said urgently. "I feel that it could be very important ..."

"What is important," Ondarev quietly stated, "is that you change out of these wet things, climb into bed and get a good night's rest. Whatever is out there can wait until morning."

"You are a mother at heart, Nicolai."



Thebes: The Near Now.

Clear blue water once more lapped against the stone walls of the sacred lake and scintillated under the brilliant sun of Upper Egypt.

Across the lake, to the northeast, stood the Great temple of Amun. An avenue of ram-headed sphinxes led northwest from the main gates of the temple precinct to the sphinx-lined roads that led southwest along the Nile to Karnak and Luxor.

Pharaoh Mobius, dressed in the tightly cinched linen skirt and double plumed headdress of Amun-Re (Amun in his aspect as Re), handed to his companion the ankh, which he carried in his left hand, and the ceremonial switch, which he clenched to his chest with his right hand.

Bending, Mobius searched through the sands until he found a flat stone. Standing, and with a sidearm flip of his hand, he skipped the stone across the waters of the sacred lake.

"You see, Wu Han? A few exciting bounces and soaring hops. Then, having spent all its energy and gained nothing, it sinks to the bottom. Even the ripples it created in its passage have settled and disappeared."

"Yes, Pharaoh, I see the rock sink, but I don't —"

"You, Wu-Han," explained Pharaoh Mobius, "in your excitement over the quest for an Eternity Shard, skipped to the Living Land, soared to a temple in India, hopped at the chance to obtain plans for an atomic bomb, spent all your energy, and sank to the bottom. And for what, Wu-Han? To see the puny ripples, the effects of your actions, fade into nothingness."

"My Pharaoh, the bomb —"

"The bomb is as dust beneath the wheels of my chariot compared to the power of the Eternity Shard. You have failed me, Wu-Han."

Mobius brushed his hands, dusting off the few remaining grains of sand left over from his search for the stone, turned to Wu-Han, and said, "Come, walk with me."

"Where, mighty Pharaoh?" asked Wu-Han, beginning to fear for his life and, at the same time, to formulate strategies that would save it.

Sensing the unease in his Overgovernor of Memphis, Mobius chuckled and said, "Not far, my old friend. Just to the chambers below the temple of Amon-Re-Harakhty."

"Not the *Omegatron*," declared Wu-Han, planting his feet as firmly as he could in the shifting sands beneath them.

Mobius laughed heartily at this overt statement of his minion's fear and, when his laughter subsided, said, "No, not *that*. I have come up with something *new* to aid us in the consolidation of the Tenth Empire of the Nile."

Nodding acquiescence, but preternaturally alert, ready to battle even the Pharaoh to avoid that terrible machine, Wu-Han followed Mobius into the sanctuary and then beneath the temple of Amon-Re-Harakhty.

"Observe" urged Mobius as he clapped his hands three times. A circle of priests surrounding a massive stone brazier began to chant. Two burly shocktroopers dragged a young girl into the room. She was bound by the wrists and ankles, but did not struggle, for her eyes showed the hazy film of a drug-induced stupor.

Mobius motioned with one hand and the girl was tossed into the lit brazier. A cloud of blue sparks billowed up from the fire, obscuring the girl. As the chanting priests reached a crescendo, another burst of sparks exploded from the brazier. The fire was instantly extinguished, leaving the chamber in darkness.

As the shocktroopers lit torches, the darkness dissipated. The young girl was gone. In her place sat, unfettered and regal in bearing, a woman wearing: a red crown; a collar

studded with blue and red faience, colored glass, and beaten gold; and a sheer, long pleated skirt that reached from her ankles to just below her breasts and was supported by two straps over her shoulders.

She held an ankh, two crossed arrows, and a shield in her hands. Her slanted, painted eyes looked with goddess-like aloofness at Wu-Han and Mobius.

"Welcome, avatar of Neith, goddess of war and hunting," Mobius began. "We beseech your aid in the search for those who would stand in the way of the greatness of Upper and Lower Egypt, of this the New Empire of the Nile."

Wu-Han was puzzled. "But ... how can this be? The Walking Gods are bound to their tombs and temples. Surely even *you* can't —"

"There is nothing I cannot do, Han. The sooner you realize this, the sooner you will abandon your tiresome ambitions and join me in the business of subjugating this cosm to my rule."

The goddess looked at Mobius in his Amon-Re attire. Partly because of his resemblance to the creator god, partly because she desired Egypt in all its glory, and partly because the spell which summoned her guaranteed her loyalty to Mobius, Neith nodded and said, "I shall hunt, and what I hunt I shall find."

"She is yours to do with as you wish in this matter, Han — as is one other who will answer to her. You have received what few others have from the hand of the Pharaoh; a second chance. I assure you, this is the limit of my charity."

Han bowed low and backed out of the chamber.



Introduction

The *Forever City* is an adventure for *Torg: Roleplaying the Possibility Wars*. You must have the roleplaying game to run this adventure. Adventures for *Torg* take place on Earth in the Near Now. Earth has been invaded by six powerful beings from other realities. The *High Lords*, the leaders of the invaders, have the power to conquer the reality of our universe and impose their own truth in its place.

Although the High Lords worked together in the invasion of Earth, the disappearance of their leader, the Gaunt Man, has allowed each of the

former allies to pursue his won goals with an unchecked will. Each of the High Lords is now in competition with the others to gain enough power and possibility energy to lay claim to the Gaunt Man's title of *Torg*.

One way for the High Lords to gain power is to collect the numerous *Eternity Shards* that are scattered throughout our world. These mysterious relics come in an infinite variety of shapes and sizes. Their power allows anyone who possesses a shard to shape and control the nature of reality itself.

Many of these shards are tied directly to Earth's own history in the form of ancient relics (the American Indian *Heart of Coyote*, for example). The High Lords have been digging into our world's past, looking for obscure clues that might lead them to these objects of power—a power that will enable the finder to rise above the other High Lords and become the *Torg*.

The Forever City, which is the last third of a trilogy entitled *The Relics of Power*, concludes the story of a pursuit of an Eternity Shard and the quest to use its power against the High Lords. Although *The Forever City* can be played as a stand-alone adventure, it continues the action that began in *The Destiny Map* and advanced through *The Possibility Chalice*.

These three adventures follow a group of Storm Knights on a colossal quest that takes them around the globe as they seek an ancient and hidden city wherein the true nature of their quest is revealed.

manship of the map, Stevenson decided to take the tiles as souvenirs, but was interrupted in his theft by a temple guard. Stevenson made his escape with only five of the nine tiles.

A few years later, Stevenson was recalled from India and sent to Boston to help deal with the Empire's upstart colonies in the New World. Stevenson served courageously in the war against the Colonists until the battle of Cowpens, where his unit surrendered. When the war ended, Stevenson decided to turn his back on Great Britain and make his life on the American continent.

Now married, Stevenson traveled west into the unexplored lands of what would become Indiana, to carve his own steading out of the wilderness. The Stevenson family (whose name was eventually shortened to Stevens) prospered until, many years later, the farm was swallowed in the throes of an earthquake. Everyone and everything on the farm (including the tiles that Stevenson had carried across three continents) was lost under a thick layer of soil and rock.

Stevenson and his farm would most likely have been completely forgotten, had the Earth not been invaded by the Possibility Raiders. However, the temple that Stevenson robbed in 1766 was actually a place of power, pointing the way to an ancient artifact called the Possibility Chalice. This fabled chalice is, in fact, an Eternity Shard of great power and imbued with tremendous possibility energy.

In the adventure *The Destiny Map*, Doctor Mobius, Kanawa-Sama, and other High Lords discovered traces of the history of the chalice and the tile map. These High Lords sent agents around the globe to find the tiles, hoping that they would point to the location of the ancient temple and the tiles still there. The reconstructed map, they assumed, would show the final resting place of the Chalice.

Hot on the trail of the agents of the High Lords was a party of Storm Knights who ultimately managed to

Important Note

Aside from certain props, the contents of this adventure are for the gamemaster only. If anyone who is going to be a player in this adventure reads this book, he will be ruining the fun for himself and for everyone in the group.

The gamemaster, on the other hand, should read the book completely before attempting to run the adventure. By doing so, the gamemaster can familiarize herself with the various events in this adventure and with the motives of the involved factions. Forearmed with this knowledge, the gamemaster will be able to handle, in a manner that will not conflict with later details and events of the storyline, any unexpected behavior on the parts of the characters.

If the gamemaster has time and has access to a photocopy machine, she should copy the props to be given to the players before play begins. She should also copy the Gamemaster Character Records section at the end of this book, as well.

Adventure Background

William Stevenson was a soldier who served in the British Army during the 18th century. While stationed in India in 1766, Stevenson stumbled upon an ancient temple. Inside the temple, he found a mysterious map made up of nine tiles fastened to a wall. Awed by the beauty and crafts-



acquire the tiles, find the temple, and rebuild the map. When all the tiles were reassembled in their proper positions, a small cup-shaped icon appeared on the map, pointing out the location of the Chalice.

In the second adventure of the trilogy, *The Possibility Chalice*, we learn that others had been on the trail of the Chalice even before the arrival of the Possibility Raiders. During the time of the First Crusade to regain the Holy Land (1095-99), long before Stevenson looted the tiles, a lone Christian Knight, following rumors of the legendary Holy Grail, wandered into India, found the temple of the tiles, and viewed the map.

He could not interpret the cryptic writing on the tiles, but the icon of the Chalice resembled the grail. Continuing his weary quest, the Knight traveled to where the map indicated was the resting place of the Chalice—halfway around the world, somewhere on what was then a large isthmus of Siam.

In Siam, at the location shown on the map, the Knight found a temple. Overcoming the many physical and spiritual dangers of the temple, the Knight eventually reached its inner-

most chamber, where he found a chalice, a large cup encrusted with red and blue gemstones—a chalice that could not be the simple Grail of Christ.

Heartbroken, the Knight took the Chalice with him when he returned to England and presented it as a gift to his eldest son who, in turn, passed it on to his heirs. In time, the Chalice disappeared into the obscurity of museum artifact preservation.

(Hundreds of years later, another explorer found the temple of the Chalice. Unlike the Knight, the explorer was unworthy and set off the spiritual traps guarding the temple. The temple and the surrounding lands fell into the bottom of the Gulf of Thailand.)

The Chalice eventually fell into the hands of Casper Babbidge, a curator at the London Museum, who had been transformed into a mage by the invading axioms of Aysle. With his new powers, he located the sunken temple and left a message there in hopes of collecting more information on the curious object whose study had become his life's obsession.

Unfortunately, while delving into the Chalice's background, Babbidge had not been circumspect enough, and

Lord Uthorion learned of and became curious about the item in his possession. Babbidge and the Chalice were abducted by a dark wizard, a lieutenant of the former High Lord.

At the same time, the sunken temple of the Chalice was discovered by a Kanawa research team searching for Eternity Shards. The research team began excavation.

In *The Possibility Chalice*, a group of Storm Knights find the sunken temple; receive the message left by Babbidge; are hired by Tolwyn Tancred, Captain of the Home Guard of Aysle; rescue Babbidge; fight a pitched battle against the dark wizard for the Chalice; and realize that they must now bring the Chalice to the final location indicated on the Destiny Map in order to "light the Signal Fire to call our distant saviors"—a quest that is described in this adventure, *The Forever City*.

The Chalice

The Possibility Chalice

Cosm: Core Earth

Possibilities: 50

Tapping Difficulty: 30

Purpose: To light the Signal Fire and call the distant saviors. To be a beacon for all Storm Knights, a rallying point of resistance to the High Lords.

Powers: If an action is taken near the Chalice, from one to three Possibilities may be extended to the character, regardless of whether or not he attempts to tap the shard.

Restrictions: The Chalice's Possibilities may only be used for a skill that does not bring harm to another living being. The "free" Possibilities are only extended to those actions that involve communicating with other

Storm Knights, or actions that would help rally Storm Knights.

When the Knights gained possession of the Chalice, they also gained a chance to purchase the group power *herald*, which sends an ethereal packet of information from one cosm to another (see the *Torg Rules Book*, page 109).

Herald

Purchase: 20

Use Cost: 2

Coordination: 8

Difficulty: 22

Range: na

Duration: one round

Effect: allows characters to send messages to other cosms

The Stand-Alone Adventure

If you do not plan to run this adventure as a part of *The Relics of Power Trilogy*, much of the background information will have little meaning to your players. They will not be aware of the temple, nor the tiles, nor the ultimate destiny of the Chalice.

However, the adventure is constructed so as to be able to be played on its own. Once the players begin (see the sidebar in the "Starting" section), events will carry the action logically from scene to scene. Meanwhile, bits of the background information can be presented to the players as tantalizing pieces of historical trivia. Additional comments about running this adventure as a stand-alone can be found in the text of the various acts.



Starting the Stand-Alone

When the adventure begins, the characters are in Aysle, in possession of both the Possibility Chalice and knowledge of the Destiny Map. They must know they are seeking to "light the Signal Fire," as foretold by the Destiny Map, in order to help Earth in its struggle against the High Lords.

Because every group of player characters in a stand-alone adventure is going to begin under different circumstances (obviously a group of Ayslish Dwarves and Elves will have a different perspective than that of a group of Nippon Ninja) you will have to determine how the adventure should start for your particular players' characters. Is the group just passing through Aysle, or were they summoned by Tolwyn or their old friend Caspar Babbidge? You might consider asking your players to help you work out the logic of the details. They, as well as you, will enjoy a chance to flesh out the narrative.

Give the players the map of Asia with the notes scrawled on

it. Tell them that the notes were made from a translation of the tiles by a Storm Knight scientist who had visited the temple in India shortly after the events described in *The Destiny Map* adventure. Read them the translation:

YOU HAVE FOUND THE
TEMPLE OF THE MAP

HERE WHERE THE HU-
MANS JOIN HANDS

THE TIME OF POSSIBILITIES
HAS BEGUN

SEE NOW THE RESTING
PLACE OF THE CHALICE

FOR ALL THESE UNTOLD
EONS

YOUR DESTINY CALLS
YOU THERE

TO ACCEPT THE DEFEAT
OF THE FOUR COLORS AND
FIND THE CHALICE

THEN CARRY THE CUP
NORTH FROM THE TEMPLE
OF THE MAP

TO WHERE THE MEN OF
THE NORTH JOIN HANDS
AND LIGHT THE SIGNAL
FIRE

TO CALL OUR DISTANT
SAVIORS

Adventure Synopsis

This adventure follows directly on the heels of *The Destiny Map* and *The Possibility Chalice*. The Knights have obtained the Possibility Chalice, gained its awesome group power of *herald*, and returned to Aysle.

In Act One, the Storm Knights are attacked by minions of the Cyberpope. Under questioning, their attackers confess that there is a plot afoot concerning the legend of the Possibility Chalice. Supposedly, the Cyberpope has acquired the "Signal Fire" that was mentioned in the instructions on

the Destiny Map. In an attempt to beat the Storm Knights to the location shown on the map, he is using the Orient Express to transport the Signal Fire across the European continent.

The Knights also learn that the head of the Cyberpapacy's London underground will also be aboard that famous train. Cyberpapist activity in London has reached epidemic proportions of late, all but paralyzing Her Majesty's Government. Capturing the leader could deal a major blow to the Cyberpapacy's intelligence organization.

Given the train's significance, the Knights most likely decide to take a ride on the Orient Express.

In Act Two, the Storm Knights board the Orient Express in Brussels. Once aboard, they encounter many suspicious characters, including a chubby underworld figure, a young Russian psychic and a certain nocturnal creature with a taste for human blood. They may defeat the minions of the Cyberpapacy, expose the leader of their London underground; and/or acquire the fabled Signal Fire.

Eventually, (if they haven't figured it out already), they learn that this Signal Fire is false, merely bait in a trap devised by the Cyberpope to capture the Knights and the Possibility Chalice.

The interlude which concludes Act Two brings the Knights from Europe to the magnificent Himalayan mountains of Tibet.

In Act Three, an attack by Nile Empire fighter planes, out to destroy the Storm Knights, forces the Knights to make a crash-landing among the towering peaks of the Himalayan mountain range. On foot, the Storm Knights cross the frozen snowcaps to the location indicated on the Destiny Map. During their journey, some natural (avalanche, frostbite, etc.) and unnatural (a Yeti) dangers besiege them.

After much hardship, the Storm Knights find the plateau that holds the ruins of an ancient and wondrous city. But also in search of this city is a powerful vampyre and his minions. The Storm Knight find themselves in a race to the city and a desperate battle against the forces of the night.

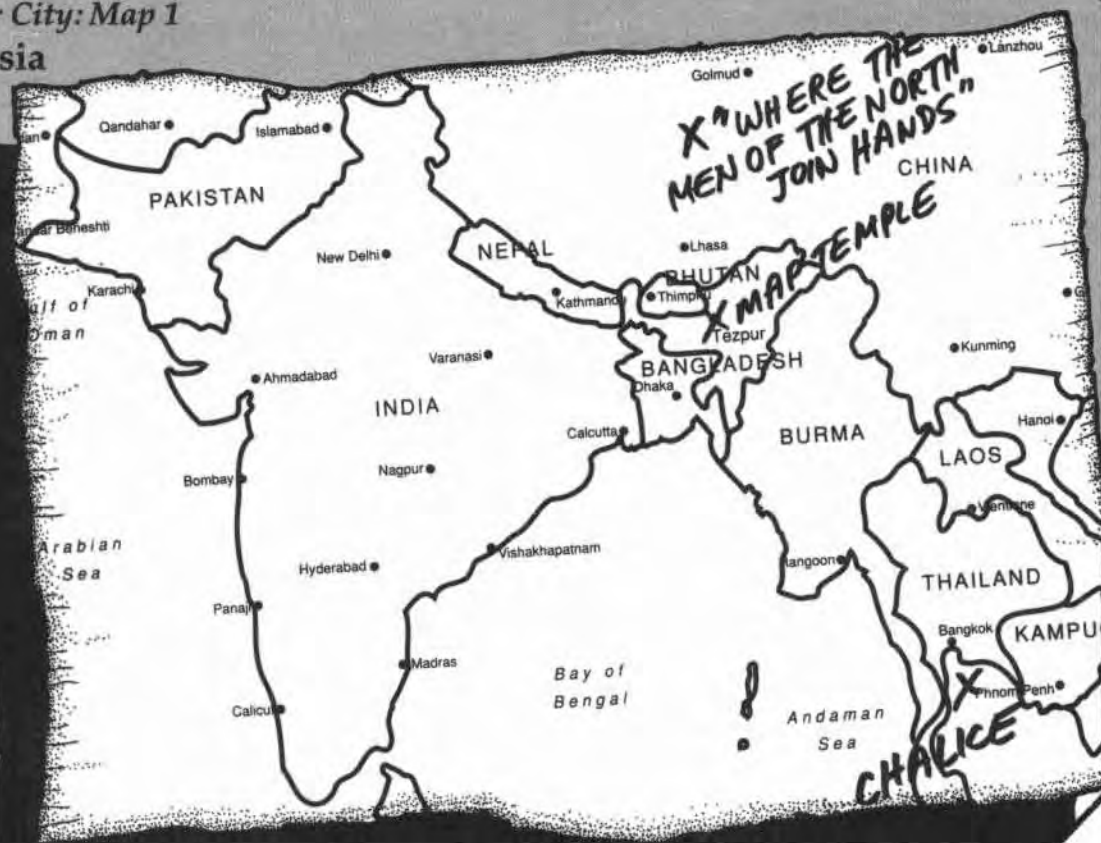
During Act Four, the Storm Knights explore the ancient city, seeking the true Signal Fire. After battling images of Egyptian gods sent by the Pharaoh Mobius, at long last they come to "where the men of the north join hands," where, according to the text on the Destiny Map, they can finally complete their quest.

The Storm Knights use their *reality* skills to overcome certain obstacles and pass an ancient test. Finally, they use their *herald* group power to ignite the Signal Fire, completing the quest of the *Relics of Power*. Their deeds on this day will have unforeseen consequences for the future of the Earth.





The Forever City: Map 1 Map of Asia



Starting The Forever City

Since this adventure is the third in the *Relics of Power* trilogy, getting it up and running is quite easy. Simply pick up the action where the second adventure left off. During the interlude between the second adventure and this one, the characters have time to rest, recuperate, re-equip, and return to Aysle and Tolwyn.

When this adventure opens, the Storm Knights must be in possession of the Destiny Map, or a modern map on which has been marked the location of the signal fire, or, at the very least, knowledge of that final location. They must also be in possession of the Possibility Chalice. It is this object of power that must be taken to light the signal fire.

If this adventure is being played as part of the *Relics of Power* trilogy, then the party of adventuring Storm

Knights will have these objects. If this is being played as a stand-alone adventure, see the sidebar on running a stand-alone adventure for hints on how to work these details into your storyline.

Cyberpsychosis

Because many of the adversaries the Storm Knights face during the course of this adventure are equipped with cyber enhancements, we have included a table to help you determine the effects of cyberpsychosis (see page 40 of the *Torg World Book* for an explanation of cyberpsychosis).

(Note: As of this writing, cyberpsychosis is still under development. A more complete Cyberpsychosis Table will be found in the upcoming *Cyberpapacy Sourcebook*.)

Getting Cyberpsychosis

Whenever a character with cyber enhancements is in a stressful situation, she must check for cyberpsychosis. The character generates a *Spirit* total and compares it with her *cyber value*. If the total is less than the *cyber value*, the character suffers from cyberpsychosis. (Note that the character checks for cyberpsychosis only once per stressful situation.)

Using the Table

The character must roll on the table below whenever she fails a cyberpsychosis roll. The character generates a total, using the number by which she failed her cyberpsychosis roll as the base value. When generating the cyberpsychosis total, reroll 10s and 20s.



For example: a Cyberknight fails his cyberpsychosis roll by five. The gamemaster generates a total with the failure number of five as the base. The gamemaster rolls a 15, for a bonus of 2, and a final total of seven. Looking under the "7-9" row on the table below, the gamemaster discovers that the cyberknight suffers a "minor systems scramble."

The Response Form

On page 64 of this adventure is a special response form. Once you've completed the adventure, please fill it in and mail it to us. This adventure depicts pivotal events in the Possibility Wars and we want to know how every group makes out. To fill out the form, please refer to page 13 of *Infiniverse Campaign Game Number One* (which comes in the boxed *Torg* game set). Then mail it to the address on the form.

Infiniverse

If you really want to get into the full *Torg* experience, subscribe to the *Infiniverse Campaign Game*. *Infiniverse* is a 16-page newsletter that includes adventure hooks, new rules, monsters and villains, equipment, templates, spells and miracles, letters from readers, answers to rules questions, and the continuing campaign game that lets you contribute to the outcome of the Possibility Wars. You'll also get a custom response page with every issue that gives you information that is specific to your campaign.

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What's it cost? A subscription for 12 issues is \$25.00. If you don't live in the United States and we have to mail to a foreign country, the cost is \$30.00. Just send a check or money order for the

The Cyberpsychosis Table

-10 or less	Gain strength from your psychosis: reduce the character's cyber value by 2.
-9 to -7	Gain strength from your psychosis: reduce the character's cyber value by 1. Do nothing else this round.
-6 to -2	Minor Mental Block: -1 on mental skills and attribute checks for this round.
-1 to 1	Minor Physical Revulsion: -1 on all physical and mental skills for this round.
2-6	Freeze: do nothing for 1 round.
7-9	Minor Systems Scramble: one of the character's cyber systems is inoperative for 2 rounds.
10-12	Mental Block: -2 on mental skills and attribute checks for next 2 rounds.
13-16	Physical Revulsion: -2 on all physical and mental skills for next 2 rounds.
17-19	Confused: do nothing for 2 rounds.
20-21	Major Mental Block: -3 on mental skills and attribute checks for next three rounds.
22-23	Major Physical Revulsion: -3 on all physical skills for next three rounds.
24-25	Cyberfear: increase cyber value by 1.
26-27	Paralysed: do nothing for 3 rounds.
28-29	Despair: do nothing for 5 rounds.
30-31	Major System Scramble: three of the character's cyber enhancements become inoperative for the next 6 rounds.
32-33	Enraged: character attacks nearest characters for 3 rounds. Increase cyber value by 1.
34-35	Catatonic: character curls up in a ball for 1-20 rounds and increase cyber value by 2.
36-37	Psychopathic: character turns into a psychopathic killer. Attacks all characters for 10-30 rounds. Increase cyber value by 3.
38-40	Hysterical Rage: character goes berserk and attacks nearby characters and objects for 1-20 hours. Increase cyber value by 4.
41+	Suffer from Hysterical Rage, permanently: character becomes a psychopathic NPC under the control of the gamemaster.

correct amount, along with your name and address, to West End Games, Dept. 20553, RD3 Box 2345, Honesdale, PA 18431. If you've already run this adventure, fill out the response form in the back and include it with your payment.

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Act One

London Calling

When last we left our story, the Storm Knights had rescued Caspar Babbidge and the Possibility Chalice from Amethyst the dark wizard. The Knights had stolen his Viking longship and were heading back toward England and Pella Ardinay.

they suffer through a particularly virulent reality storm — and the terrible creature who lurks within!

SCENE ONE: On the Quai at London

The Major Beat

The Storm Knights are on their way to London with the Possibility Chalice and Caspar Babbidge. After meeting Tolwyn of Tancred, they are attacked by a gang of Cyber-enhanced monks who are out to steal the Chalice.

Through interrogation of the monks, the Knights learn that the Cyperpope, Jean Malraux, has acquired an artifact called the "Signal Fire," apparently the very same one referred to on the Destiny Map! The Signal Fire is being carried aboard the famous Orient Express train, in transit for Asia. (If the Knights are clever, they may learn that the Signal Fire story is a hoax, designed to lure them to their dooms.)

If their interrogation is especially successful, the Knights may also find out that the leader of the Cyberpapacy's intelligence network in London is also aboard the Orient Express, waiting to meet the monks.

The Knights may decide to go to the Orient Express to steal the (false) Signal Fire; they may go to the Orient Express to capture the head of the London intelligence net; or they may decide to bypass the Orient Express altogether. In any case, the Knights eventually leave London and head toward the Himalayas and the completion of their quest.

The act concludes as the Storm Knights journey across the English Channel, bound for Europe and/or points east. As they cross the Channel,

The Situation

Standard. The Storm Knights arrive in London and make contact with Tolwyn Tancred. Begin the scene by presenting the following information to the Knights (you may read or paraphrase it):

After your adventures in the North Sea, you sail the battered and leaking Viking dragon ship down the west coast of England — taking great care to stay inside the reality storm raging in the Channel — past Landguard Point, the mouth of the River Crouch, Foulness Island, and into the estuary of the River Thames between the towns of Southend and Sheerness.

You sail upriver, talking your way past the suspicious marines aboard the boats guarding the river's entrance, and proceed past the towns of Gravesend and Barking, past the non-functioning electro-generation plant at Tilbury, to the confines of London, where you dock at the slips on the north bank of the river between London Bridge and Southwark Bridge. On the south bank of the Thames, you can see the spires of Southwark Cathedral jutting above the roofs of the intervening buildings.

As you tie your ship to the mooring cleats on the dock, Tolwyn Tancred marches down the dock to greet you.



The Action

Across the river, well hidden in the bell tower of the Southwark Cathedral, a man in a white, cowled robe streaked with red covertly scans all ships landing at the docks. He immediately spots the Storm Knights (who are none too inconspicuous in a Viking ship). The odds of the Knights spotting him are 1000 to one; a *Perception* or *find* total of 22 is needed to pick out his robed shape in the shadows of the distant, gothically ornate spire.

As Tolwyn and the Storm Knights converse and walk toward the street at the end of the dock, the watcher uses his cyber-enhanced hearing to listen in on the conversation. What he hears satisfies him that this is the group he's looking for. Picking up a sledge hammer, he swings with all his might at the bronze bell hanging in the tower.

And again and again.

For Whom the Bell Tolls

As Tolwyn and the Storm Knights reach the intersection of the dock and Wharf Street (see the map showing the detail of the area between London Bridge and Southwark Bridge), echoing "bongs" from the large bell of Southwark Cathedral reach their ears. Something is odd, however: the bell does not strike the correct hour — it's about about six hours and thirty-seven minutes fast.

In fact, the bell is a signal to the watcher's confederates.

About thirty seconds after the bell tolls, Tolwyn and the Storm Knights are attacked by a dozen men in white robes streaked with red. These men are monks, members of a quasi-elite order of the Church Police of the Cyberpapacy known as the *Brothers of the Everlasting Sacrifice* (often mockingly called the "Bloody Brothers"). The red streaks on their white robes

symbolize the blood they are willing to shed for the Holy Mother Church.

These fanatics are canon fodder (pun intended), used whenever Malraux needs a few willing, colorful martyrs to further his nefarious ends. At present, the Brothers have two assignments: if possible, they are to steal the Possibility Chalice and murder the Storm Knights. If that doesn't work (and the Cyberpope doesn't really have much hope for their chances), they are bait, willing sacrifices luring the Storm Knights to their doom.

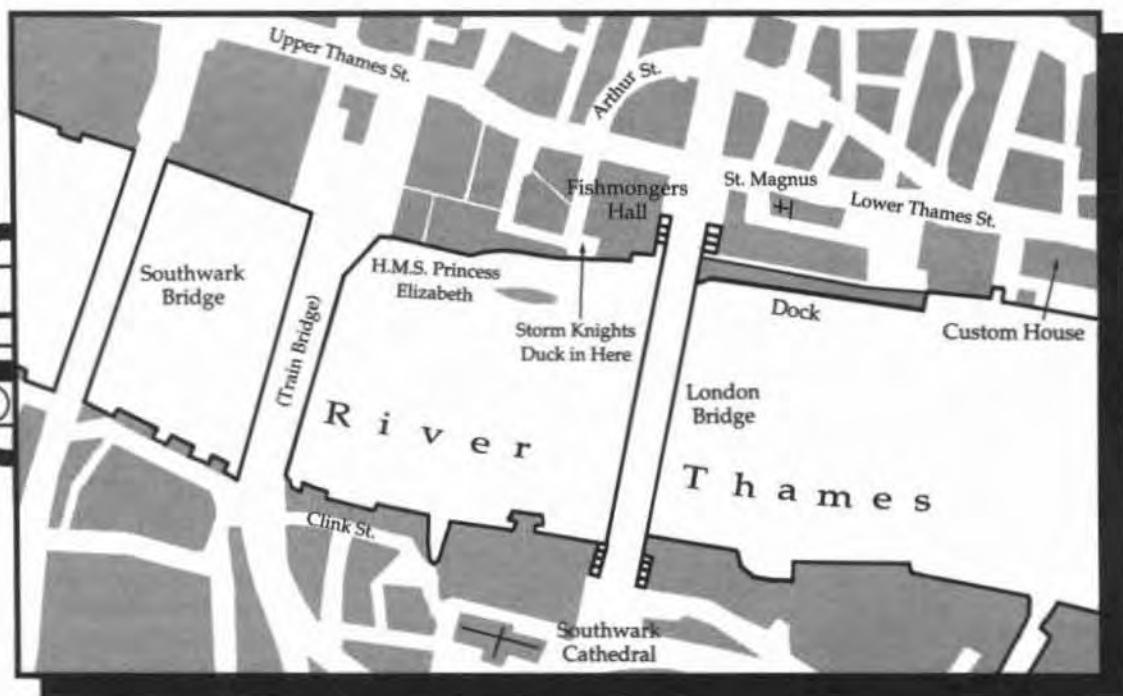
Brothers of the Everlasting Sacrifice (as many as there are Storm Knights): DEX 10, STR 9, TOU 9 (12), PER 8, MIN 10, CHA 11, SPI 13.

Skills: reality 14, fire combat 11, melee weapons 13, stealth 12, trick 9, test of will 11, willpower 13, charm 13, persuasion 19, taunt 13, faith 15, focus 14, intimidation 19.

Possibilities: none (they are Possibility-rated but they are currently out of Possibilities).



The Forever City: Map 2 The Bloody Brothers' Attack



Equipment: IriMesh robes (TOU+3); BiV arm, STR+5, slashers, STR+4 (total unarmed damage value 18); kreelar tendons; FN Jammer wrist gun, damage value 23; NeuraCal.

Cyber Value: 12.

Miracle: *Martyr Complex* (see sidebar).

Description: Malraux uses this order of Cybermonks to punish unbelievers and to disseminate lies to further his schemes. In this case, they have been ordered to kill the Knights and capture the Possibility Chalice or, failing that, to feed the Knights disinformation about the fictitious "Signal Fire."

As soon as the battle begins to turn sour for them, at least one of the Bloody Brothers allows himself to be captured (apparently grudgingly). When this happens, the rest retreat.

Malraux had no way of knowing exactly where the Storm Knights were going to show up, so he planted more than a dozen contingents of Bloody Brothers throughout England. This particular group used information given to them by a Cyberpapacy underground agent in the Home Guard to set up an ambush for the Knights.

The Short Happy Life of the Bloody Brothers

Use the map that details the area between London Bridge and Southwark bridge to play out the fight between the Storm Knights and the Bloody Brothers.

Fishmongers Hall, Lower and Upper Thames Streets, and the other buildings and alleys in the area provide excellent cover for the Brothers' ambush. They repeatedly attack and retreat from the Storm Knights, drawing them deeper and deeper into the maze of streets.

At first, the Brothers play to win. They hit the Knights hard, firing their wrist guns from cover, rushing in to engage them in hand-to-hand combat, then retreating and doing the same thing again from another well-chosen site.

Once two Brothers have fallen, however, the Cybermonks realize that they are outmatched. One monk whistles, and all of the Brothers retreat — save one (preferably a wounded Brother), who surrenders.

The scene ends as Tolwyn and the Storm Knights confront the captive(s). Tolwyn suggests that the prisoner be taken to New Scotland Yard for interrogation: the British police will want to sit in on the interrogation, and it's important to get off the captive off the street before the Brother's compatriots come to rescue (or kill!) him.

Event

Everything Reminds You of Something: As the battle is surging through the streets and alleys, the combatants collide with a young woman pushing a cart heaped with fish, clams, cockles, and mussels. Since supplies of food and fuel are short in the besieged city, Molly Malone has taken to vending in the environs of the Cannon Street Station.

As she pushes her cart through streets dark and narrow, Molly advertises the freshness of her wares by singing loudly, "Cockles and mussels, alive alive-o!"

Unfortunately, Molly isn't looking where she is going, and bumps into a Bloody Brother. The Bloody Brother stumbles, lets loose a mildly sacrilegious oath, then grabs the poor woman and uses her as cover while he fires at the Knights from over her shoulders.

Molly provides medium concealment (increase difficulty of shots at the Brother by five) for the Brother. If a Knight shoots at the Brother and misses by five or less, he has hit Molly instead.

Molly Malone: All attributes 8.

Skills: Charm 10, persuasion 10, taunt 10.

Description: Molly is a slim, 26-year-old, chestnut-haired woman. Her typically Anglo-Saxon jaw, nose and, complexion do not in any way detract from her attractiveness — quite the contrary. The only physical flaw to be noticed about Molly is the faintest of fishy aromas that clings to her no mat-

Martyr Complex

Spiritual Rating: 9

Community Rating: 10

Difficulty: *Spirit* of the target

Duration: a number of days equal to the result points

Effect: convinces listener of caster's utter sincerity

If successfully invoked, *Martyr Complex* causes the target to believe that whoever cast the miracle speaks nothing but the truth at all times. This miracle is most often used while the user is being tortured or interrogated for information.

If a Knight succumbs to the miracle, slip her character a note telling her that her character is completely convinced of the caster's truthfulness. For the duration of the spell, the player must play her character as though she fully believed what the monk had said.

ter how much she bathes. A lengthy vacation from her cart should diminish this odor.

Meanwhile

Back at the bell tower in the spires of the Southwark Cathedral, the Brother of the Everlasting Sacrifice who signaled the start of the attack on the Storm Knights uses his enhanced vision to watch as the battle comes to an end and one or more of his fellow Monks are taken captive.

Nodding his cowed head in satisfaction, he turns to the opening in the southern side of the tower. From beneath his robes, he removes a small radio transmitter and aims it out the opening, across southern England, the Channel, and toward distant Avignon.

Pushing a red button on the transmitter, he sends a burst message to Cyberpope Malraux, indicating that the trap for the Storm Knights and the



Tolwyn of Tancred

Tolwyn of House Tancred is a famous Storm Knight (see *The Possibility Wars* trilogy) and the Captain of the Home Guard. The Home Guard are Ayslish militia, answering to Lady Pella Ardinay. Tolwyn and her unit of the Guard are currently on loan to the British government, to help them deal with magical attacks and other uniquely Ayslish threats which the British forces cannot yet handle.

Since London proper is pure Core Earth, Tolwyn's Guard unit risks disconnection and transformation every time they venture within, so they stay outside of the city and enter only for emergencies. As a Storm Knight, Tolwyn can go into London without much danger.

Tolwyn and the Home Guard have an elaborate system of sentinels set up around the perimeter of London. One of these sentinels sighted the Storm Knights' Viking ship as it sailed upriver. Fearing a raid by Uthorion's forces, Tolwyn hurried to meet the boat with a detachment of troops. When she recognized the

crew of the vessel, she dismissed her troops and proceeded to meet the Storm Knights alone.

If the Storm Knights have adventured in *The Possibility Chalice*, then they have probably already met Tolwyn. If not, then it is possible that whatever organization the Knights are working for has contact with Ardinay and her Home Guard, or that Tolwyn has heard of the Knights' exploits through some other means. Tolwyn is *friendly* toward the Knights and will act as *loyal* if they are attacked in her presence.

Tolwyn of Tancred: DEX 12, STR 13, TOU 13 (21), PER 10, MIN 9, CHA 10, SPI 11.

Skills: beast riding 18, dodge 18, maneuver 14, melee weapons 20, missile weapons 19, unarmed combat 18, lifting 16, intimidation 16, reality 18.

Possibilities: 23

Equipment: magical broadsword "Battlestar", damage STR+9 (value 22); dagger, damage STR+3 (value 16); long bow, damage STR+6 (value 19); full plate mail (+7 TOU); magical helm (+1 to armor value).

Chalice has been set. Then the Brother quickly climbs down and out of the church, enters a waiting car, and vanishes into southern London.

Flags

- If Molly Malone is rescued and a *Romance* subplot card is played, she develops a romantic attachment for her rescuer (assuming he's male, that is). Molly may then tag along with the Storm Knights until they head across the Channel (see below), where she sees her lover off with a kiss and a cheerful "Ta, Luv!", and promises to

wait faithfully for his return. She will, too—for at least a month. If the Knight doesn't come back then, she'll soon forget him and take up with a mechanic named "Nick."

Molly is basically a nice girl who doesn't know much about anything except her soap operas and fishmongering. However, her brother Slash is a member of one of the less unsavory London street gangs; he might be able to provide the Knights information on illegal activities in the city (not a lot of help for this adventure, but perhaps quite useful in a campaign).

Variables

- The scene assumes that the Knights have traveled from the North Sea in a Viking long ship; you can easily alter it if they get to London in some other way. For example, if they come over land, Tolwyn rides out of the city to meet them; the monks attack the party just after they get inside the city's defensive perimeter. The battle can occur anywhere around London: the Cyberpope's agents are everywhere.

- If it doesn't appear as if the Storm Knights are going to leave any of the Bloody Brothers alive for questioning, have one of them make a great show of surrendering. Tolwyn, who is a Paladin after all, will not want to kill a foe who has surrendered. If the Knights seem intent upon butchering the surrendered Brother and the wounded despite her remonstrations, Tolwyn's attitude immediately becomes *hostile*. She will actively fight the Knights to prevent murder and she will not help them at all in the future.

If, somehow, all of the Brothers die, than a second contingent of Brothers will hit the Knights the following day, this one assisted by a Cyberknight (see the next episode). If these too are butchered, skip the next scene, run Scene Three, and then go directly to Act Three.

Cut To...

Scene Two at the New Scotland Yard.

SCENE TWO: A Clean, Well-Lighted Place

The Situation

Standard. The Bloody Brothers captured in the battle at the docks are taken to the New Scotland Yard and interrogated. Under questioning, they reveal that Pope Jean Malraux I is





placing a mysterious artifact known as the "Signal Fire" on the Orient Express for transport across the European continent.

If skilfully questioned, they may also reveal other important information; however, before they can do so, a Cyber-agent disguised as a British police officer tries to kill them.

The Action

You can pick up the scene in the basement level of the New Scotland Yard, or you can give the Storm Knights a ride across town in a horse and carriage (petrol is now much too scarce to waste on taxis).

Soldier's Home

Originally located on and named for a street in London, Scotland Yard became police headquarters in 1829. Later it became the headquarters of the Criminal Investigation Department (CID) of the London Metropolitan Police. In 1967, Scotland Yard moved to new premises in Westminster, but keeps its name.

Now, the Yard is both the chief police station in London, and home of the liaison offices for the British police and Pella Ardinay's Home Guard.

Most of the Yard building is made up of offices, laboratories, meeting rooms, etc., only three of which are going to directly concern the Storm Knights. These rooms are located in an isolated section of the basement, directly below Tolwyn's corner office. Following are descriptions of the rooms:

The Museum Hall

This room is filled with famous bits of evidence from the best-known cases in London's history (including a knife which may have been one of Jack the Ripper's murder weapons). One object that stands out amidst all the others stored here is an antique-looking coffin resting on two sawhorses. On top of the coffin, near the head, is affixed an ornate iron bell with a cord attached to it and running into the coffin through a brass fixture.

The Interrogation Room

This brightly-lit and immaculately-clean room is a rather startling mixture of the modern and the archaic. A large mirror is mounted on the west wall. A plastic-laminate table and five chairs made of chromed steel and vinyl are situated before the mirror. On



the table is an old-fashioned bull's-eye lantern. Collected from various museums around the city are an oaken rack, an iron maiden, braziers filled with glowing coals and heated irons, cages of hungry rats, an iron boot, and trays of assorted thumbscrews, dental tools, saws, and flensing knives. (These are strictly for show.)

The Observation Room

This is a dimly-lit bare room whose only fixture is a two-way mirror on the east wall. Through this "mirror" can be observed all of the happening in the interrogation room.

The Undefeated

The Brother the Knights interrogate is named Fra Adrien Anjous. Stripped of his robe and weapons, he is quite average-looking (aside from his visible cyber-enhancements), with watery blue eyes and a tonsure shaved at the crown of his brown-haired head. In the center of the tonsure are the sockets for Fra Adrien's neural jack. Adrien's stats are the same as those for a typical Brother of the Everlasting Sacrifice (see Act One, Scene One).

Fra Adrien will submit to questioning and even torture if such is necessary for the completion of his mission — telling the Knights a pack of lies. However, to assure that his lies are believed, he will not submit stoically.

Adrien will kick and scream and yell and moan if even the *threat* of violence is used against him. He will taunt and insult during any non-physical interrogation, as well. He will use all of his skills and attributes to resist, until the final moment of collapse, when he tells all — at least all of what Malraux wants him to say.

Interrogating Fra Adrien

This is a bit complicated. Essentially, there are two tiers of information the Storm Knights can get from interrogating Fra Adrien — the false information he wants them to get, and the truth that he doesn't want them to get. To make his story believable, Adrien

will pretend to resist telling the Knights *anything* — even his lies — and he will do everything in his power to resist telling them the truth.

Fra Adrien has a skill of 19 in *intimidation*. However, at first, he acts as if his skill were only 14. If they Knights achieve a result of *loyal* against Adrien's 14 on the Interaction Results Table, Adrien gives the Knights the false information outlined below.

Fra Adrien's First Story

With apparently great reluctance, Fra Adrien tells the Knights the following:

- Pope Jean Malraux acquired a photograph of the Destiny Map (Adrien does not know how). After deciphering the arcane writing on the photo, Malraux believed that the "Signal Fire" mentioned on the map was an ancient artifact recently found by his agents on Corsica.

- Malraux sent the Brothers to England to capture the Possibility Chalice. After capturing the Chalice, Adrien and the Brothers were to take it to the Orient Express train in Brussels, Belgium, where others of the Cyberpope's agents awaited with the Signal Fire. From there, they were to take the two relics to their final destination. Adrien does not know where that final destination is; the Brothers were to be told on the train.

- Adrien does not know who their contact on the train is; another Brother had that information. (Adrien claims that it was one of the Brothers the Knights killed, if any died; otherwise, it was one who got away.)

And that's all that Adrien knows. Really. However, it is possible that the Knights will not believe him. If any of the Knights sound suspicious, let their players make *Perception* rolls against Adrien's *persuasion* skill of 19. If successful, they know that Adrien is holding something back.

However, if he sees that someone does not believe him, Adrien will invoke his *martyr complex* miracle on the doubting Knight (see Scene One). If any Knights remain dubious, they may continue the interrogation — but against Adrien's real *intimidation* score of 19. They must achieve a *loyal* result to make Adrien reveal the truth.

Note that once the Knights achieve the result of *loyal*, before Adrien can speak, another agent of the Cyberpope attempts to kill him (see the event below).

Fra Adrien's Second Story

With quite real reluctance, Fra Adrien will admit the following:

- There are several lies in Adrien's first story. The Brothers' first assignment was to attempt to capture the

Now I Lay Me

The coffin in the museum hall is evidence from The Great Train Robbery of 1855. It was used during the robbery to sneak a safecracker (Robert Agar) on board the baggage car of a train carrying an enormous quantity of gold. Agar carried a rotting animal in the coffin with him — it was expected that the smell would keep the suspicious from examining the coffin too closely. By 1857, Scotland Yard had solved the case and the coffin was placed in the museum.

The bell affixed to the top of

the coffin was patented in 1852 as the Bateson Life Revival Device, more commonly known as "Bateson's belfry." Its purpose was to help avert premature burial. When a body was placed in the coffin, a cord leading to the bell was tied to its hand. If the corpse revived, it could signal to those outside by tugging on the cord and ringing the bell.

If the Storm Knights examine the coffin, the information provided above can be found on a memorial plaque fixed to the front of the coffin.



Possibility Chalice and kill the Knights. If the Brothers got the Chalice, they were in fact to bring it to Brussels to the Orient Express.

- On the Orient Express, they were to meet their case officer, Cardinal Le Rouchefoucauld, and give him the Chalice. He's never met the Cardinal; he was to meet him in the bar car, using a code phrase, "Have you heard the bells of Southwark Cathedral?" The proper response is, "They are heard as far as Avignon."

- Adrien does not know what was to happen to the Chalice next.

- If the Brothers failed to get the Chalice, Adrien was to allow himself to be captured. Under interrogation, he was to tell the first story Adrien told the Knights.

- Adrien does not know if the Signal Fire is on the train — or if it even exists.

He knows nothing more than this.

Now What?

Tolwyn will discuss the situation with the Knights. Let the players talk it through; if they miss any of the following considerations, use Tolwyn to prompt them:

- Unless the Cyberpope has seen the Destiny Map, how does he know

The Whole Truth

Malraux doesn't know what the Signal Fire is. He also doesn't know where the Knights' quest is supposed to end — he's never seen the Destiny Map in its entirety, just the incomplete tiles the Cyberknight saw and sent back by satellite uplink (see Prologue).

He hopes to lure the Knights aboard the Orient Express with the Chalice. If they come aboard, he believes that he has enough strength on the train to capture them and the Chalice. Once in his clutches, the Knights would tell him everything he needs to know — one way or another.

about the Signal Fire?

- Perhaps the signal fire is real; more likely, it is bogus. The Knights alone must decide if they can take the chance.

- The Orient Express is probably crawling with agents of the Cyberpapacy. The Knights would have to be crazy to get aboard her.

- Cardinal Le Rouchefoucauld is the head of the Cyberpapacy's London intelligence branch. Up until now, he has never been known to leave Cyber-France. As the Knights have discovered, London is riddled with agents of the Cyberpapacy. It would be an incredible coup to capture Le Rouchefoucauld. It would set the Cyberpapacy's efforts to corrupt England back by months — if not years.

- Tolwyn won't ask the Knights to go on the Orient Express, but, if they do go on and capture (or kill) the Cardinal, the British Government and Pella Ardinay would be incredibly appreciative. If the Knights will not risk it, Tolwyn will send her own agents to capture the Cardinal. She can't spare any of the few Storm Knights on her staff, so she is dubious about the outcome — Ords have little chance against agents of the Cyberpope.

Event

Sometime during the interrogation, when Adrien is on the verge of telling the truth (his second story), one of the officers on duty in the room reveals a hidden wrist gun and tries to fry the captured Bloody Brother before he breaks. The policeman is another agent of Malraux's, part of the Cardinal's intelligence network.

Cyber Agent: DEX 12, STR 12, TOU 10 (16), PER 8, MIN 9, CHA 8, SPI 9 (13 because of *Blessing Vow*).

Skills: reality 11, dodge 13, fire combat 13, long jumping 14, melee weapons 13, running 13, stealth 14, unarmed combat 13, evidence analysis 10, find 11, survival 11, test 10, persuasion 10, taunt 9, faith 12, intimidate 12.

Possibilities: 2.

Equipment: Interdermal plating

(TOU+6); PlazHop cyberlegs (STR+3; running limit value 12, long jumping limit values 5, kick damage value 15); kreelar' tendons; Avro PRILV wrist gun, damage value 19; subdermal suicide mechanism (see below); NeuraCal.

Cyber Value: 16.

Description: The agent will shoot the prisoner; if blocked, he will fire off a round at the nearest Knight and then attempt to escape (note that he can run at about 60 miles per hour). If captured or knocked unconscious, the Knight's subdermal suicide device automatically squirts one milliliter of hydrochloric acid directly into the Knight's brainstem, causing him an incredibly painful but quite unstoppable death.

There is nothing to be learned from searching the Knight's body or his dwelling, other than the obvious fact that he is an agent for the Cyberpapacy.

Flags

Alertness: If an *Alertness* card is played by one of the players during the interrogation, he notices the assassin powering up his wrist gun just before he shoots the prisoner. The Knights automatically go first in the first round of combat (other effects of the conflict line still apply).

Variables

Interrogating the Prisoner Elsewhere: If the Knights decide to interrogate the prisoner somewhere other than in New Scotland Yard, and choose to not involve the police at all, they must talk Tolwyn into it (she's very concerned about maintaining good relations with the British Government).

The characters must have a half-way decent reason for their reluctance to include the police, and they must make a *persuasion* roll. Tolwyn is *friendly* to the characters, so the roll is not too difficult. If they are successful, they will avoid the attack by the Cyber-agent (though the agent will undoubtedly kill Adrien when the Knights do turn him over to the police).



Avoiding the Orient Express: In all likelihood, the Storm Knights will decide to take a ride on the Orient Express. Either they genuinely believe the story about the Signal Fire, or they want to get their hands on the leader of the Cyberpapist London underground. If so, the adventure proceeds smoothly from Act One to Act Two.

However, if the Knights absolutely refuse to have anything to do with the Orient Express and they want to head for the Himalayas (as indicated by the Destiny Map) right away, Act Two of this adventure may be skipped entirely. Since they will have to cross the English Channel some time, you will still be able to run the next scene in this act. At that point, however, you will have to improvise their journey across Europe.

Cut To...

A coastal patrol boat leaving the docks at the Thames. The characters have finished their interrogation of the Monk, and are heading toward Brussels and a journey on the Orient Express. The train is scheduled to leave in about 24 hours; the voyage should take about 14. Tolwyn provided the transportation for the Storm Knights; she suggested that they take the boat as opposed to an airplane because the reality storms have been unusually violent of late, making flight extremely dangerous (if they want to take a plane, let them: they'll regret it).

Tolwyn has also given the Knights money for tickets aboard the Orient Express (or to pay for other reasonable transport), plus some excellently-forged British passports for those who need them. The Knights have had all day to stock up on any other equipment they deem appropriate (and can afford or wheedle out of Tolwyn), as well.

Tolwyn (and Molly) wave goodbye to the Knights as their ship heads off down the river Thames.

Cut to Scene Three.

SCENE THREE: Channel Crossing

The Situation

Dramatic. The Storm Knights enter the reality storm. They are buffeted by hard winds, pounded by heavy waves, and encounter an extremely dangerous reality wash which threatens to destroy them.

Then things get *really* unpleasant.

Flying the Unfriendly Skies

We warned them. Read the following aloud:

The air over the Channel seethes and writhes as if alive and seeking to grapple your airplane from the roiling sky. Magenta clouds scudd through the air, blocking your path.

Huge bolts of lime-green lightning crackle from the clouds. When they hit, the lightning sticks to your plane, wriggles along the outer edge as if alive, and then rebounds back into the air, to strike once more somewhere else.

Bits of your airplane begin to break off. A silvery mist fills the fuselage. It tastes of bitter almonds. It begins to chuckle.

Want to turn back?

To keep on their present course, the Knight flying the plane must make a series of *air vehicles piloting* rolls. The first is difficulty 10. If they continue flying into the storm, the second is difficulty 12. The third is difficulty 14; the fourth 12; and the fifth and final difficulty 10.

During the trip, improvise problems and tasks for the passengers — various pieces of furniture change to something else and attack, the fog coalesces into a monster and attempts to tear a hole in the fuselage, and so forth. Keep them interested, until ...

If the pilot fails any of the *air vehicle* rolls, he clips one of the magenta

clouds. The wing immediately bursts into flame and the plane begins to spiral down into the ocean. The pilot must make a difficulty 10 *air vehicles* roll to safely ditch the plane in the water. If she fails, the crash has a damage strength of 20 for the pilot and passengers. If she gets an average level of success, the damage strength is 17. If she gets good success, the damage strength is 15; superior success gives a damage strength of 13; spectacular success gives a damage strength of 10 for the crash.

Go to "Going Under," below.

On the Waterfront

The logical alternative to flying is taking a boat, probably the one provided by Tolwyn. Mind you, this will be no picnic for the Knights either, but it does give them a lot shorter distance to fall if things go wrong.

The ship provided by Tolwyn is the newly-rechristened *HMS Realm Runner*. It is a British motor torpedo boat, armed with two mounted machine guns. Its crew consists of a captain and two mates (all attributes and skills 9), all of whom are *loyal* to Tolwyn and the Knights. As the ship moves out of the mouth of the Thames, describe the scene:

The storms hit you almost immediately upon moving into the Channel. Your ship is buffeted by heavy winds, soaked by sheets of uncomfortably hot, oily rain, shrouded in the darkness of impossibly black clouds, illuminated only by the intermittent slash of bright green lightning.

This storm is more intense than most. The water changes color from moment to moment, ranging from red, to black, to yellow, to something in the ultraviolet range, and back again. You catch glimpses of movement — white shadows flit under your ship, unidentifiable shapes dart in the cracks between monstrosously large and solid-looking storm clouds above. One such shape seems to glide overhead, dropping down out of the mouth of the storm on a direct line for your boat.

The sinister silhouette angles itself for the dive, a quick flash of lightning



revealing a hint of leathery wing and scaled neck. The darkness of the deck is cloaked by the even darker shadow of the approaching dragon. Your ship passes through a bank of strange ochre mist.

Everyone make a *reality* check.

The Action

The *reality* check is necessitated by the ochre mist which washes over the ship. The difficulty of the check is four; anyone who fails is frozen, transformed into a statue of impossibly-cold ochre ice. As none of the ship's crew are possibility-rated, they all will be transformed and the Storm Knights will be alone to fight the dragon. Anyone who is transformed will revert to normal after the ship passes out of the *reality* storm.

The creature diving on the plane is a young Teutonic Dragon (*Torg World Book* pg. 32). It is a 35-meter long serpentine beast with two powerful clawed appendages, a pair of huge wings, and scaled armor covering its many coils.

The Dragon attacks the Knights all-out until the boat is sunk or the creature is wounded or takes half of its *Toughness* in shock points. When this happens, go to "NetStorm," below.

The pilot of the ship may attempt to out-maneuver the beast (use the chase rules on pg. 81 of the *Torg Rule Book*). The dragon starts out 20 meters behind the boat. There is a -3 modifier to both the pilot's *water vehicles* total and the dragon's *flight* total due to the difficulty of navigating the violent storm.

All fire or missile combat attacks made in the storm (including the dragon's breath) are given a -3 modifier. Remember: when the boat takes shock damage greater than its *Toughness*, it will begin to sink. If the boat sinks, see "Going Under," below.

HMS Realm Runner: Tech 22; speed 25 mph/40 kmh/value 10; passengers 10; *Toughness* 20.

Weapons: a pair of fore and aft-mounted Browning .50 caliber machine guns, damage value 25, Tech level 21.

Young Teutonic Dragon (Draconis Teutonica): DEX 9, STR 20, TOU 18 (25), PER 15, MIN 12, CHA 7, SPI 7.

Skills: reality 8, flight 12, dodge 11, stealth 11, swimming 11, unarmed combat 11, alteration magic 18, divination magic 18, evidence analysis 15, find 17, trick 16, test 17, willpower 18, taunt (11), intimidation 15.

Possibilities: two per Storm Knight
Arcane Knowledges: darkness 4, air 6.

Natural Tools: armor +7; wings, speed 11; claws, damage STR+3 (23); arctic air breath, damage 26, range 3-50/51-250/251-600.

Spells: Mage dark, floater.

NetStorm

Once the Dragon is wounded, reaches half of its *Toughness* in shock points, or the boat outruns the beast, the storm begins to transform, as the Knights move closer to a Cyberpapacy dominant zone.

Describe to the players how the clouds become increasingly angular and translucent. The flashes of lightning become solid beams of glowing energy, and the rain itself becomes flitting points of light, moving along pathways of glowing energy.

The water becomes flat and oddly two-dimensional, stretching out to a glowing horizon line. A gridwork of intersecting beams criss-cross the water's surface. Radiant graphic representations of church spires, cathedrals and fortresses begin to take shape on the shoreline.

If one of the Storm Knights is a GodNet Raider, she immediately recognizes the area they have entered as the GodNet itself. Any character from the Cyberpapacy needs an *Average* difficulty *Perception* total to identify the Net, and everyone else needs a 10:1.

As the setting transforms itself, so does the dragon, the boat crew and the Storm Knights themselves. They all become angular graphic representations of themselves. All of their movements become just slightly jerky, as if animated by a computer.

If whoever is piloting the boat looks closely, he can see that new instru-

ments have formed on his control panel, including several neural interface jacks. The existing instruments are slow and uncooperative.

If one of the Storm Knights is equipped with a neural jack, he may jack into the control panel to control the vessel. He does so with his *water vehicles* skill, plus his *cyberdeck operation* adds and his deck's response rating (if he has his deck with him). The boat can still be operated manually, but with a -5 penalty to all *water vehicle* totals. The Knights had better not try any fancy maneuvering in here!

Combat in the Net

Treat the characters as if they are all jacked into the Net. They may fight using their usual weapons, normal weapons skills, armor and *Toughness*. All damage taken is considered *mental* damage, however (see the *Torg World Book*, page 37).

The dragon fights to the death. It has all of the skills and attributes it manifested outside of the net, and all of the damage it took in the previous portion of the battle. Once the beast is defeated, the boat exits the GodNet and the storm. Go to "Cut To..." below.

Remember: If at any time the boat takes shock damage equal to its *Toughness*, the boat begins to sink. There is no life boat, but there are enough life-preservers to go around. The dragon bellows a triumphant cry into the sky, and then fades into nothing. Go to "Going Under."

Going Under

The Knights are in the water, wearing the life-preservers from either the boat or the plane. If they are still in the Aysle dominant zone, the life-preservers may fail. (A life preserver has a Tech level of 20.)

Once the Knights have all bailed out, have them make *swimming* totals against a difficulty of eight every five minutes of game time. Assign appropriate modifiers for those wearing metal armor or the like. One character can assist another, essentially performing a multi-action *swimming*.



Those who generate totals of less than eight begin to struggle in the stormy current; if they fail two in a row, they begin to drown, taking a shock point each round until someone helps them (*swimming* difficulty of 10 to stop someone from drowning).

After 20 minutes (or time for four *swimming* rolls), read the following:

As you are tossed about the massive storm-blown waves, each of you feel something rise up beneath you, grabbing you about the waist. It is a herd of Uvwe seal-men, but they are unlike any you have seen before. As they hoist you onto their backs and begin to swim for shore, you notice that these particular Uvwe have cybernetic enhancements on their head and tail. They swim through the water with an almost motor-like motion.

Several hours later, they deposit you safely on the Belgium shore.

Flags

Connection Subplot: If one of the players plays a Connection card while fighting the dragon, a British jet fighter suddenly streaks out of the storm and engages the dragon. The Knight realizes that it must be his old buddy Charlie Fromm, a pilot in the British air force! The jet will make three passes (that is, fight for three rounds), then crumble into dust for no apparent reason.

Mirage III: speed value 18; *Toughness* 21; 30mm cannon (2) damage value 30, range 3-400/ 2.5k/4k (missile systems are down, due to storm interference).

Pilot's *piloting* skill: 13. All other skills and attributes 9.

Escape Subplot: Same as *connection*

subplot, above, except the Mirage III collides with the dragon, immolating them both.

Awards

For successfully completing this act, award each player character two Possibilities.

Cut To...

Act Two, Belgium. The Knights either disembark from their battered boat, or drag themselves onto the shore after being deposited by the Cyber-Uvwe.



Act Two

A Moveable Feast

The Major Beat

In this act, the Storm Knights travel across Europe aboard the New Orient Express in search of the mysterious signal fire, and perhaps the leader of the Cyberpapist London underground as well.

The first scene is fairly straightforward, and it covers the Knights' arrival at the station and subsequent boarding of the train. The next scene outlines all of the action which takes place aboard the train — character interaction, detective work, and, quite probably, combat as well.

SCENE ONE: A Farewell to Arms

The Situation

Standard. In this scene, the Storm Knights board the New Orient Express at Midi Train Station in Brussels. Present the Storm Knights the following information:

Entering Midi Station, you find yourselves walking down a long, broad ramp toward an ornate brass gate. Over the gate, highly polished brass letters proclaim the New Orient Express. At the gate itself, two officials in the cream-colored and brass-decorated uniforms of the New Orient Express greet arriving passengers.

At the right side of the ramp is a tree-lined, glass canopied arcade between two rows of shops.

The Action

The Knights arrive at the station anywhere from ten hours to twenty minutes before the train is scheduled to depart. Tickets are available at this short notice (it's the off-season) for a mere \$1,000.00 per person in any major European currency. Unless they unduly antagonized her (by, say, butchering helpless prisoners), Tolwyn gave the Knights a draft of credit for \$1,500.00 each to cover trainfare and expenses.

When the Storm Knights approach the gates of the New Orient Express, the officials there check them out, including a casual search through their luggage (*find* skill of 9). If they find any weapons, the officials politely inform the Knights that weapons are not permitted aboard the train. The weapons can be turned over to the baggage handlers for safekeeping during the journey, and will be returned upon debarking from the train. Anyone not complying with this rule will be refused passage through the gate.

The Knights can attempt to *persuade* the officials to let them carry their weapons concealed in their personal luggage; the officials have *Minds* of 8 and on this question their attitudes are *enemy*. The officials are bribable; for each \$100.00 offered, their attitude improves by one level.

If someone obviously non-human has a valid passport, the train officials will allow her to board the train. If the Knight does not have a valid passport, she will be refused entry and will have to be smuggled aboard — in a packing crate, perhaps. Or, taking a cue from the exhibit in the Scotland Yard Museum Hall, the Knights can put the old coffin dodge to the test. (See the sidebar for more on non-humans in Europe.)



N on-Humans in Europe

In general, nobody likes or trusts non-humans very much. Dwarves are freaks, edeinos are animals, and vampyres ... well, they're *dead bloodsuckers*. Many of the non-humans are invaders, coming to Earth to help their masters, the Possibility Raiders, conquer the planet. On the other hand, some of the non-humans have turned against their masters and are helping the humans fight the invaders. And some non-humans used to be human but were transformed during the invasion. It's all very complicated, and it's giving the lawmakers and civil rights activists fits.

Great Britain has been granting full citizenship rights to Ayslish non-humans who help them fight Uthorion. In other European countries, they are treated as potentially dangerous

foreigners. If they have valid passports, they may be allowed the same privileges as any other citizen of that country. If not, they may be refused entry or possibly incarcerated in prison camps scattered around the countryside.

Some dwarves from Aysle have applied for citizenship in Belgium, Holland and Germany, claiming to be refugees fleeing persecution from the High Lord Pella/Uthorion. In a few cases, this citizenship has been granted.

In France, non-humans are abominations and heretics, to be killed on sight.

In general, throughout the world, non-humans are treated with suspicion, hostility, and fear by most people, and may be subjected to abuse, threats, and the occasional lynching.

Once these questions are settled, the officials courteously wave them through the gate to the boarding platform of the Orient Express.

Brief Encounters

While the Knights go about their business on the platform, they see an interesting mix of peoples of many nationalities and invading realms boarding the train.

To one side of the platform are a gaggle of Japanese tourists busily snapping photos of the ornate ironwork on the Midi station roof. A group of small children sit together near the baggage depot, waiting to board the train. A portly Ayslish merchant bustles past the Knights, as three porters heft his bloated luggage on board. A priest sits alone on one of the benches, his hands clasped together in prayer, and two Indian men, their heads shaved, talk amongst themselves, as they wait for a porter to attend them.

Among this varied crowd, several of the personalities are not as innocent as they seem. Here they are:

The Priest

The priest sitting on the nearby bench appears to have paused for a moment to pray. Actually, the priest is an agent of the Cyberpapacy. He is holding his cupped hands up toward his face not because he is praying, but because he is speaking into the miniature microphone cybernetically built into his palm.

This is the only visible sign that the priest is anything other than what he seems. If the Storm Knights want to take a closer look, a *Perception* total of 15 will point the microphone out to them.

If confronted, the priest does not deny involvement with the Cyberpapacy. He refuses to talk, however, and the only way to get him to talk is to *intimidate* him more than the Cyberpope already has. This requires that the Knights get him somewhere

away from public sight, followed by a *player's call intimidation* result.

The priest reveals that his boss is Cardinal Le Rouchefoucauld, head of the Cyberpapist London underground, and that he is on board the train in a car that has been reserved for "members of the Church." He has been placed here to watch for suspicious characters boarding the train; if the Knights are obviously unusual, he has already reported their presence. He also notes that the microphone has picked up the entire interrogation; if the Knights harm him, his compatriots will track them down and kill them.

If the Knights search the priest, the microphone is the only unusual item on the agent.

The Knights can attempt to talk to the agent on the receiving end of the microphone; the agent will merely repeat the priest's threats, adding that

The Station Shops

The following map shows the shops in the section of Midi Station that the Orient Express uses as a point of departure.

Currency and credit cards from practically any country are accepted at these shops. However, a three percent surcharge is applied to purchases in currency from other Core Earth nations—a whopping 50 percent surcharge is applied to purchases in currency from invading realms. See the *Torg World Book* for more details on exchanging currency.

- *Magasan*. A gift shop selling candy, stationery, and expensive souvenirs.

- *La Fleur Librarie*. A book store, carrying books, periodicals, newspapers, and so forth.

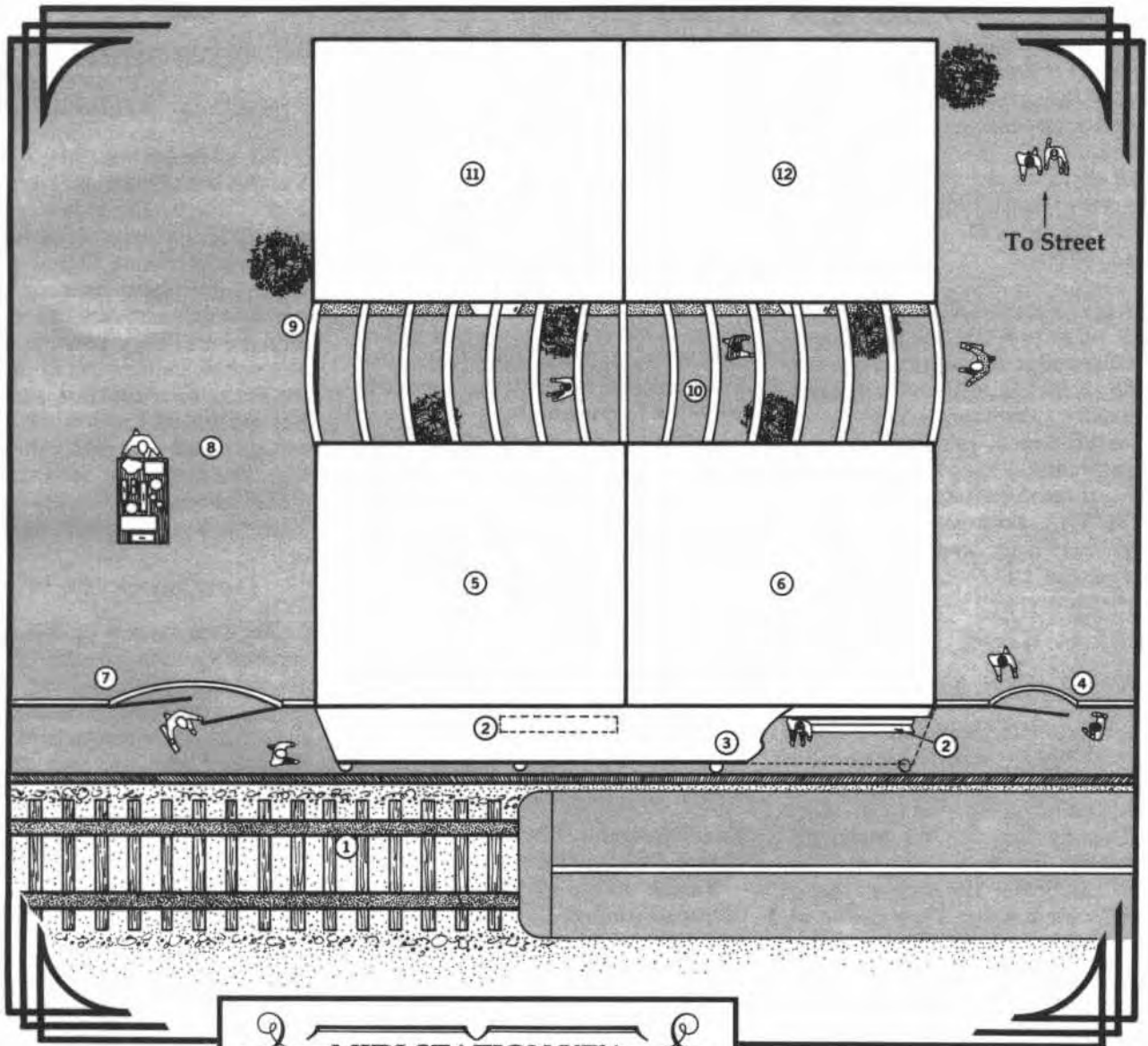
- *Boutique Richard*. A clothing store, providing all manner of attire, from casual to white-tie formal.

- *Guillaum Tabac*. A tobacconist, carrying tobacco products from around the world.





The Forever City: Map 3 Midi Station



MIDI STATION KEY

- | | |
|-----------------------------------|-----------------------|
| 1. Tracks | 7. Gate |
| 2. Bench | 8. Baggage Depot |
| 3. Roofed Platform | 9. Gate |
| 4. Orient Express
Gate & Guard | 10. Arcade |
| 5. Guillaum Tabac | 11. Boutique Richard |
| 6. Magasan-Souvenirs | 12. La Fleur Librarie |



several cyber-agents are heading their way now; they want no trouble in this foreign land, but the Knights had better leave the priest intact if they know what's good for them.

Indeed, a minute later, two agents with a homing device (tuned to the priest's microphone), arrive. If the Knights are still around, they will fight to rescue the priest. Use the stats for the Jazuits (appearing later in this act) for the agents.

The agent on the other end of the line is one of the "Cardinal's Cronies" who is riding with His Eminence aboard the train.

Father Jean Ratelle: DEX 8, STR 8, TOU 9, PER 10, MIN 9, CHA 9, SPI 11.

Skills: dodge 10, unarmed combat 10, find 12, trick 11, willpower 10, faith 12, focus 11, intimidation 12.

Possibilities: none.

Equipment: microphone built into hand and receiver imbedded behind ear (Tech 23, both mechanical, not thought-activated, so do not require Jaz or NeuraCal).

Cybervalue: 1

The Ayslish Merchant

As this rotund, suspicious-looking man and his overburdened porters trundle by the Storm Knights, there is a minor collision. Several of the porters drop the luggage, the merchant turns to chastise them and backs into one of the Storm Knights, stepping painfully on his toe. Then the merchant turns to the Knight, bows apologetically, and lumbers out of the way.

He also attempts to pickpocket the Knight. The merchant's *prestidigitation* skill is 16; generate a total against the Knights' *find* value. (See page 51 of the *Torg* rules for more details.)

If successful, the man pilfers the Knight's wallet. If he fails and the Knights raise a ruckus, the porters grab him and hustle him, protesting vociferously, into the custody of the police.

See later in this act for more details about the inimitable Mr. Blessed.

The Japanese Tourists

One of the Japanese tourists is actually a Kanawa agent. If the Knights do anything which seems out of the ordinary (like paying for an item with currency from one of the invading realms), or attract attention to themselves in any other way, the agent moves in to check them out.

While busily taking snapshots of the station, the agent makes sure to take several photos of the Storm Knights. The agent is not at all surreptitious about his photo-taking; he takes pictures of literally everyone and everything in the station — as do the five or six other, real Japanese tourists he's using as cover. It takes a *find* or *Perception* total of at least 16 to realize that this particular tourist is paying undue attention to the Knights.

Once he has several good photos (his camera is a Polaroid), the agent will slip over to a phone, plug in his portable fax machine, and fax the photos back to his masters in Japan for identification.

When the Knights are positively identified, the agent is ordered to grab the Chalice before the Cyberpapacy gets it. He makes his move at some point during the next scene. The agent tries to keep a low profile while doing so, preferably cornering the Knights in their cabin.

Kanawa Agent: DEX 10, STR 10, TOU 10 (15), PER 9, MIN 8, CHA 7, SPI 6.

Skills: dodge 11, fire combat 12, unarmed combat 12, evidence analysis 11, find 12, language 12, tracking 11, trick 10.

Possibilities: none.

Equipment: Kevlar vest under bright print shirt (armor value +5); Uzi submachine gun (hidden in backpack), damage value 17; Polaroid camera (Tech level 22); portable miniature fax machine (Tech level 22).

Cut To...

Once through the gates and onto the boarding platform, a liveried porter greets the Storm Knights and conducts them to their sleeping compartments in the rear sleeping car. Begin

Scene Two with the Storm Knights aboard the train and settled into their sleeping compartments.

SCENE TWO: Strangers on a Train

To summarize this scene: the Knights board the train. They talk with a lot of different people who tell them a bewildering series of lies, half-truths, and truths about Signal Fires, the Cyberpapacy, and other subjects. They perhaps make an attempt to steal the Signal Fire. They perhaps make an attempt to capture or kill the head of the French Intelligence organ which has infiltrated London. They almost certainly end up fighting the agents of the Cyberpop, who are attempting to steal the Possibility Chalice from them. Then the Knights get off the train.

How the Scene Works

The first section of this scene describes the important characters aboard the Orient Express: who they are, what their objectives are, and how they will act when confronting the Knights. Following that section are descriptions of the various cars which make up the Orient Express — physi-

The New Orient Express

Like many other French-based businesses, the Venice-Simpleon-Orient Express went bankrupt when France was invaded. Fortunately for railroad-lovers everywhere, the VSOE's rolling stock was out of the country during the invasion. It was quickly purchased by a Belgium-based consortium of European financiers, and, within weeks, put back into business with a new route avoiding France altogether.



cal layout, people who are likely to be found there, and possible encounters which might take place when the Knights enter the car. Following that are the standard Variable, Cut To, and other sections.

Diagrams of the various train cars are displayed along the bottom of the pages in this act, starting from the rear of the train and working forward.

The scene is designed to begin with conversation and end with conflict. The Knights will be moving around the train, talking to the other characters aboard, burglarizing rooms and so forth. Eventually, however, they will do something which will trigger a big fight as the agents of the Cyberpapacy close in on them.

Do not let the fighting start too quickly, if you can at all avoid it. The story will be more interesting if the Knights have time to interact with the various gamemaster characters aboard before the inevitable combat breaks out. In the beginning, peace is to the benefit of everyone — there are a lot of

innocent bystanders/witnesses on the train, and nobody will want to start open warfare until they have to. The interaction portion of the scene is *standard*.

Once the combat starts, however, things get real dangerous real fast. The combat aboard the train is *dramatic*. The agents of the Cyberpope will seize the locomotive, ensuring that the train keeps running until they have subdued the Knights and captured the Chalice. They will use their cyber-enhanced mobility to envelope the Knights, moving along the roof of the train and hitting them from the front, sides and rear simultaneously. And there are a lot of them.

Several keys which switch the scene from *standard* to *dramatic* conflict: the alarm in the safe (see the service car entry), any attack against Cyber-Cardinal Le Rouchefoucauld (see the next section), open combat breaking out, or, finally, if the Cyber-agents on the train discover that two or more of their members have been killed.

If the Knights manage to get through the scene without triggering the *dramatic* conflict, good for them. Don't arbitrarily force them to fight if their actions do not warrant it.

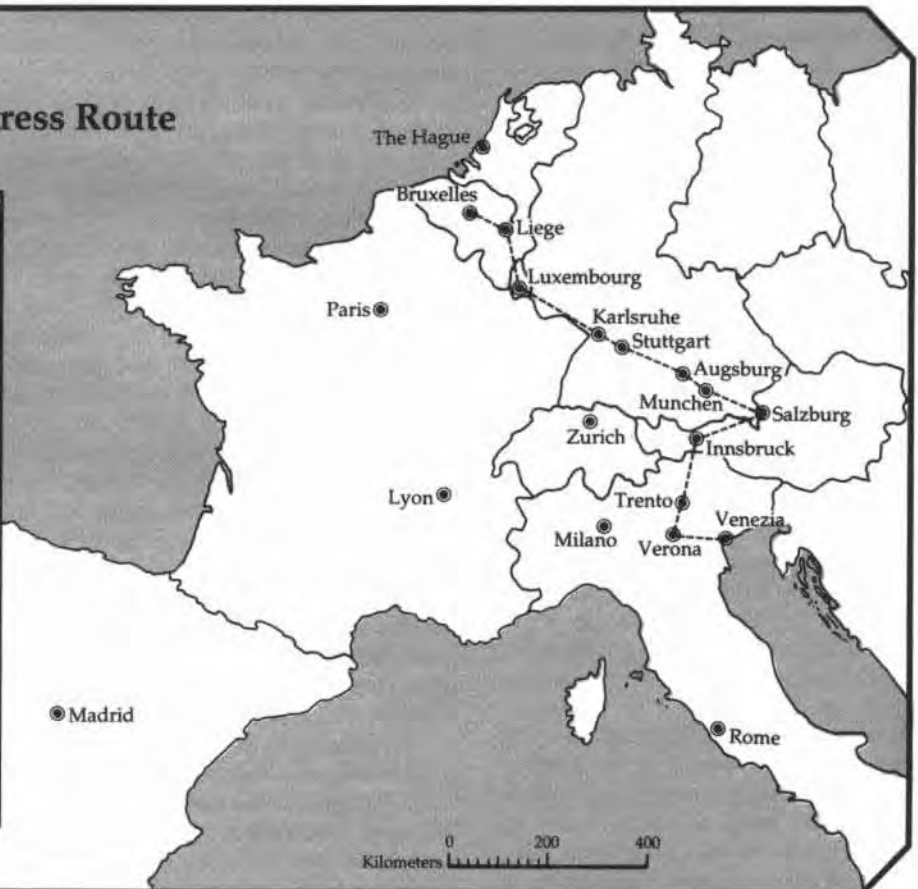
The Situation

Standard/Dramatic. During this scene, the Storm Knights are aboard the Orient Express as it speeds across the European continent. They must gather what information they can regarding the mysterious Signal Fire (if they fell for the captured Bloody Brother's story), and/or the head of the Cyberpapacy's London underground (if they found out about him from the captured Bloody Brother).

The porter gives them an Orient Express informational brochure (give the players the brochure handout) before they depart.



The Forever City: Map 4 The New Orient Express Route



The Gamemaster Characters

Horace Blessed

Horace Blessed is 37 years old, bald, overweight to the point rotundity, and coarse-featured. He is dressed lavishly in the attire of a rich Ayslish merchant, and he occupies one of the luxurious compartments in the same sleeping car as the Storm Knights.

Blessed is an international jewel thief and con-man. He is a Core Earther of mixed European descent, who pledges allegiance to all nations, while living in none permanently. Hearing rumors of the fabled Signal Fire being aboard the Orient Express, the burglar made an attempt to heist the gem from the train before it left the station. Unfortunately for Horace, he was caught red-handed by agents of the Cyberpapacy.

Instead of killing Horace or turning him over to the Belgium police, the Cyberpapacy's agents offered Blessed a deal. Given the alternatives — death or imprisonment, Horace agreed.

In exchange for amnesty, Blessed will ride the Orient Express and act as a stalking-horse. His job is to spread rumors about the Signal Fire being on board to anyone who might be a Stormer, paying particular attention to anyone who might be from one of the invading realms (his Ayslish attire is meant to attract other-realmers). He is also supposed to offer a hint as to where he "believes" the jewel is being kept: the service car.

Hopefully, upon hearing Blessed's story, the Storm Knights will go to the service car, break into the freezer, and set off one of the many traps therein. If they aren't killed outright, they will at least be in a perfect position to be ambushed by the Cyber-agents.

If the Knights approach him, Blessed makes an effort to get friendly with them in a hurry. Before long, he brings up the Signal Fire, claiming that it is a "beautiful gem, at least 100 carats if it's an ounce." He readily admits to being a jewel-thief — he's quite proud of it, in fact — and he asserts that he would go after it himself if not for a bad case of arthritis in

his "poor diseased fingers."

When the Knights show any interest in the Signal Fire, Horace offers to sell them the jewel's location. He'll take \$1,000.00 cash up front and a thirty percent cut of the take from the sale. Horace doesn't really expect the Knights to get the jewel or cut him in if they do; he's saying this stuff to make his story more plausible. If the Knights threaten him, Horace will tell them the jewel's location immediately.

If asked about the head of the London Cyberpapist underground, Blessed fidgets a bit, but denies any knowledge. He makes an incorrect response to the designated code phrase.

Horace's attitude toward the Storm Knights is *neutral*, but he can be persuaded to become *friendly*. If this happens, Blessed realizes that the Knights might be able to help him. He tells them the *whole* story, and that the service car is probably a trap, but that he did see an incredibly large, incredibly beautiful red gem being placed in a safe in the refrigerator.

Blessed tells the Knights that he fears the Cyberpapists will not actually let him go when all this is done, and asks for the Knights' help.

If Blessed was caught trying to pickpocket the Knights back at Brussels, he was quickly released to the custody of the Church Police (after an appropriate bribe or two) and put back aboard the train. When the Knights run into him, Blessed will still reveal the information listed above to them. He will also brag about the "child's play" of escaping from the Belgian police and getting back on board the train.

Blessed can be found in the corridor of the rear sleeping car when the Knights first board the train. He is checking out the passengers, looking for potential Storm Knights, as they get settled into their sleeping compartments. From there he will head straight to the bar car and proceed to get extremely drunk, while at the same time continuing to do his job for the Cyberpapacy in an increasingly loud and boisterous manner.

If fighting breaks out on the train, Blessed immediately heads for the freight car and hides himself in a large crate.

O rient Express Itinerary

The new post-invasion Orient Express takes 32 hours to make the trip from Brussels to Venice. It departs Midi Station in Brussels at 11 am on Thursday and arrives at Liege at 12:45 pm.

The train arrives in Luxembourg at 2 pm., Stuttgart at 6:30 pm. and Salzburg on Friday morning at 6:30; Innsbruck at 12:45 pm; Verona at 5:10 pm; and Venice at 6:45 pm. (See the map of the Orient Express route.) Keep in mind that this is the new post-invasion route, specifically avoiding the Cyberpapacy.

At each of the scheduled stops, passengers will leave or the train and new ones will board it. During meals and teas, most passengers will be in the dining cars, allowing the Storm Knights to gather information through conversation or eavesdropping, or to search the empty compartments.

Horace Blessed: DEX 9, STR 7, TOU 8, PER 10, MIN 8, CHA 11, SPI 8.

Skills: lock picking 15 (17), prestidigitation 15, stealth 11, find 13, trick 13, test 10, charm 13, persuasion 14, taunt 13.

Possibilities: none.

Equipment: lockpicking device (+2 to lockpicking skill), 9mm Beretta, damage value 15.

Katrina Tovarish and Nicolai Ondarev

Katrina and Nicolai are Storm Knights from the Soviet Union. They boarded the train in disguise, dressed as a tall priest and a blind young nun wearing dark sunglasses.

Katrina Tovarish is a psychic who works for the Soviet Bureau of Psychic Research. Using her precognitive powers, she helped foil the invasion of the fifth invading cosm, Tharkold (see



BRUSSELS • STUTTGART
INNSBRUCK • VENICE



The Orient Express

Travel With a Legend.

The name is synonymous with glamour and opulence. A romantic journey through the heart of Europe aboard the most famous train in the world.

Stay in a luxurious dayroom which transforms into a splendidly comfortable bedroom. Dine in a stunning dining car which recaptures the opulence of a bygone age.

Experience service, food and accommodations once thought gone forever — and all while passing through some of the most breathtaking scenery our planet has to offer.

The old-world charm of Brussels and Luxembourg, the breathtaking Austrian Alps, and the picturesque canals of Venice all pass by the ornately bevelled windows of our luxury coaches.

Dine in Opulence.

Dinner. French chefs use the freshest ingredients to create course upon superb course of the finest cuisine, complemented by an unparalleled wine list.

Breakfast. Stewards deliver fresh croissants, fruits and mimosas, served in your cabin at a time you've arranged.

Lunch. A smorgasbord of surprises awaits you in the fabulous dining car, to be sampled at your leisure.

Ride in Comfort.

The lavishly appointed sleeping compartments are decorated with Sapelli pearl inlay by Rene Prou. Each is lined with soundproofing insulation for a quiet night's sleep.

The service you'll experience splendidly complements the old-world charm of the carriages. In the very best European tradition, courteous stewards make your trip a pure pleasure.

And it's all at your convenience. Travel the entire route in just thirty-two of the most pleasurable hours imaginable, break your journey, or join the train along its route — the choice is yours.

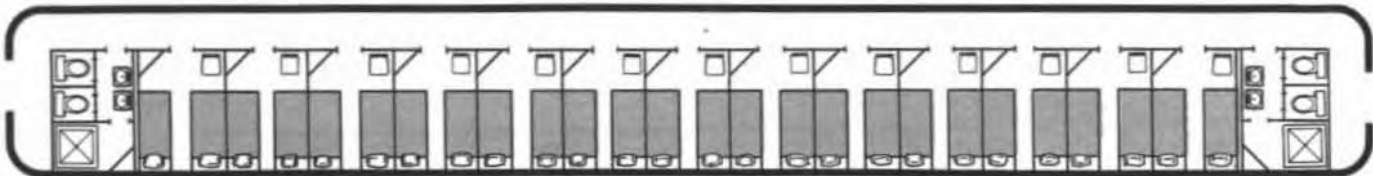
Itinerary

The Orient Express takes 32 hours to make the trip from Brussels to Venice. It departs Midi Station in Brussels at 11 AM on Thursday and arrives at Liege at 12:45 PM. While travelling this leg of the journey, the passengers are served a gourmet lunch.

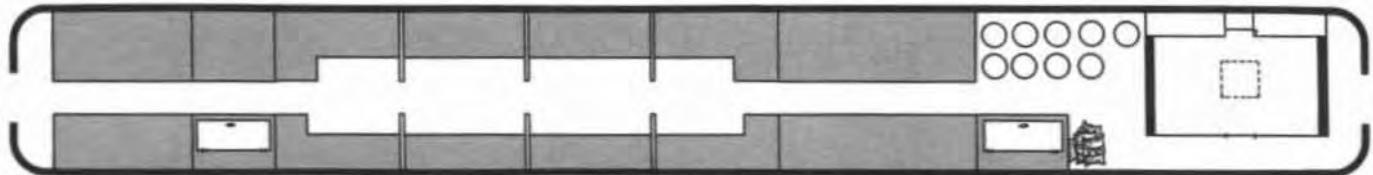
The train arrives in Luxembourg at 2 PM. and in Stuttgart at 6:30 PM., where the first evening's fabulous dinner is served. The train arrives in Salzburg on Friday morning at 6:30 (breakfast is served); Innsbruck at 12:45 PM (lunch is served); Verona at 5:10 PM; and Venice at 6:45 PM. Tea is served between Innsbruck and Verona (3 PM) and between Verona and Venice (5 PM).



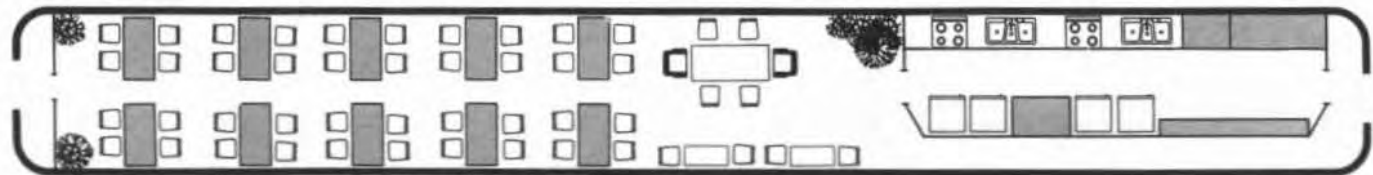
THE ORIENT EXPRESS



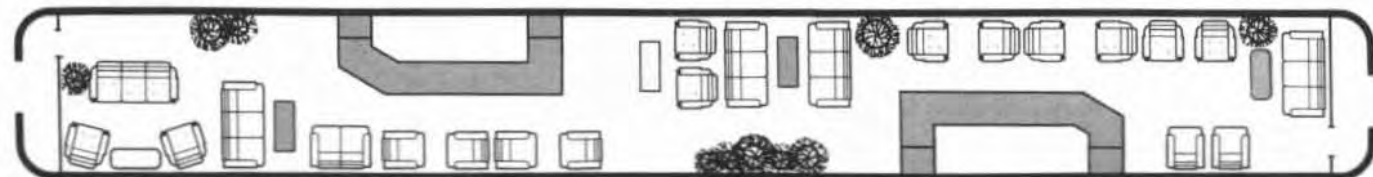
Forward Sleeping Car



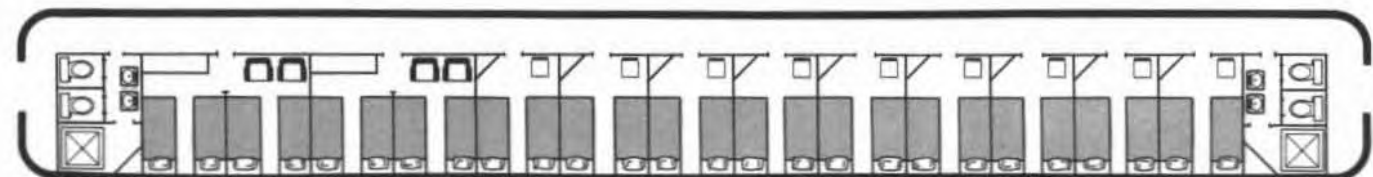
Service Car



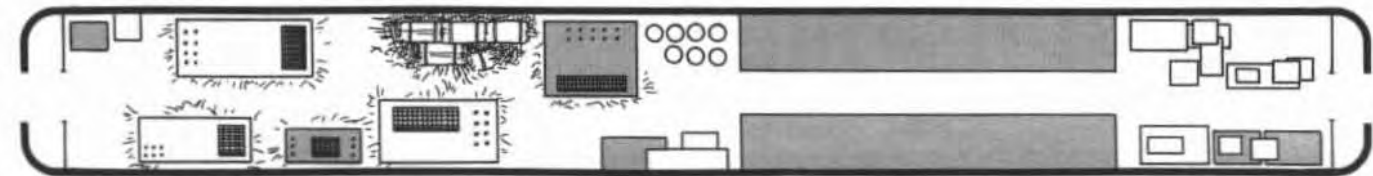
Dining Car



Bar Car



Rear Sleeping Car



Freight Car



BRUSSELS • STUTTGART • INNSBRUCK • VENICE

THE ORIENT EXPRESS

the *Possibility Wars* novel trilogy for details).

More recently, using those same psychic powers, Katrina sensed that a powerful concentration of Possibility Energy was going to be aboard this train at this specific time. In fact, she sensed the combined energy of the Possibility Chalice, the signal fire and the Storm Knights. She was given permission to investigate this concentrated Possibility Energy source, accompanied by the Soviet Bureau's chief, Nicolai Ondarev. After listening to Horace Blessed's babblings, they now believe the mysterious Signal Fire to be the source of the Possibility Energy.

The Knights may run into these two in the corridor of the rear sleeping car, as Blessed gives them the Signal Fire story. After listening to the story, they get into a heated debate which ends with the priest firmly escorting the nun into their sleeping compartment.

A *Perception* total of 12 allows the Knights to overhear the conversation. Unfortunately, it's in Russian. Have the players generate appropriate *language* totals if their characters do not speak Russian.

Nun: We must go after it.

Priest: We do not know enough yet.

Nun: There is no time. I sense others here who seek what we do. Others who work for *them*. I will go.

Priest: I will not allow it.

Nun: But we must hurry!

Priest: Then I will take care of it. Come.

It will be difficult to learn anything from Katrina and Nicolai at this point. Nicolai instinctively places himself between the Knights and Katrina; he does all the talking.

Ondarev maintains that he is Father Gravanov, a priest, returning with Sister Teresa to their Abbey in Venice. He knows nothing about the Signal Fire. Ondarev does not know that there are agents of the Cyberpapacy aboard the train — his eyes narrow dangerously when he hears this, and Katrina gasps. As soon as possible, Ondarev pushes Katrina into their stateroom.

The Knights may run into Katrina alone, later, in the dining car. She's sitting at a table, idly stirring a cup of

Espresso. When they enter, she looks up and apparently stares directly at them, then beckons to her table. If they come and sit down, she touches the nearest on the arm. The Knight may attempt a *Perception* roll against a difficulty of 22 to figure out what Katrina is doing.

Desperate for help, Katrina is using her psychic powers to look into the character's mind. After doing so, she decides to explain her reasons for being on the train, and her current predicament, in the hopes that the Storm Knights might be able to help.

After explaining that she and Nicolai are from the Soviet Institute of Psychic Research, and that she was drawn to this train by the power of Possibility Energy, Katrina says that she felt *something* coming from the place where Blessed told them the Signal Fire was, and that Nicolai has gone after it. He's been gone for al-

most 30 minutes; she is all but paralyzed by fear for him. Katrina pleads with the Knights to go after Ondarev.

This should provide interesting new motivations for the Storm Knights. If they go after Nicolai, go to the Service Car section for a description of the action.

(Note that this second encounter with Katrina will almost automatically trigger the dramatic conflict which ends this scene. Don't run it until the Knights have had a chance to interact with some of the other characters on the train.)

Katrina Tovarish: DEX 8, STR 8, TOU 7, PER 12, MIN 13, CHA 12, SPI 13.

Skills: reality 18, stealth 10, charm 13, test (20), willpower 17, persuasion 13.

Possibilities: 20.

Description: Katrina is a young, quite attractive blond woman of about





20 years of age. Her clear blue eyes are sightless; she must use the powers of her mind to perceive the world.

Nicolai Ondarev: DEX 11, STR 10, TOU 10, PER 10, MIN 8, CHA 9, SPI 8.

Skills: reality 11, dodge 13, fire combat 14, maneuver 12, unarmed combat 12, language 11, survival 10, test 10, willpower 12, intimidation 10.

Possibilities: 10.

Equipment: 9mm Beretta, Tech 22, damage value 15.

Description: Nicolai is a tall, handsome man, with eyes which seem to take in all that Katrina's misses. He is extremely protective of Katrina and will gladly die to save her life. He is obviously uncomfortable with the priest's collar, as he constantly pulls at it.

Victor Manwaring

This man is extremely pale, with jet-black hair and long, immaculate

finger-nails. He looks to be about 40 years of age but might be older. He is dressed in an old-fashioned tuxedo with a red bow tie, and a small red pin with an odd demon design on it. He speaks excellent English in an Eastern European accent. He also wears sunglasses, at night.

The creature goes by the name of Victor Manwaring. In his home realm of Orrorsh, he is known as Mantooth, a powerful vampyre and high-level assistant to the demon Thratchen. Manwaring has orders to follow the Storm Knights and to try to discover more about the Possibility Chalice, where the Knights are taking it, and why.

Mantooth also has orders not to attack the Knights until he discovers these things, and to protect the Knights from the "interference" of other High Lords and their forces. He will interpret the latter orders to mean that he should warn the Knights that there are enemies on the train, but he will not

actually fight the agents of the Cyberpapacy for them — even a vampyre as strong as he is wary about taking on cyberpriests.

Manwaring will go out of his way to strike up a conversation with the Knights. He will try to find out as much as he can about the Possibility Chalice and the Knights' destination, using his awesome *charm* skill to make them tell more than they might wish to. He enjoys the cat-and-mouse game of talking with his victims, and he will trade vague threats, warnings and innuendoes all night.

Manwaring doesn't really care if the Knights discover that he is a vampyre; in his arrogance, he believes that he is more than a match for them. However, he does not wish to fight them here and now — if they attack him, he'll stay around just long enough to make them fear him and then disappear in a cloud of black smoke (see below).

Manwaring knows nothing about



the Signal Fire or the Cyberpapist underground. He makes an incorrect response to the code phrase. However, he has (literally) smelt out the forces of the Cyberpapacy on the train; if the Knights are polite to him, he can give a remarkably accurate accounting of their numbers and location. He knows that Sid and Iris Mendelbaum are phonies.

Manwaring remains in his portable coffin (in the pull-down bed of his sleeping compartment) during the daylight hours. If the Knights happen to stumble upon him here, he simply retreats to his other coffin (in the Freight Car) at the earliest possible moment.

During the evening, the Knights will find Manwaring in the bar car. If they do meet him there, he is drinking a Bloody Mary with a gorgeous dark-haired lady in a low-cut black dress.

He has taken the last few minutes to *charm* the young lady (whose name is Virginia). During the conversation with the Storm Knights, Virginia acts as if she's a bit tipsy, sidling up to an attractive male Stormer. When an opportunity presents itself, she leans over and attempts to bite the Knight on the neck.

Virginia is *not* a vampire. She's merely acting out a subconscious suggestion implanted by Manwaring. He's interested in seeing how the Stormers react to this little incident.

Victor Manwaring (Mantooth): DEX 12, STR 17, TOU 18, PER 11, MIN 14, CHA 14, SPI 9.

Skills: reality 18, acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20, climbing 19, alteration magic 16, divination magic 14, find 14, language 15, scholar 16, trick 16, test 23, willpower 23, charm 26, persuasion 21, faith 13, intimidation 17.

Possibilities: two per Stormer.

Natural tools: fangs, damage value 18.

Note: Vampires are resistant to physical attacks, taking only shock damage from non-magical attacks. See the *Torg World Book* and the last section of this book for more information on Orrorshian vampires.

Sid and Iris Mendelbaum

At first glance, these two appear to be typically tacky American tourists. They display an annoying affinity for non-stop conversation. The subject matter alternates between the crummy weather, the lousy accommodations in their sleeping compartment, the lack of service ("God knows, it's hard to find good help these days!"), the watered-down drinks, and, despite the fact that there is no baseball season this year, those good-for-nothing blankety-blank Dodgers.

Sid and Iris are actually agents of the Cyberpapacy. They have been planted in the bar car to meet up with the Bloody Brother from London—or the Storm Knights.

A *Perception* total of 13 allows a Knight to notice the plexiflex chest casings that Sid and Iris wear beneath their tacky tourist togs. If either of them is offered the code phrase, they respond appropriately. They then ask the Knights to join them in their compartment in the forward sleeping car.

They lead the Knights through the dining car, the service car and toward the forward sleeper. When they reach the trapped freezer at the far end of the service car (see the Service Car description for details), Iris produces a remote control and presses a button, deactivating the traps set there (and perhaps giving the Knights an idea that the freezer is trapped, or at least important).

When they reach the forward sleeping car, the Mendelbaums take the Storm Knights to the Cardinal's compartment. See his entry, below, for a continuation of the action.

If the Mendelbaums are asked any questions about the Cyberpapacy London underground before they are offered the code phrase, Sid produces a gun from the recesses of his tacky polyester suit and the pair quietly usher the Knights toward the forward sleeping car and the Cardinal's compartment.

The Mendelbaums can be found in the bar car at all times during the journey (a clue that they are the Bloody Brothers' contact), drinking exotic coconut drinks with colorful umbrellas in them. If any fighting breaks out, the

Rood Awakening: A New Miracle

Spiritual Rating: 12

Community Rating: 14

Difficulty: target's faith

Range: touch

Duration: a number of rounds equal to miracle's result points
Effect: Causes target's body to experience the agonies of crucifixion.

This particularly nasty miracle causes the target's body to become rigid in a cruciform position, suffering all the agonies of crucifixion, complete with stigmata. The victim suffers 3 shock points per round and can perform no actions while under the effects of the miracle, except a *faith* roll to break free. The difficulty of breaking free from the miracle is 22.

Mendelbaums join in on the side of the Cyberpapacy, using their disguises to get close to the Knights and then attacking with surprise.

Sid Mendelbaum: DEX 10, STR 9, TOU 9 (13 w/armor), PER 11, MIN 9, CHA 8, SPI 9.

Skills: dodge 11, fire combat 11 (12), long jump 13, melee 12, running 13, unarmed combat 12, trick 11, test 10.

Possibilities: none.

Equipment: Herod IV with cybernetic aiming linkage (adds +1 to fire combat), damage value 19; NeuraCal, plexiflex chest and abdomen casing (body armor), TOU+4.

Cyber Value: 3.

Iris Mendelbaum: DEX 9, STR 10, TOU 9 (13), PER 11, MIN 9, CHA 8, SPI 9.

Skills: dodge 13, fire combat 11, long jump 13, melee 13, running 13, unarmed combat 12 (14 for kick attacks), land vehicles 12, trick 12, test 11.

Possibilities: none.

Equipment: Plexiflex chest and



abdomen casing (body armor), TOU+4; foot-mounted slashers (damage value 15 for kick attacks); NeuraCal.

Cyber Value: 2.

Cardinal Le Rouchefouald

This man is tall, middle-aged, dressed in a Roman-Catholic Cardinal's robes and wearing a black eye patch and one black glove. Two leather-jacketed cronies flank him at all times. This is Cardinal Le Rouchefouald, the head of the Cyberpapist underground in London. He has been waiting for the arrival of the Bloody Brother from London, with an update on the Storm Knights. He has also designed this train trip as a trap to lure the Knights to their doom in the event of the Brothers' failure and capture.

If the Storm Knights successfully made their contact with the Mendelbaums by giving them the proper code phrase, and they make a *trick* attempt on the Cardinal and achieve a *player's call* result, the Cardinal believes them to be his contact and will ask for a report — and the Chalice.

However, the Cardinal is extremely intelligent and his trade makes him naturally suspicious; it is virtually impossible for the Knights to keep up a deception for any length of time —

they might be able, however, to fool the Cardinal just long enough to get the drop on him.

If the Knights fail the *trick* attempt or were brought to the Cardinal under gunpoint, the two cronies move in and try to take the Knights' weapons, while the Cardinal suggests that they "confess their sins" to him. The Knights are likely to resist, and when they do so, the two henchmen, the Mendelbaums and the Cardinal himself engage them in combat to the death. This triggers the final battle, as Cyber-agents stream to the Cardinal's defense from all corners of the train.

The Cardinal will not leave the safety of his compartment in the forward sleeping car until he has the Possibility Chalice.

The Cardinals' Cronies (2): DEX 9, STR 10, TOU 10 (12), PER 8, MIN 8, CHA 8, SPI 9.

Skills: dodge 11, fire combat 12, melee weapons 12, unarmed combat 11.

Possibilities: none.

Equipment: plexiflex chest casing, TOU+2 (body armor); slashers, damage STR+2; Avro PR II.V, damage value 19; NeuraCal.

Cyber Value: 5.

Description: These two are leather-jacketed, spiked hair punkers with a bad attitude. They do not hide their

Cyber-enhancements, extending and retracting their slashers with monotonous frequency.

Cardinal Le Rouchefouald: DEX 9, STR 9, TOU 9 (16), PER 11, MIN 12, CHA 13, SPI 14.

Skills: reality 21, cyberdeck operation 17, evidence analysis 15, find 13, language 13, scholar (Earth religions) 15, trick 14, test 14, willpower 14, charm 15, persuasion 16, faith 15, focus 15, intimidation 15.

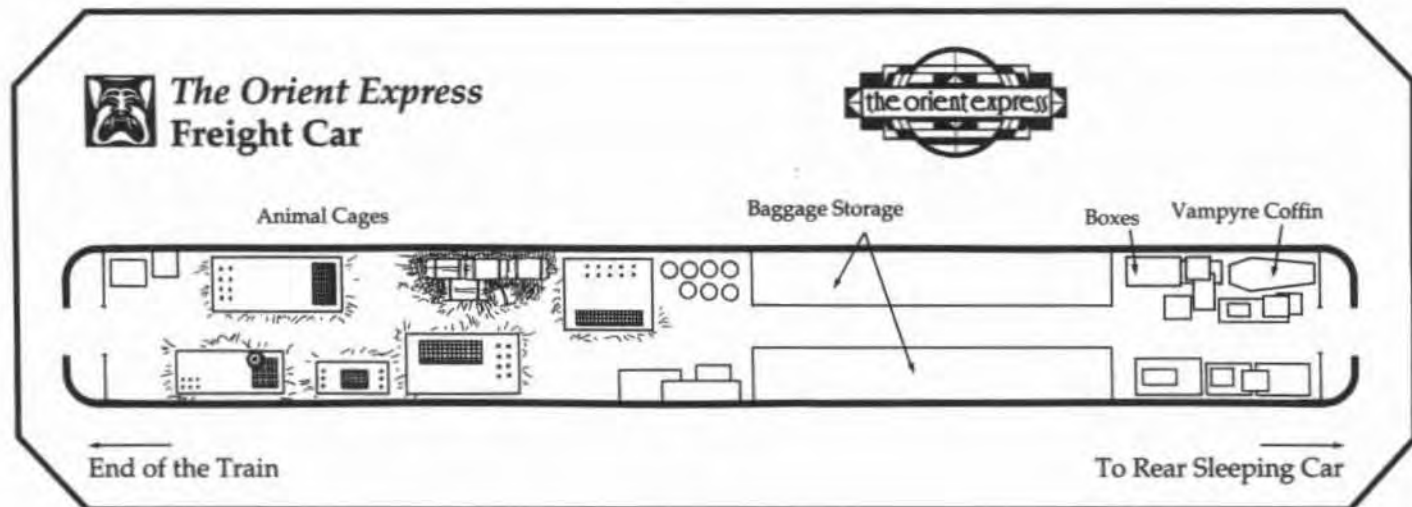
Possibilities: 12.

Equipment: J-Jack; IRCOM Custom Vee Cyberdeck (Response +2, Stealth +3, Processor Power 4, Storage 5); interdermal plate +7 (head and body); BiV arm STR+5; kreelar tendon (1); NeuraCal.

Cyber Value: 14.

New Miracle: *Rood Awakening*; (see sidebar).

Description: Le Rouchefouald is quite powerful, due to the fact that the Cyberpope has allowed him to tap Possibilities from his Darkness Device fairly frequently. He is in his late fifties. His eyes are piercing blue; his hair is startlingly pure black; and his complexion is almost that of an albino. He dresses in the costume of a cardinal of the Catholic Church of Core Earth with an eye patch and glove to cover his cyber-enhancements.



Other Characters

There are plenty of characters the Knights can encounter on the train: porters, other passengers, and so forth. They are extras, for atmosphere and to wander into fields of fire at inconvenient moments. Use them to draw the Knights off the scent of the important characters, to complicate encounters, and for comic relief.

Mr. and Mrs. Johnson: Honeymooners from the United States. Mr. Johnson is an importer/exporter of exotic goods; Mrs. Johnson is a sergeant in the US Army. Both extremely shy, extremely wrapped up in each other. Mrs. Johnson is a Stormer but doesn't know it.

The Toronaka Corporation Sales: Six Japanese men, on corporate-sponsored vacation after making their sales quotas for the tenth consecutive year. In between taking pictures of everything on the train, they discuss the rumors of the imminent takeover of their corporation by some other new and powerful corporation ...

Guido Genovese: This big, swarthy gentleman sits in the corner of the bar car, paring his fingernails with a knife and drinking glass after glass of *vino*. He wears sunglasses, black suit, grey shirt, and white tie and shoes. He says nothing. (Note: Guido is an olive-oil salesman, back from a very successful sales trip in Norway. He's not con-

nected with the Mob at all; he just dresses that way.)

Gina Ferrari: A very beautiful, very successful model, Gina too hangs out in the bar car at all times, wearing a revealing minidress, sipping Perrier, and eyeing all males who enter or leave with an extremely intimidating, almost predatory look.

And More: The Sharp Old British Woman and Her Companion; An Arab Sheik or Two; A Stout German Burgermeister; And So Forth ...

The Train Cars

Following are descriptions of each of the cars, listing possible encounters the Knights may have in them. Since their sleeping car is near the rear of the train, the Storm Knights will most probably move forward during the scene. As they do so, follow the train car diagrams at the bottom of each page.

Freight Car

This car is directly behind the Knights' sleeping car. It is kept locked at all times; each conductor has a key (lock difficulty 8). The car is filled with crates and containers of every size and shape. There are several cages containing animals (two German Shep-

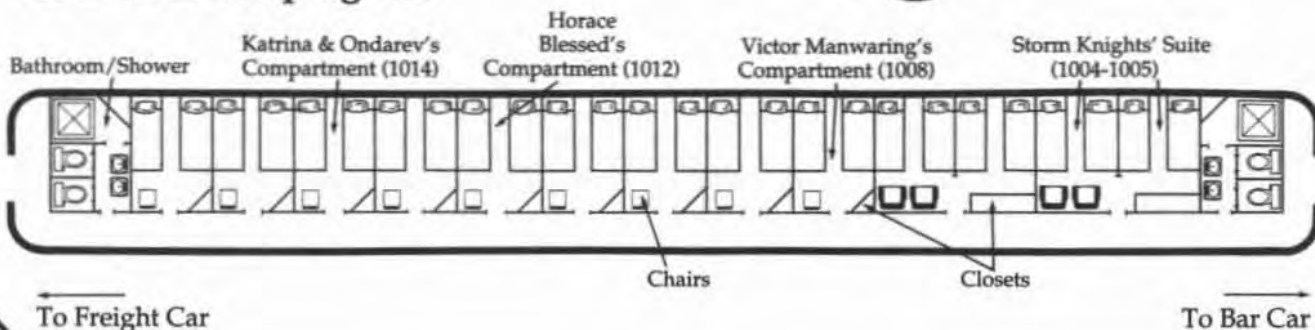
M antooth's Ring

The ring found in the coffin is magical, and allows the wearer to effect the equivalent of a *Mage Dark* spell (see *Torg Rule Book* pg. 119), duration one minute, the wearer able to see normally. The user suffers no backlash, but the ring will only work under a *Magic* axiom of 10 or more. It has six charges, after which the ring is useless until recharged.

To identify the item, a character with *Divination Magic* must generate a total against a difficulty of 12. A *Good* success result identifies the item as having the ability to cast a conjuration spell — a *Mind* total of 12 is needed each time the wearer wishes to activate the ring. A *Superior* result tells the character that the spell uses the principle of Darkness — a *Mind* total of 10 is needed. A *Spectacular* result tells the character exactly how the item works — no *Mind* total is needed. If no one has the *Divination Magic* skill and the item cannot be identified, a *Mind* total of 16 is needed to activate the ring.



The Orient Express Rear Sleeping Car



herds and a chimpanzee). If one or more of the Storm Knights was smuggled aboard the train in packing crates or the coffin, this is where they were brought.

The most striking item is hidden behind a row of crates. A *find* total of 12 is needed to discover it. It is an ornately-decorated coffin, black with gold handles and bearing the inscription "V. M."

If opened, the coffin contains no body, but is filled with dark soil. If the characters search through the dirt, (a *find* total of 10), they find a peculiar signal ring wrought in the image of a demon (see next page).

The coffin belongs to the vampyre Mantooth, who is aboard the train. If the Knights suspect that the coffin belongs to a vampyre, they may want to defile it. This will not substantially harm the vampyre, who has several other coffins hidden aboard the train.

If the Knights allowed the Orient Express officials to hold their weapons during the trip, they are locked in a strongbox in this car. The box is marked "personal effects," and has a *Toughness* of 18. The padlock has a lock difficulty of 13. Along with the stuff the Knights had confiscated, they find jewelry worth \$8,500, an ornate, old-style derringer (Tech 18, damage 12), a curved ceremonial dagger (Tech 7, damage STR+3), and a leather case containing a disassembled Lee Enfield rifle and 50 rounds of ammunition (Tech 20, damage 19).

Rear Sleeping Car

This car is between the freight car and the bar car. Each compartment in the car has only a wash-basin cabinet, but complete bathrooms are situated at each end of a car. The partitions between compartments can be taken down to create double suites.

Each compartment has two couches that can be converted to single beds. The upper berths pull down from the walls above each couch, allowing up to four people to share a compartment.

These cars, like all the others on the train, have been restored to the height of their original grandeur and opulence. The exteriors of the cars are gleaming red and gold decorated with two tons of highly-polished brass. The interiors are paneled in heavy oak or shining black lacquer, and plush, deep-piled carpeting in rich hues of red or blue or green cover the floors.

If the Storm Knights wish to conduct a search of this car, each compartment door's lock has a difficulty of 8; the conductors all carry master keys. The diagram of the rear sleeping car shows where certain individuals are staying. Use this key to describe what is found in each car if the Knights decide to search them at any time:

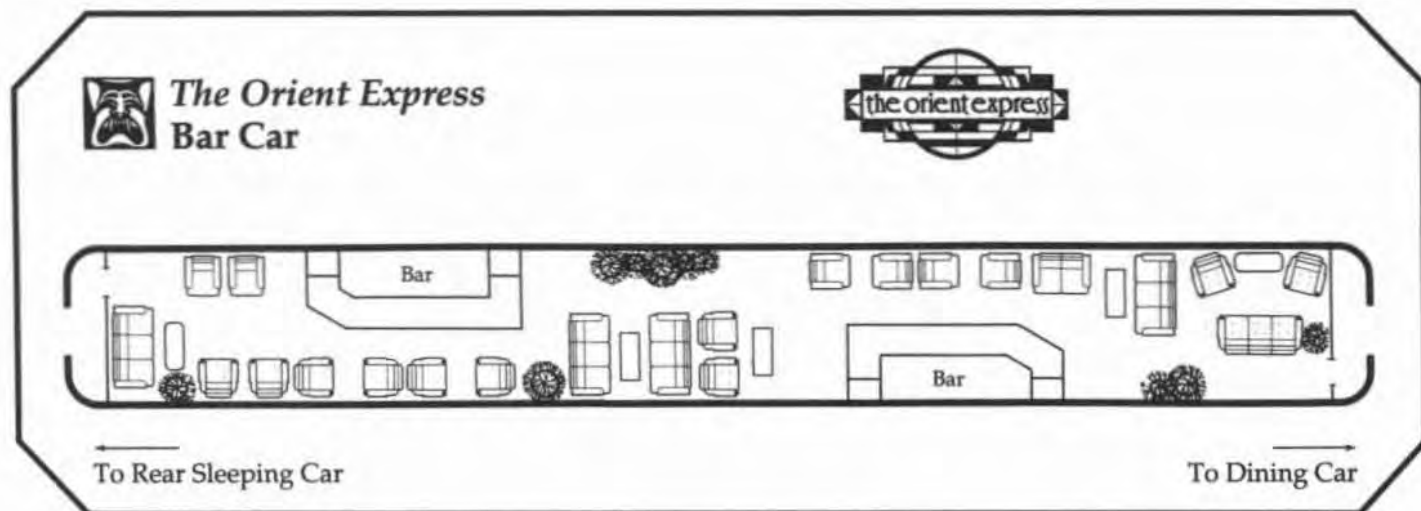
Victor Manwaring's Compartment (1008): This compartment is more difficult to break into than the others (lock difficulty 16) due to additional

precautions taken by the occupant. The compartment appears to be completely untouched. If the Knights search this compartment after sundown, they find absolutely nothing of interest. If they search it during the daylight hours, they may actually find its occupant — but only if they pull down the left upper berth.

If they do this, they find an extremely large bound leather case which was closed up into the berth. This is one of the coffins of the vampyre, and he is inside it.

Manwaring does not wish to engage the Knights here, and will try to flee to his other coffin in the freight car. Manwaring will throw his *Mage Dark* spell, push the Knights out of the way, and then rush down the corridor heading to the rear of the train. If the Knights pursue, he'll dive out a window, taking appropriate damage from the sun (but none from the fall), and find a cave or cellar to hole-up in until nightfall when he can transform into a bat and fly to one of his alternate coffins hidden in Italy. The next time they meet, Manwaring will be very, very angry ...

(In the event of his death at the hands of the Knights, have his role in Acts Three and Four of this adventure played by an Orrorshian werewolf, sent by Thratchen to complete his predecessor's mission. Use the werewolf stats on page 18 of the *Torg World Book*.)



Horace Blessed's Compartment (1012): If the Knights search this compartment, they find a case containing all manner of lockpicking and burglary devices. They also find a small Ayslish shoulder bag containing various stolen wallets, watches, rings and necklaces (total value \$4,000). If one of the Knights was pickpocketed by Blessed earlier, her missing items are found as well.

Katrina and Ondarev's Compartment (1014): This compartment shows signs of some use, though it shows no signs of being occupied by a nun and a priest. In fact a pistol (9mm. Beretta, damage value 15) can be found under one of the couch pillows (*find* total of 10).

Hanging from a valet hook is a garment bag, inside of which are several sets of men and women's civilian clothing.

The Stewards

Each sleeping car is staffed by a liveried steward who sees to all the needs of the passengers assigned to his car. The Storm Knights' car is tended by:

Henri Montessor: All skills and attributes 8.

Henri is 47 years old, gray-templed, with a curling moustache under his prominent nose. He is a wealth of information concerning the history of

the Orient Express. He can talk for hours about King Leopold, Tatiana Romanova, Mata Hari, and Greta Garbo.

He also knows (information travels quickly among the serving staff) that the two forward-most cars (the service car and the forward sleeping car) have been reserved for members of the Holy Roman Church.

If a fight breaks out here, Henri runs for the engine to inform the engineer. He believes that they will contact the authorities and stop the train, but this never happens — the engineers are on the Cyberpope's payroll.

The Bar-Salon Car

This car stays open until the last customer has left. It features velvet and chrome seating, and rich draperies. Cocktails, wine, coffee, tea, caviar, and *foie gras* are all available in the salon and delivered to the compartments. The cost of the refreshments is not included in the ticket price. Many patrons are present in this car at all times, decked out in their best formal wear.

There will be several interesting gamemaster characters in the bar car at all times. Sid and Iris Mendelbaum are there all of the time, and Horace Blessed plants himself in this car almost immediately after the train starts moving, and from then on leaves only

to eat and sleep. Several of the "Other Characters" described above stay in the bar car pretty much continuously, as well.

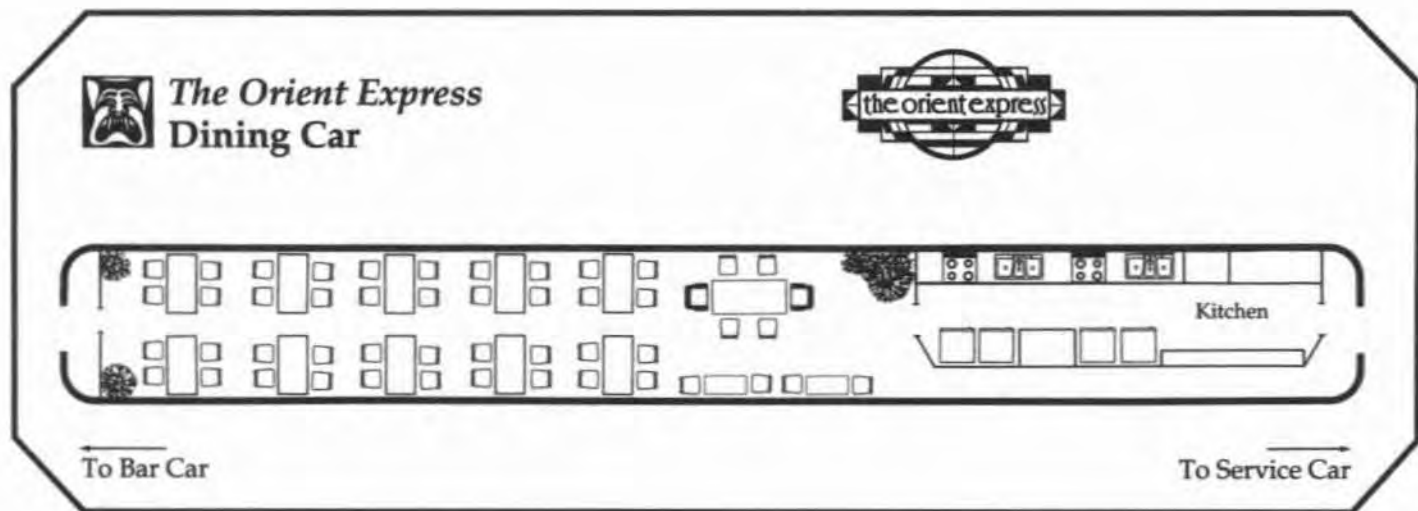
In addition, come sundown, Victor Manwaring invariably makes his way to the bar car. He does not retire to the dining car for meals as most passengers do, but stays in this car until the first light of dawn.

The Knights may engage any or all of the characters here in conversation to acquire information about either the signal fire or the Cyberpapacy's London Underground leader. If not, some of the characters will approach the Knights, for their own inscrutable purposes.

The Dining Car

The velvet-lined dining car is equipped with wing chairs, velvet embroidery, heavy damask table linen, and adorned with fresh flowers and Limoges china. At meal times the air is filled with the hum of conversation in many languages, the soft clink of silver against china or crystal, and the silent, highly courteous and efficient movement of the waiters.

During off-hours, the car is usually empty, save for one or two people enjoying a snack and the waiters heading to the sleeping cars with room service orders.



Service Car

The door connecting the service car to the dining car is locked (difficulty of 11 to open). The car itself is empty and quiet. It is lined with shelves, storage bins and pantries. At the far end of the car is a large walk-in freezer.

If two hours or more have passed since the journey began, the Knights

The Jewel

Though not the Signal Fire, the jewel in the safe is still quite valuable, worth nearly \$10,000 on the international market. The Cyberpope knew that he would need to make the signal fire appear to be as genuine as possible in order to draw the Storm Knights out. For this reason, he also drew Possibilities from his Darkness Device and stored them in the gem (to make the gem appear to be an Eternity Shard should anyone attempt to tap it).

The signal fire holds five Possibilities and may be tapped freely by the Storm Knights. Its tapping difficulty is a mere 5.

find the body of Nicolai Ondarev lying in front of the freezer door when they arrive. He is alive, but unconscious, and has a nasty puncture wound on his neck.

The First Trap

A two-foot square area in front of the freezer door is pressure-sensitive (*find* total of 18; *lockpicking* total of 14 to disarm). If a Storm Knight steps on the area (as Nicolai did), a pneumatically-driven shaft drives out of the wall and into his neck. At the end of the shaft is a specially designed neural jack which involuntarily connects the Storm Knight to the GodNet. Once the trap is triggered, the victim may attempt a *Dexterity* or *dodge* roll against a difficulty of 16. If she succeeds, she avoids the jack.

If not, the victim is in trouble. The needle injects a burst of *Jaz* into the wound which creates an electric current, momentarily interfacing the victim's brain synapses with the GodNet. The connection can only be sustained for microseconds, but it is enough for the automatic programming built into the shaft to grab the victim's mind and damn it to Hell (see the *Torg World Book*, page 39 for more information on Hell and the GodNet).

Once the shaft strikes the victim, it makes an attack against the victim's *Perception* with a skill of 15. If it fails in

its attack, the victim avoids being jacked into the net, but still takes physical damage; the shaft has a physical damage value of 12.

If the attack succeeds, the victim is jacked in, suffers physical damage as above, and is sent directly to Hell in the GodNet. There is no defense or rescue from this attack: once the character is damned, she is a vegetable and will remain so until someone goes into Hell and brings her out. As yet, no one has ever come back from Hell.

(Failing his *dodge* roll, Ondarev was hit by the shaft. He avoided being sent to Hell, but he was KO'ed by the injury. He'll awaken unharmed in a while.)

The Padlock

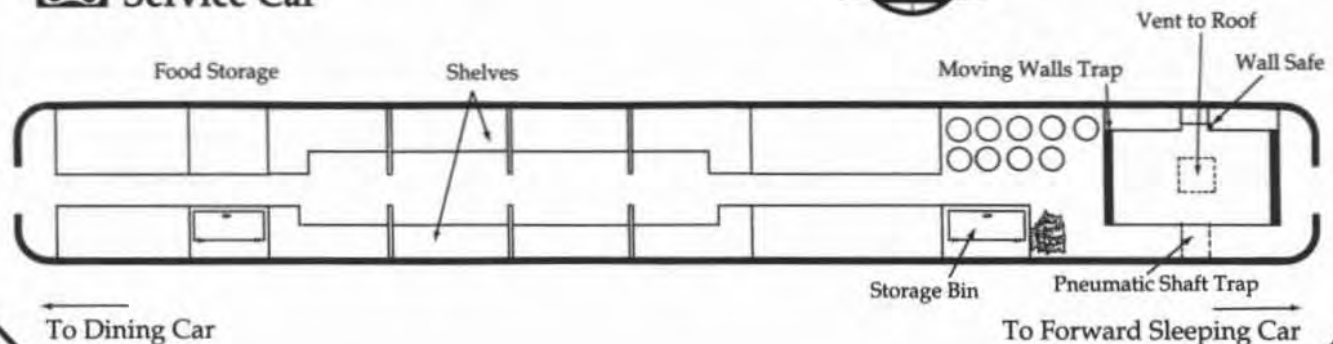
The freezer door is padlocked. The padlock has a *lockpicking* difficulty of 14; for the sledgehammer-minded, it has a *Toughness* of 16.

Inside

Once the door is open, the characters can look around inside. The freezer is empty, except for a wooden box on the floor against the opposite wall. There's a 20-inch diameter circular metal grate in the center of the ceiling, from which blows cold air.



The Orient Express Service Car



The Second Trap

Naturally, the freezer is trapped as well. Heat sensors are built into the floor; thirty seconds after someone enters the freezer, the door slams shut and the walls begin to squeeze close. Before one goes inside, it takes a *find* total of 16 to spot the heat sensors and an *evidence analysis* total of 18 to figure out the trap once the sensors are spotted. Even if spotted and figured-out, the trap *cannot* be disarmed unless someone is willing to go out a window and clamber *under* the moving train to pull the plug.

The freezer itself is reinforced, and remarkably tough. The door slams shut with a *Strength* of 22 (that is, to stop the door from shutting, a Knight must generate a *Strength* or *lifting* total of 22 or greater. The walls and doors are *Toughness* 25; the engine pushes the walls closed with a *Strength* of 20. In four rounds, they grind shut, crushing anyone within (damage value 20 each round) until they are killed.

To stop the walls from closing, the Knights must make *Strength* or *lifting* totals greater than or equal to 20 *each* round. A *Strength* or *lifting* total in excess of 25 will burn the engine's motor out altogether.

Combat Atop a Moving Train

During the combat, any actions involving *Dexterity* or *Strength* are made more difficult and dangerous by the moving train. Take whatever total was generated and, in addition to the effects it was intended to have, look up the total on the *General and Push Results Table*.

A *spectacular, superior, or good* result means that the character was able to keep her balance while attempting the *Strength* or *Dexterity* action — there are no negative effects.

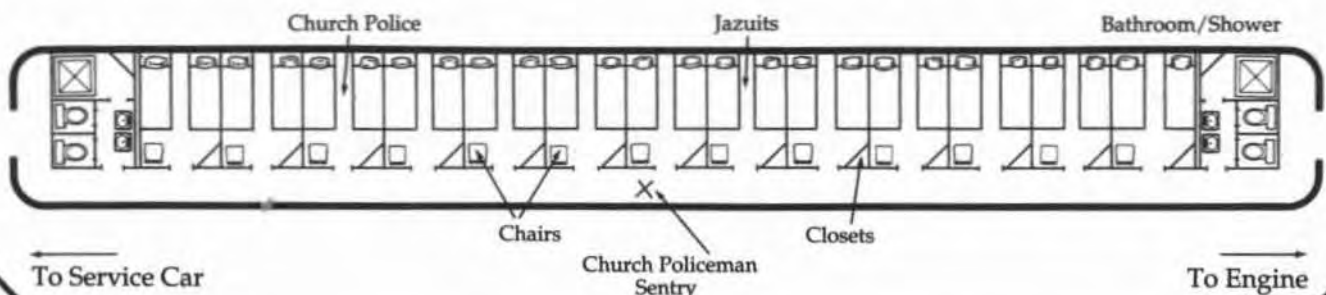
An *average* result means that the character has a choice. She may elect to succeed in her action, and thus lose her balance, falling prone as a result (treat this as a *knockdown* result, but *after* the action). Or she may elect to fail in her action, but retain her balance and remain standing (*no knockdown*).

A *minimal* result also gives the character a choice. If the character chooses to succeed with the action, it means that she was thrown from the roof of the train after doing so. The character is now hanging from the side of the train car and must spend the next round making a *Strength* total of 10 to hoist herself back onto the roof. If this attempt is failed, the situation is worsened and the difficulty is increased by three (13). If this attempt is also failed, the character is thrown from the train and suffers the effects of the collision (damage value of 18).

If the character chooses to fail with the action, she falls prone on the roof, and the same rules apply as with the *average* result, above.



The Orient Express Forward Sleeping Car





The Safe

If the box is moved, the safe containing the signal fire is clearly visible, set into the far wall of the freezer. The lock has a *lockpicking* difficulty of 18; the walls of the safe are reinforced, *Toughness* 28. Inside the safe is a large red diamond. It fairly shimmers with Possibilities.

When the diamond is picked up, a signal is sent to the Cardinal, staying in the forward sleeping car indicating that the trap has been sprung. A *find* total of 16 is necessary to discover the signaling mechanism before setting it off. A *lockpicking* total of 15 is necessary to disarm it.

The Grate Escape

On the roof of the car, directly over the freezer, is the heat-exchange unit. A duct, 20 inches in diameter and one

meter in length, runs from the grate in the freezer ceiling out the roof of the car, like a stainless-steel chimney. If the refrigeration equipment capping the duct is gotten out of the way, the Knights might be able get out through the ceiling.

Use *Dramatic Skill Resolution* to heighten the drama of breaking through the duct while the walls close in. Only steps A and B are necessary. Step A represents getting the metal grating off of the duct's opening and Step B represents pushing the cap off of the other end of the duct. Step A requires a *Strength* total of 12 or a *Dexterity* total of 14; Step B requires a *Strength* total of 14.

The Final Trap

If the Knights exit the car through the duct and wind up on the roof, the first out is immediately attacked by

Crisis of Faith (new Miracle)

Spiritual Rating: 12

Community Rating: 13

Difficulty: target's *faith*

Range: voice

Duration: number of rounds equal to result points

Effect: causes target to doubt his gods

If this miracle is successfully invoked, the target loses use of his *faith* skill for the duration of the miracle's effect.

two Cyberknights and a Cyberpriest who were posted on the roof of the car for just such an eventuality. The Cyberagents will attempt to stun the Knights and hurl them off the train, to be picked up later by others following the Orient Express in a mini-copter.

Once the Cyberknights and -priest are defeated and the Stormers return to the body of the train, they are attacked by the remaining forces of the Cyberpope. This triggers the dramatic conclusion to this act.

Cyberknights (2): DEX 11, STR 9 (15 for kick damage), TOU 9 (13 w/armor), PER 10, MIN 8, CHA 8, SPI 8.

Skills: dodge 12, fire combat 12, long jumping 13, melee 12, running 13, unarmed combat 12 (13), land vehicles 11, trick 11, test 10.

Possibilities: none.

Equipment: Herod IV with cybernetic aiming linkage (+1 to fire combat), damage value 19; plexiflex chest and abdomen casing (TOU+4); one cybernetically-enhanced leg, (damage value 16 for kick attacks), kreelar tendon, NeuraCal.

Cyber Value: 9.

Description: These two are dressed in the typical studded leather of a cyberknight. They have bright red crew-cuts with crucifixes shaved into the sides.

Father Marc Chevalle (typical cyberpriest): DEX 9, STR 8, TOU 9 (16), PER 10, MIN 9, CHA 10, SPI 11.



Skills: reality 13, dodge 11, fire combat 10, melee 10, unarmed combat 12, find 11, trick 13, science 11, test 12, willpower 13, focus 11, faith 12, intimidation 15.

Possibilities: 4.

Equipment: interdermal plate (TOU+7); BiV arm, STR +5, slicers (+2 on BiV arm), total damage value 15; kreelar tendon; Apotheduct; one pack of Jaz.

Cybervalue: 10.

Description: This priest is dressed in clerical clothing, wearing robes and vestments that would not look at all out of place on a member of the true Catholic Church of Core Earth.

Forward Sleeping Cars

Cardinal Le Rouchefoucauld had this entire car reserved for "members of the Church." Stationed here along with the Cardinal and his cronies are six Church Policemen and five *Jazuits* of the Church Militant.

If the Storm Knights decide to search these cars at any point, they will run into the occupants. The combined cyber-forces aboard these cars will naturally attempt to defeat the Storm Knights and take the Chalice, in accordance with their orders from the Cyberpoppe. This automatically triggers the dramatic conclusion to this scene.

Church Policemen (6): DEX 9, STR 10, TOU 9 (11), PER 8, MIN 8, CHA 8, SPI 9.

Skills: dodge 10, fire combat 11, melee weapons 10, unarmed combat 10, evidence analysis 10, land vehicles 10.

Possibilities: none.

Equipment: Mini-flechette pistol, damage value 15; shockstick, damage value STR+5 (does only shock damage, cybernetically built into forearm); NeuraCal; plexiflex chest casing (TOU+2); teflex handcuffs (*Toughness* 20).

Cyber Value: 6.

Description: The Church Police stationed in these cars have made no attempt to disguise their appearance. They wear the obvious trappings of their station.

Jazuits (5): DEX 10, STR 9, TOU 8 (13), PER 10, MIN 10, CHA 9, SPI 11.

Skills: reality 12, melee 13, unarmed combat 12, language 12, scholar 12, trick 12, test 12, willpower 13, faith 13, focus 12, intimidation 12.

Possibilities: 1.

Equipment: J-Jack; interdermal plate TOU+7; Marseilles Hermes Cyberdeck (Response +3, Stealth +1, Processor Power 4, Storage 3); NeuraCal; kreelar tendons; slikslashers, damage STR+6.

Cyber Value: 9.

Miracle: *Crisis of Faith*; (see box)

Description: Jazuits wear long black cassocks that reach to the floor and button up the front. This outfit easily passes for those worn by priests of any number of Core Earth Christian religions.

The Engine and Coal Tender

The engine is a French Nord Railway (4-6-0). It is crewed by an engineer, an assistant engineer, and four firemen (working in shifts of two). The only information the engine crew can pass on to the Storm Knights is that they have been paid off by the Cyberpapacy and are following orders given by the Cardinal. They are not to stop the train for any reason, unless the Cardinal says so. The engine crewmembers are *neutral* toward the Knights and will only give this information away if they become *friendly* or are successfully interrogated.

The Big Fight

If the Cardinal sends his forces (Church Police and Jazuits) out to deal with the Storm Knights at any point during the scene, they move along the rooftops of the train in order to gain surprise. Once they reach the car where the Knights are, the Jazuits crash through the windows on either side of the car, while the Church Police move to block off the entrances to the car.

If one of the the Knights generates a *Perception* total of 15 or better, he hears the footsteps on the rooftop. In this case, the Knights automatically get to go first in the first round of combat.

If they aren't in the thick of things already, Sid and Iris Mandelbaum soon

enter the fight. If the Knights have not yet seen through their disguises, they pretend to "stumble" into the battle. A cyber-agent grabs Iris, using her for cover or threatening to kill her, whichever seems more useful. If a Knight rescues her, Iris pretends to faint, pitching straight into the Knight's arms — and viciously kicks out with her foot slasher.

If the Knights make it all the way to the forward sleeping car without having triggered the final battle, they may gain a significant advantage. There is only one Church Policeman on guard duty in the corridor. If the guard can be knocked out without disturbing the rest of the occupants of this car, they will be caught unawares, lounging in their various cabins (the Church Police in one, the Jazuits in another, the Cardinal and his cronies in a third). The Knights might be able to make a good dent in one of the groups before the others come swarming out, and it will take a good five or so rounds before the Mendelbaums and the agents stationed on the roof of the train can get into action.

Meanwhile

In Egypt, Wu-Han left Pharaoh Mobius at the Precinct of Amun and returned to Memphis. Once there, he summoned Air Marshall Hughes to meet with him in his private quarters at the embalming house of the Apis bulls.

Hughes was quite taken aback by the woman accompanying Wu-Han. She had an aloof, regal bearing and was dressed as an ancient Egyptian goddess. She was also extraordinarily beautiful.

"My dear Hughes," says Wu-Han, drawing the Air Marshall's attention away from the captivating woman. "Would you be so kind as to ready your squadron? The goddess Neith and her companion will inform you of your destination."

With only one or two gulps of astonishment, Hughes managed to nod and reply, "Of course." Then he turned, left the embalming house, and headed across the Nile to the air base in the shadows of the pyramids at Saqqara.





Awards

Award each Knight three Possibilities at the conclusion of this act, four, if they managed to capture Cardinal Le Rouchefoucauld alive.

Interlude

This Interlude is a bit complicated.

If the Cardinal was captured and not killed, the Knights must think of some way to get him back to London and Tolwyn. If they choose to do this themselves, it will significantly delay their journey to the Himalayas. They can easily convince Katrina and Nicolai to take the prisoner to London for them, particularly if they rescued Nicolai earlier.

If the Storm Knights managed to get their hands on the phony Signal Fire gem, they may believe it to have some connection with the Destiny Map instructions, and take it with them to their final destination in the Himalayas. If Katrina is shown the gem, she senses that the gem is noth-

ing more than a storehouse for a few Possibilities, and that it has no special powers at all.

If Blessed is around, he will appraise the gem as worth about \$8,000, and offer to unload it, for a mere 10 percent of what he sells it for. (He will, in fact, sell the gem for \$9,500, pocketing the extra \$1,500 and the \$800 fee. Quite a character, is old Horace.)

Once all of this is straightened out, the Knights can continue onto the Himalayas. Chartering a plane is the quickest way to get there, taking four to six hours of flight time, plus however long it takes to track down a plane. This mode of travel is expensive, however. It will cost the equivalent of \$1,800 to do this, \$2,000 if they need a pilot to go with them.

Cheaper flights can be taken, but only aboard commercial airlines. This will cost each passenger \$250 one-way, and will take longer, due to the reroutings and various plane changes the Knights must make to get to the spine of Asia (the farthest that a commercial flight can take the Knights is Delhi; from there, they must charter a private plane to Katmandu and into

the Himalayas). It can take anywhere from eight to 40 hours of time to complete the trip via commercial airlines.

Other modes of travel are possible, but far slower. Various train routes cross Europe and head into Asia, but they are time-consuming and expensive. It could take the Knights up to a week and a half and \$400 each to make the trip by train. Travelling by automobile is by far the slowest way, taking up to three weeks for the trip.

In any event, once they reach Katmandu, the Knights must either charter a plane for the final leg of their journey, or hire a caravan of yak and porters, and this could take well over a month.

Cut To...

Act Three, and the magnificent, snow-capped Himalayas.



Act Three

Roof of the World

The Major Beat

The Storm Knights begin this act as they reach the snow-capped Himalayas. While reconnoitering their final destination by air, the Knights are attacked by a squadron of Nile fighter planes. Their plane is forced down and the Knights must make their way across the frozen peaks of the Himalayas on foot.

After some mountainous trials and tribulations, including an attack by a ferocious Yeti, the Knights find a mist-shrouded plateau — and on that plateau they find the ruins of an ancient city.

Upon reaching the city, the Storm Knights are attacked by the Orrorshian vampyre Mantooth and his herd of gospog, sent by Thratchen to destroy the Storm Knights and capture the Eternity Shard known as the Possibility Chalice.

SCENE ONE: Hills Like White Elephants

The Situation

Standard. Following the instructions on the Destiny Map, the Storm Knights have made their way to the mysterious plateau of Tibet in the Tangkula range of the magnificent Himalayan Mountains. It is here that they expect to find the final resting place of the Possibility Chalice.

Unfortunately, Tibet is an occupied state, under Communist Chinese control, and ever since the beginning of the Possibility Wars, Red China has been even more hostile and unfriendly to outsiders than they were before. If

the Knights have flown in without taking precautions, they may be challenged by Chinese jet-fighters. If they went in on the ground, they have to talk their way past the border guards (*persuasion* difficulty 14).

Comparing the Destiny Map with a more modern one, the Knights find that the nearest village to the “final resting place” is called Jilibulake.

Now What?

Here’s the problem. The Destiny Map was hand-carved, at a scale of hundreds of kilometers to the inch. The “place where the men of the north join hands” could be anywhere in an thousand-kilometer-square area. Making matters worse, there are no roads and few paths.

So. How do the Knights find the resting place of the Chalice?

The only reasonable way for the Storm Knights to find their destination is to locate it from the air. This itself is no mean feat: you’d have to be crazy to fly a plane into these mountains, particularly if you need to fly low enough to spot a ... what? Temple? Crypt? Cave? Who knows? And remember: the resting place has been there for millennia. Maybe it’s snow-covered. Or it was buried by a rock-slide or earthquake, like the Temple of the Chalice.

If the Knights haven’t thought things through and wish to search for the resting place on foot, describe for them some of the difficulties they face. If they persist, well, let them head off into the mountains. Every day, have them make a *find* roll. The difficulty of finding the Forever City from the ground is 40, minus one for each day spent searching (but with a minimum difficulty of 25). The Knights *might* make it some day. If they do, go to Scene Two, “A Himalayan Idyll.”



If the Knights haven't got one, they can rent a plane. Though the airport at Jilibulake does not have any useful airplanes in it, the "flight controller" (who is also the cook, mechanic and maintenance man) can call to other airports in the area and arrange to have one flown up to Jilibulake. The only aircraft available is a somewhat elderly Turbo-Goose, which the owner will be happy to rent to the Knights for a paltry \$500.00 per day (his minimum price is \$250.00).

Flying Over Makan-la

When the Knights search from the air, describe the towering mountains, the low clouds, the stinging cold rushing in through the cracks in the

ancient plane's fuselage. The plane jumps and vibrates alarmingly, though the owner assured the Knights that it was in perfect operating condition.

During the flight, each Storm Knight armed with binoculars and stationed at a window can make a *find* roll once per day. On the first day, the difficulty is 40, but it is reduced by five for each day's search, to a minimum of 20. The pilot can further reduce the difficulty by five if he makes a *piloting* roll beating a difficulty of 14. There is no penalty for failing the *piloting* roll.

When someone finally makes the *find* roll, read the following:

You've been flying for days, now, crisscrossing the Himalayas at as low an altitude as you dared, trying to

pierce the cloud, snow and rock, searching for the end of your quest. You've skirted high ranges, dove into deep valleys, seeing only miles of blinding white.

Down below, the ungainly-looking shadow of the plane bobs and weaves, distends and contracts over the deeply wrinkled and crumpled surface. The shadow flits and darts over snow-covered humped backs of sheer-sided mountains, formed millions of years ago when the subcontinent of India smashed into Asia.

This is the third time you've gone across this particular piece of vertical real estate — Makan-la mountain, the map calls it — and you have begun to give up hope.

Still, there's something unusual about that mountain, something which has drawn you back to it again and again. Perhaps it's the almost perfectly-smooth ledge — for want of a better word — almost a third of the way up on its southern face. It's big, nearly 100 meters wide and 1000 meters in length. And its virtually free of snow. The revealed rock face is broken by what almost looks like inlaid lines of darker rock, in what could almost be a man-made pattern. Who would carve such a thing you cannot begin to guess.

And then, there's that area on the other side of the mountain, miles away from the flat ledge. It's covered with clouds. But that's not particularly unusual — these mountains are *high*, and there are a lot of clouds in them.

(That's what makes flying around here so interesting — when you fly through a cloud, you never know whether there'll be a mountain in it.)

But *this* particular bank of clouds has been there every time you've come by — and that is unusual. Clouds move. Why doesn't this one? In desperation, you decide to enter the cloud bank. If there's a mountainside in there... well, nobody wants to live forever.

But there isn't. Instead, what you find is a city — or what's left of one. It's on a plateau, about half-way up the mountainside, and, amazingly, the plateau is covered with something you haven't seen since you've begun your search: green, living plants. Trees. Brush. Flowers. The city itself is all but covered by them: you can see only the bare outlines of buildings, streets,

The Village

Jilibulake is populated by a Tibetan tribe known as the Bopa. It is actually more a large town than a village, and is home to a number of merchants who trade with various nomadic Mongol tribes which drift in and out of town.

Though remote and inaccessible, Jilibulake is not completely isolated from the outside world. Few automobiles travel to the village, but many caravans of horses, yak and shaggy Kirghiz camel make the journey from any number of surrounding towns. Jilibulake also sports a small airport with one runway and one hangar. Airplane fuel is available, at roughly twice the standard cost.

If the Knights ask questions about the location shown on the Destiny Map, the older villagers admit having some knowledge of the place, but will not share that knowledge with the Knights unless properly *persuaded* (the villagers' attributes and skills are all 8; their attitude to outsiders is *hostile*).

If this is accomplished, the oldsters speak enigmatically of a

great city that once stood forever, but is now lost in time. They don't know where it is; legends say that it may only be found by "those who can alter their Destiny" (ie, Possibility-rated characters).

The Knights may equip themselves for the final journey here with little trouble. The Knights can find warm furs and skins for the extreme cold of the mountains, and a variety of mountain-climbing equipment which, though somewhat antiquated, is in pretty good shape.

The villagers will also be happy to provide mountain guides for the Knights for the equivalent of \$25.00 per day (minimum price \$15.00). Though they don't know where the Forever City is, they can greatly reduce the risks of wandering around in the most forbidding mountain range in the world. If one of these guides accompanies the party, then all of the *climbing* difficulty numbers which occur up to, *but not including* the final scene in this act, are reduced by two.



fountains, and a pyramid of some kind under the verdant carpet.

You have time for only a quick glance as your plane once again enters the cloud bank, but, somehow, you *know* that this is the place. A name comes unbidden into your head: The Forever City, and the final resting place of the Possibility Chalice.

You make another couple of passes, attempting to see through the foliage, fixing details in your heads, when you pilot announces that you are beginning to run short of fuel. Regretfully, you head back toward the town of Jilibulake.

Almost as soon as the Knights leave the city, the details on it become hazy. Did it have towers? Was it set out in a circular pattern, with streets radiating out from a central park area? Or was it set out in a grid, or at random? Was it even real at all? The Knights begin to doubt its reality, and possibly their own sanity.

Compounding the confusion, any physical evidence they may have thought to get doesn't work — film has become fogged. Videotape has been demagnetized. The Knights have nothing, except the fading memory as of a long-ago dream.

Final Preparations

Though they have begun to have doubts, the Knights have little choice but to go to the City. Just *how* they get there is up to them. They can trade their plane in on pack animals and native guides, and head in on foot (perhaps a two-week journey, if they don't get lost and the weather holds).

Or, if anyone thinks about it, they could — *maybe* — land their plane on that strange plateau. The pilot of the aircraft expects that, barring sudden crosswinds smashing them into the mountainside, it wouldn't be all that hard (say, a difficulty of 8). Note that you shouldn't tell the players this second option; barring an *Idea* card, they should come up with it on their own.

Other weird options, like parachuting in, are possible — but you might ask the Knights exactly how they are going to get themselves out again afterwards, and who exactly is going to fly the plane while the pilot jumps?



Cut To ...

If the Knights decide to fly to the plateau, go to "Scene Two: Fly Himalayan," below. If they decide to walk in, go to "Scene Three: A Himalayan Idyll."

SCENE TWO: Fly Himalayan!

The Situation

Standard. If the Knights decide to fly in and land on the plateau, read the following after they take off:

The engines of your plane thrum strongly in the thin air over the central Himalayas. The constant vibration of

the engines, which can be sensed more than felt, affects every square inch of the aircraft. You hear the pilot swear as the plane hits a sudden airpocket, dropping like a stone for 100 meters before the props begin to bite again.

Then the pilot's voice comes again, telling you to look out a starboard window. He sounds ... odd.

Looking out the window, you immediately see why. A patch of thick gray cloud, much darker than any other in the sky. Its odd cohesiveness doesn't seem quite right, somehow. Then the pilot tells you that the cloud appears to be moving at about 10 knots — against the wind.

The reason for this soon becomes apparent, as the cloud begins to break up, revealing an obviously man-made shape within. To your astonishment, you realize that it is in fact a massive dirigible, studded with small World War Two-style fighter planes.

As the planes detach themselves



The Dogfight

The Storm Knights

The Knights may have their own plane, but, if not, they are using the rented Turbo-Goose:

G-21 Turbo-Goose: Tech level 22; speed 350 kmh/220 mph/15; passengers 12; Toughness 18.

The Nile Fighters

The Nile pilots are in PM1 Paket fighters. Paket fighters are armed with two .30 inch Khaifu machine guns. The Nile pilots have *air vehicle* skills of 11 and *heavy weapons* skills of 10; all other skills and attributes are 9.

Nile Empire PM1 Paket Fighters: Tech 21; speed: 600 kmh/380 mph/16; passengers 0; Toughness 17.

.30 Khaifu machine guns: Tech 21; damage value 25.

The NE Queen of Cairo

This dirigible is on loan from Dr. Mobius to Wu-Han for this expedition. It is equipped with a special high-tech gizmo which creates a fog screen capable of shrouding the airship while it moves through enemy airspace (see *Torg World Book*). The ship holds six Paket fighters on a specially-designed rack, and is armed with four Vickers machine guns. The pilot of the dirigible is Possibility-rated (5 Possibilities) and has an *air vehicles* skill of 11; the gunners have *heavy weapons* skills of 10. All other attributes and skills are 9.

Nile Empire Dirigible: Tech 21; speed 100 kmh/62 mph/12; passengers 24; Toughness 19.

Vickers Machine Guns (2): Tech 20; damage value 23.

20mm Cannon: Tech 20; damage value 37.

from the giant airship's mounting rack, the Egyptian hieroglyphics which adorn the dirigible become clearly visible.

The agonized shriek of metal being pierced by high-velocity machine gun bullets suddenly drowns out the thrumming of your plane's engines. Frigid air whistles through the hole torn so casually through the fuselage of your plane.

The Action

There are six Nile fighter planes which peel off and attack the Knights' plane. This is very unfortunate. The Knights' plane is not likely to be well-armed, nor are the passengers likely to be able to help in the fight personally — firing a rifle out an airplane's window is not particularly effective. It is conceivable that the Knights will be able to elude their foes or possibly even destroy them (they are heroes, after all), but, quite likely, the Knights will be driven from the sky.

That's fine. It happens, even to Storm Knights. If the Knights lose, they can continue the story. (In fact, it's expected that they *will* lose. Just don't tell them that.)

Once the Knights' plane has taken its *Toughness* value in shock points or taken a *mortal wound*, it is forced to land immediately. The nearest available landing strip — the plateau on Makan-la mountain. Go to "Landing," below.

If the Knights *do* win, congratulate them. After the battle, they approach their objective — the plateau on Makan-la mountain. Go to "Landing," below.

Note: The avatar of the Goddess Neith is in personal command of the airship, and another avatar is with her. If the airship takes 16 shock points, the Avatars immediately bail out with parachutes. If their ship is not damaged, they bail out after the Knights are downed, and commence their mission of destroying the Storm Knights and recovering the Possibility Chalice. The Knights have no way of tracking them once they are on the ground. The further activities of the Avatars is discussed in Act Four.

Landing

As the Knights make their landing approach, the strange pattern carved into the plateau's surface suddenly seems to make sense: from this angle, the pattern resembles a giant bird of some sort, with a line running from the edge of the plateau the Knights are approaching, through the center of the bird, to the other end of the plateau.

Have the pilot generate an *air vehicles* total to determine how smooth the landing is. The base difficulty for the landing is 8. The difficulty is increased to 11 if the plane took its *Toughness* in shock points, and to 13 if the plane was *mortally wounded*.

If the pilot fails the roll, the plane crash-lands. The plane takes two *wounds*. The crash has a damage value of 18 for each of the passengers.

Strafing Run

If the Knights didn't dispatch all of the Nile fighters, the fighters strafe the grounded plane repeatedly. Beginning the second round after the plane lands, each surviving Nile craft makes a firing run over the plane, each doing one wound level to the vehicle every third round. The plane explodes when it takes three wounds in excess of a *mortal wound* (or six wounds in total). The Knights have exactly that long to get their gear off the plane.

Once the plane is finished off, the fighters will strafe any visible Knights (-3 modifier for a plane to hit someone on the ground). However, there is a slit trench running along the edge of the plateau (actually, it's a drainage ditch). If the Knights are inside the trench, they cannot be hit from the air. The slit trench is 20 meters from the plane.

After the plane is destroyed and the Knights driven to ground, the Nile airplanes will head back to their dirigible, or, if the dirigible was destroyed, to an alternate landing strip out of the mountains.



Meanwhile

Along the sloping face of Makan-la, a tall figure in a dark cloak and hood paces in the evening's pale moonlight. Every so often, he stops to kick at one of the native guides attempting to repair the broken runner of a long, narrow sled.

Behind the tall figure stands a gibbering herd of first-planting gospog. Ice is formed along the twisting vines of their plant-like bodies which shift impatiently in the deep snow, and no puffs of warm breath leave their ever-gaping mouths.

The vampyre curses and resumes pacing.

Cut To...

Scene Three: A Himalayan Idyll.

SCENE THREE: A Himalayan Idyll

The Situation

Standard. The scene picks up halfway up the southern face of Mount Makan-la. If the Knights got there on foot, the journey took them 12 days. If the Knights got in by plane, the scene begins a few hours after they left the landing field. They've got whatever equipment they managed to salvage. From this point, the journey to the summit of Makan-la will take two full days. If they do not specify, the Knights begin this scene in the morning.

The Action

If the Knights travelled the entire way on foot, they have suffered two shock points. These and any other shock points suffered during the climb last until the Knights are able to reach the Forever City or until they are able to somehow get out of the numbing cold for at least six hours.

If the Knights got here from the airfield, they are as healthy or unhealthy as the Nile planes left them.

Mountain Dangers

The mountain is snow- and ice-covered, with sheer crags and escarpments. The danger of falling into a hidden declivity or being buried by an avalanche is always present. A Knight falls into a declivity hidden beneath the snow if he rolls a 1 or 2 on any die roll made for a *Dexterity*-based action.

Additionally, if at any time the Knights fire a gun or make any sound which you deem to be equally loud, roll a die. On a roll of 1 or 2, a small avalanche threatens the safety of the party. A *dodge* total of 12 is needed for each member of the party to avoid being caught in the flowing rivers of snow and ice.

If anyone becomes buried by an avalanche or falls into a hidden de-

clivity, it takes one round to dig out the trapped Knight — after a *find* of 10 is generated. For every two rounds that the Knight is not found, she suffers one shock point.

The climb is made even more difficult by the frigid temperature and viciously icy winds. Extremities are subject to frostbite, if left exposed for too long. Every four hours, the Knights must make *survival* rolls against a difficulty of 7. If they fail, they take a point of shock from exposure. As above, this shock cannot be healed unless the victim can get out of the cold for six hours. Crawling into a tent and sleeping bag *does not* count — though this will avoid further cold damage, it's still too cold to heal previously-taken damage.



Events

White Yeti Sighting: Part-way up the face of the mountain, the Knights come near the shores of a small frozen pond which rests in a large depression in the mountainside. As they approach the pond, give them the following information:

From somewhere not too far ahead you hear a cracking sound and some animal-like grunts.

If the Knights investigate, they see a large, shaggy, white creature squatting at the shore of the frozen pond. The creature is the legendary Yeti of the ancient mountains. It is preparing to eat an animal it has just killed. If the Knights approach the creature in a threatening manner, or if they get within 15 meters of the beast, it becomes alarmed and attacks.

The Yeti: DEX 12, STR 19, TOU 15, PER 7, MIN 6, CHA 4, SPI 4.

Skills: acrobatics 14, dodge 14, long jumping 14, maneuver 13, unarmed combat 15, climbing 21, lifting 21, tracking 12, trick (8), taunt (6), test 13, intimidation 13.

Natural Tools: Claws and teeth, damage STR+3.

Race to the Summit: While the Knights make the long trek up the face of the mountain, they are being followed. Victor Manwaring, having tracked the Storm Knights this far, has surmised that this must be their final destination, and so he resolved to set an ambush for his enemies.

To help with this task, he had arranged to be sent a contingent of first planting gospog from Orrorsh. They were transported by a legion of winged demons who were magically bound for the duration of the task by an Orrorshian black magician.

Part-way up the mountain, during the first evening, have the Knight with the lowest *Mind* value in the group generate a total, using the *Mind* value of Manwaring as the difficulty number. If the roll fails, the Knights have been spotted by Manwaring. (Do the opposite process as well — if the gospog's roll fails, they have been spotted by the Knights.)

If Manwaring spots the Storm Knights first, he will attempt to get ahead of them, and thus stumble onto the Forever City before the Knights do (see Scene Four "Summit Meeting"). If the Knights spot Manwaring first, they will most likely try to set a trap for him, and the events of the next scene may need to be slightly altered.

Cliffs of Peril: At one point during the arduous trek, the Knights' way is barred by a towering rock face. The cliffs rise 10 meters tall (distance value 5) and stretch to the right and left as far as the Knights can see.

The Knights may choose to circumvent the cliffs, but if they do, they automatically arrive at the Forever City behind Victor Manwaring.

If they assail the cliffs, see the climbing rules on page 52 of the *Torg Rule Book* to run this scene. The cliffs have a distance value of 5 (10 meters), which means at the normal Core Earth limit value for climbing distance per round, it will take four rounds (and four successful totals) to reach the top. The climbing difficulty is 9, as it is a sheer face but has some handholds.

Cut To...

The Storm Knights as they stand looking up at the rugged flank of the mountain in Scene Four: Summit Meeting.

SCENE FOUR: Summit Meeting

The Situation

Standard/Dramatic. It is the late afternoon of the second day of the climb. At long last, the Storm Knights come to the end of the road in their quest to fulfill the prophecy of the Destiny Map. They arrive at the place marked on that map, and find a plateau jutting from the southern flank of Mount Makan-la. On that plateau are the ruins of an ancient city.

Present the following information to the Storm Knights:

The frigid winds whip the clothing on your backs and swirl the loose snow at your feet. Before you, the rugged summit of Mount Makan-la juts jaggedly toward the cold, blue sky. The brilliant light reflecting off the ice and snow covering the mountain is painful to your eyes. Yet, something, some outward jut in the profile of the mountain, draws your attention. Is it the City you saw earlier, as in a dream?

But, in all the glaring whiteness, you cannot be sure it is anything.

The Action

The Storm Knights' final destination is on the plateau above them, but their way is barred by a rugged and dangerous slope. The distance value is 7, or 25 meters, and the *climbing* difficulty is 7 (see the *climbing* rules on page 52 of the *Torg Rule Book*).

However, here is an easier way. A *find* total of 13 allows the Knights to find the faintest evidence of a trail heading up the mountain. If this trail is not found, it's ropes, harnesses, and pitons for the Storm Knights as they climb up to the summit.

Events

Run the following events in sequence. The first two are standard, while the final battle with the gospog is dramatic.

A Break in the Action: About a third of the way up the summit, the Storm Knights come to a place where the trail has seemingly vanished. But not entirely — the trail picks up on the other side of a five-meter gap — beneath that gap there is a sheer drop of 15 meters. A *long jump* of five meters allows a Knight to cross the gap, as does a *climbing* total beating 8. Once on the other side, he can secure a piton and rope on the other side. It is a *Dexterity* difficulty of 6 for each of the others to cross on the rope.



Out of Season: Once the Storm Knights have climbed up onto the surface of the plateau, they discover the ruins of an ancient and fabulous city. But there is something odd about the ruined city and the plateau. The ground of the plateau and the paths, streets and tumbled stones of the city's buildings are free of ice and snow. Even the heavy snow that has begun to fall seems to melt or disappear, without coming to ground anywhere on the plateau. Yet, just off the plateau, the new snow falls normally and piles up on top of the old ice and snow, adding to an already impressive depth.

Not only is the plateau and the city clear of snow, but the air itself is quite warm. After six hours here, the Knights can now begin to recuperate their shock damage normally.

The Dangerous Summer (Dramatic): As the Knights are getting their first views of the ruined city, the sun,

which had been creeping down the western sky, slides behind the peaks of the Himalayas to the west of Makanla. The beautiful spires of the ruined city begin to take on a malevolent air as moonlight floods the plateau.

If Manwaring arrived here before the Knights, they see him step from behind a stone column of one of the ruined temples and signal, waving to the attack the horde of gospog concealed behind the tumbled stones of the city. Because they have surprise, the gospog get a round of action before the first card is flipped.

If the Knights arrived before Manwaring, they see him and the gospog crest the ridge of the plateau and approach the city. In this case, the *Knights* get a round of action before the first card is flipped.

In either scenario, Manwaring does not engage the Storm Knights with all of his strength. Rather, he simply throws the gospog at his adversaries

and pitches in here and there with a mage dark spell or an *intimidation* attack.

The Orrorshian vampyre still does not know what the Knights ultimately intend to do with the Possibility Chalice, and his orders from Thratchen were to find that out. Right now, he's just wearing the Knights out a bit, thinning their ranks for the final conflict.

The fight with the gospog goes on until the Storm Knights get the upper hand. However, around the tenth round, before the Knights can achieve final victory, the vampyre vanishes in a puff of smoke that dissipates in the mountain winds, leaving his creatures to fight the Knights.

Manwaring's statistics appear at the end of this book.

Gospogs of the First Planting (12): DEX 8, STR 8, TOU 8, PER 7, MIN 7, CHA 7, SPI 7.



Skills: energy weapons 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9, climbing 9, find 10, tracking 8, willpower 10.

Possibility Potential: none

Natural tools: armor — defensive value 10.

Equipment: heavy club, damage STR+4.

Flag

If a *nemesis* subplot is put into play during this scene, Mantooth vows to drink the blood of the Knight, and have her "join my legion of the night." When the vampyre attacks again in the next act, he will go for his nemesis first, and continue to attack her until she is dead (undead, actually).

Because this subplot is particularly nasty, the character receives 2 Possibilities for having the subplot in play at the end of this act, instead of the usual 1.

Variables

If the Knights choose to wait until daylight breaks to approach the plateau (knowing that Mantooth is about), the gospog automatically beat them there, and are waiting in hiding when the Knights arrive.

Mantooth has arranged for the attack, and to have his coffin buried in the snow in a remote corner of the plateau. Only a successful *tracker* spell can lead the Storm Knights to it, and this requires the Knights to have in their possession some personal item of the vampyre, as per the rules of the spell.

Awards

Give each Storm Knight who survived this act three Possibilities. For more award guidelines, see the *Torg Adventure Book*.

Cut To...

When the vampyre has vanished, and when the Knights have been victorious in the battle on the plateau, cut to Act Four: Winner Take Nothing.



Act Four

Winner Take Nothing

The Major Beat

This act begins at dawn of the day following the battle on the plateau. It ends at nightfall of the same day, when the Storm Knights light the Signal Fire.

The act opens with the Storm Knights exploring the city. In time, they discover a beautiful open garden on top of a huge stepped pyramid. They find the place where the Possibility Chalice must be placed, and do so.

Following ancient instructions, the Knights face a series of tests which, if correctly handled, will end with the lighting of the fabled Signal Fire, and the fulfillment of the Storm Knights' quest.

But the forces of the High Lords still stand in their way: the vampyre Mantooth and several awesome Avatars of the Nile Gods must be defeated before the Knights can accomplish their task.

SCENE ONE: The City that Never Sleeps

The Situation

Standard. Following the battle with the gospog horde, the Storm Knights find themselves among the ruins of an ancient and fabulous city. They may do some exploring during the evening, but it is quite dark, and you might want to remind them that there is still a powerful vampyre running around somewhere. The logical thing to do is

to pack it in for the night and watch for signs of Mantooth. The city can be explored in the morning.

If the Knights decide to press on during that night, alter the following sections to fit the fact that they cannot see much of anything. In addition, Mantooth will probably make a couple of hit-and-run attacks to weaken the Knights before the final confrontation.

When the Knights set out, they have before them an entire ruined city to explore. At the same time, they must try to figure just what it is they are supposed to do with the Possibility Chalice to fulfill their quest.

To get the scene started, refer to the map of the city to describe what the Storm Knights see. Do not let the Knights see this map. The plateau is flat and overgrown with vines and brush, and they will not have a high vantage point from which to make out the plan of the city — not until they climb the stepped pyramid at the northern end of the plateau. Unless someone has the ability to fly, they'll have to wander the city streets more or less at random until they reach the pyramid.

Describe the scene:

You are standing on a road not far from where you fought and defeated the gospog in the closing rays of yesterday's sun. The road is paved with blocks of stone. But the passage of time and the growth of hardy grasses and tree roots beneath the road has cracked and buckled the stones, and a once smooth road has become no more than a tumbled path.

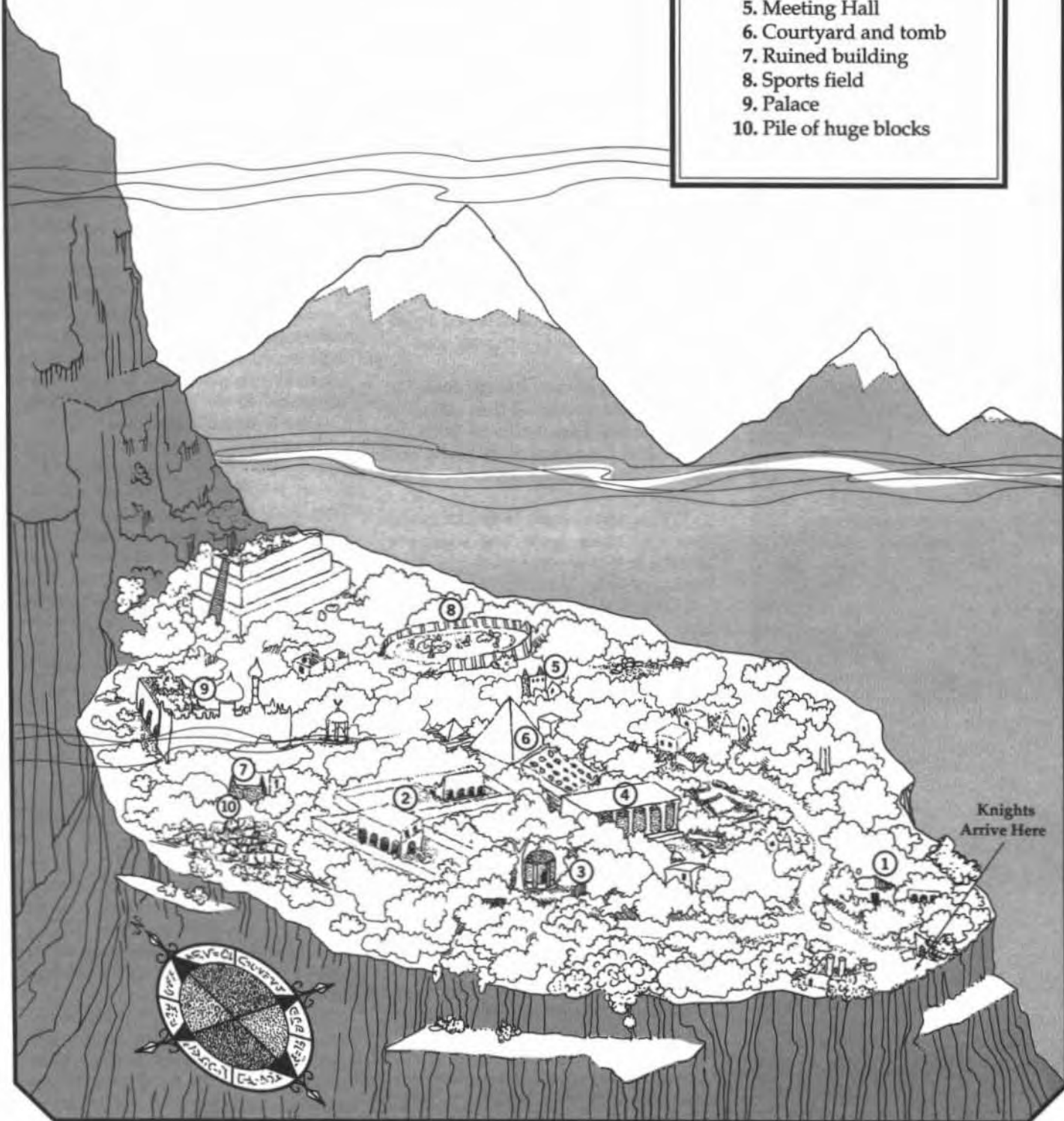
About a hundred meters in front of you, the path forks, with one branch turning to the northeast, and the other curving toward the northwest. When you reach the branch, you see that the





The Forever City: Map 5 The Forever City Plateau

- 1. Dwellings
- 2. Walled estates
- 3. Temple
- 4. Library
- 5. Meeting Hall
- 6. Courtyard and tomb
- 7. Ruined building
- 8. Sports field
- 9. Palace
- 10. Pile of huge blocks



path to the northwest leads into what appears to be a grove of trees. (The weather on the plateau has remained mild. Plants, trees, shrubbery, and other sorts of vegetation are everywhere in abundance.) The path to the northeast leads to some of the ruined buildings of the city.

The Action

The Storm Knights can travel along the path, or go cross-country. However, it is only along the path that any sense of direction can be maintained. Some mysterious force, still active in this warm city in the midst of the frozen Himalayas, causes compass needles to malfunction — not by spinning wildly, but by laying inertly in the compass housing as if the needles had lost all their magnetic attraction.

Off the road, the trees and bushes allow only a few meters of clear visibility. The sun, once it has reached a certain height in the sky, passes behind a large cloud mass, and the light on the plateau becomes diffuse and muted. It is almost as if the city were trying to hide itself under the cloud, preventing casual observation by planes flying overhead.

The architecture of the city is more of a melange than a unified whole. There are Egyptian-looking pyramids flanked by Sumerian-seeming statues of gryphons that in turn are neighbor to Aztec stepped pyramids. Mayanlike giant stone heads repose on Incan altars. There are rock gardens in red sand that might seem familiar only to ancient Martians. Yet, the stone benches in these gardens are carved in a style twin to Danish Modern.

Following are some of the buildings the Knights can explore. The numbers correspond to the map of the city.

1. These were the dwellings of the people who once lived in this city. There are far more of these structures than of any of the others. Each is similar to all the others in its basic design and furnishings. Like most of the buildings on the plateau, almost all of the dwellings stand in ruins. However, one or two of these have weathered

time better than most and are almost entirely intact.

Surprisingly, the buildings seem to have had plumbing, including central heating, comparable to what is being used on Earth today. In one of the dwellings, a strange alien object can be found (*find 8*). It is a globe made of a hard, clear glass-like substance inside of which is a thin metal arrow. The arrow works like that of a compass, only it points in an upward direction at all times (It actually points at the sun, which the Knights can figure out with a *scholar (astronomy)* total of 10).

This object played some kind of important role in an ancient, forgotten religious ceremony. It's probably not too useful to the Knights, unless they get caught in some unusual situation where they literally don't know which way is up.

2. These ruined sites appear to have been small, walled estates, perhaps the homes of the more influential and wealthy people of the city. Yet, from what the Knights can tell, the furnishings inside are of the same quality as those found in the other dwellings. Unless the good stuff has been looted over the years, the important folk lived much the same as everyone else.

3. This appears to be the remains of a small temple once dedicated to some woodland deity. The statue is entangled in strange vines with striking pink leaves. The leaves are quite aromatic, smelling of health and vibrancy (if you can imagine such a smell). If one of the leaves is plucked from the vine and consumed, it bolsters the Knight's constitution, absorbing the next two shock points she suffers (but *not* removing those already taken).

A Knight can gain the benefit of only one leaf at a time, no matter how many she consumes. After a leaf has absorbed its two shock points, the Knight can then eat another leaf, which will then absorb the next two shock she suffers.

There are about fifty leaves on the vine. If the Knights take more than half of them, the vine withers and dies before their eyes, and the statue it supported falls to the ground and shatters. A leaf will retain its potency for 48 hours after it is picked.

4. This building is in a somewhat better state of preservation. It appears to have been a library. Scrolls and papyrus are strewn everywhere. Even a few bound books can be found — and amazingly they are still legible. Something in the dry air of the plateau seems to have stopped or slowed the aging of animal and vegetable matter (leather bindings and paper).

The scrolls and books are written in all manner of ancient languages (Greek, Egyptian, Mesopotamian). A *languages* total of 18 is needed to understand any of these ancient writings.

The works themselves have to do with the science and philosophy of ancient cultures. One of the scrolls (located with an additional *find* total of 14) is an Egyptian astronomical calendar. This calendar is of use to those characters with the Nile Empire *astronomy* skill (see the *Nile Empire Sourcebook* for details). Reading it reduces increases the Knight's *astronomy* skill by one; it takes two weeks to read the scroll, and it can increase someone's skill only once, up to a maximum level of 15.

5. This is a large meeting hall, empty now of people, but filled with row upon row of stone benches. On a cracked and tilted lintel, these words can be made out (*languages 14*): "Wise rulers avoid ruling."

6. This construction is a walled enclosure containing the ruins of 35 marble sphinxes in the forecourt. Then, beyond a curtain wall, a limestone-shelled, four-sided pyramid is flanked by what appear to be smaller temples dedicated to minor gods — or they might be tombs for officials of lesser rank than he who was entombed in the pyramid.

When the Knights enter the courtyard, they are immediately attacked by avatars of the Ancient Egyptian gods Neith and Anubis. These were created by Mobius and given to Wu-Han for use on this mission. Upon climbing up to the plateau, they naturally gravitated toward the Egyptian pyramid temple, and have been lying in wait for the Stormers. Their mission is to destroy the Knights and recover the Chalice.



Avatar of Neith: DEX 8, STR 10, TOU 13, PER 11, MIN 11, CHA 14, SPI 9.

Skills: reality 12, dodge 10, maneuver 9, melee weapons 10, unarmed combat 10, find 13, trick (12), test (14), charm 16, persuade 15, taunt (14), intimidation (12).

Possibilities: 3.

Equipment: dagger, damage value STR+3 (14).

Description: Avatars appear exactly as the feared Walking Gods of the Nile Empire (see the *Nile Empire Sourcebook* for details on Walking Gods). They are far weaker than Walking Gods, however, possessing none of the Gods' magical abilities, but their singular advantage is that they are mobile (Walking Gods are tied to the tombs and temples they protect).

The Neith avatar appears as a seductive Egyptian goddess. She uses her *charm* and *persuade* skills to make the Knights easier targets for the Anubis avatar.

Avatar of Anubis: DEX 9, STR 13, TOU 14, PER 11, MIN 10, CHA 7, SPI 9.

Skills: reality 10, dodge 10, maneuver 9, melee weapons 14, unarmed combat 11, find 13, trick (12), test (14), taunt (11), intimidate 13.

Possibilities: 2.

Equipment: two-handed sword, damage value STR+7 (20).

Description: The avatar of Anubis appears as a powerful man with the head of a black jackal. It attacks with a massive two-handed sword.

Once the Avatars are dispatched, an *evidence analysis* total of 13 allows a Storm Knight to find the correct stone to push to cause the secret entrance to the pyramid to be exposed. If the Knights enter this temple/tomb, they find a large underground chamber whose walls are lined with the carved images of all the Egyptian gods.

The only item of interest in the room is a small sarcophagus which contains the mummified corpse of a noble boy. The lid can be easily lifted off, and the

mummy within appears to be remarkably well preserved. He holds a solid gold ankh clutched to his breast.

If the ankh is removed by one of the Knights, he is stricken with a *curse* (see the *Nile Empire Sourcebook* pg, 99), suffering a -1 bonus modifier to all actions for the next month. The ankh can be sold on the open market for \$3,000, or to a museum for \$2,000.

7. The building at this site is ruined beyond identification. However, a *find* total of 13 allows a Knight to discover a clear glass lidded jar, within which is some fine grey powder.

If the lid of the jar is removed, it immediately become opaque (that is, you can't see through it), and, if a Knight reaches in and touches the powder, the tips of his fingers disappear.

In fact, the powder is *dust of invisibility*. If a Knight sprinkles the powder over himself, he is rendered invisible for an hour.



While the character is invisible, a *Perception* total of 14 is required to see him. In combat, there is a -10 modifier to hit him if the *Perception* roll is not passed, -3 if it is. There is enough dust for three applications (or six if they're used on Ayslish Dwarves).

8. This building may have been the site of athletic contests. Ancient Greek statuary depicting men and women in various poses of physical activity dot the area. The faint remains of an oval running track surround the building and the statues.

9. This ruin was probably the palace of the ruler of the city. There are what appear to be receiving rooms, courtyards, and private, retiring chambers. The ornate chair in one of the larger rooms is not unlike a throne.

10. This must have once been a huge dome of stone blocks. All that remains now is a circular heap of fallen and tumbled cyclopean blocks, cracked and chipped by the energy of their collapse.

The architecture of this building is completely unrecognizable, and a character making a *scholar (architecture/engineering/physics)* total of 10 realizes that, under known physical laws, there is no way this structure could have supported itself at any time. There was no apparent mortar or any other kind of adhesive material used in the construction, and the blocks were not linked in any way — they must have simply been fitted together geometrically.

If a character with the special Nile Empire skill of *engineering* studies the dome for one hour, she discovers an entirely new architectural theorem, increasing her *engineering* skill due to the new insight. A character can only increase her skill in this fashion by one point, and only if her skill was below 17 to begin with.

Event

The Eyes of the Vampyre: Even though it is daytime and Mantooth should be sleeping in his coffin, the events unfolding on the plateau demand that he use a measure he saves



only for desperate situations.

Mantooth makes use of the magical pin he wears to cast *mage dark* spells allowing him to be mobile and keep an eye on the Storm Knights during the day.

This method is by no means particularly effective. The spell is immobile, so he must either cast it on a very good vantage point (say, the top of a tower), where he will stick out like a sore thumb, or he must cast a series of overlapping spells as he strives to keep up with the Knights.

Even within the *mage dark* spell, Mantooth still suffers injury from being out of his coffin during daylight (even the diffused daylight on the plateau is painful to face). However, Mantooth is very old, and has gained some immunity to light. He suffers only three points of shock damage per round from direct sunlight, and one

point of shock every other round inside his *mage dark* spell. He is still *sty-mied*, however.

The Knights may attempt *Perception* rolls against a difficulty of 12 every hour to see if they spot the vampyre. If spotted, Mantooth immediately flees into the dark recesses of the city. He will not battle the Knights in daylight.

Note that, if he is not spotted and driven off, Mantooth will have seen the Knights collect any of the special items they may find in the city and take appropriate precautions. For example, if he knows about the invisibility dust, he'll have a bucket of water or two around with which to douse anyone who has used it.



Variables

It should take the Storm Knights most of the day to explore the city and work their way toward the stepped pyramid at the northern end of the plateau.

If for some reason they are able to reconnoiter the city from the air (if any of them has the *flight* power), and they realize the significance of the pyramid and head straight for it, it still takes them quite a bit of time to get there. Still, this will cause Victor Manwaring to put in an appearance a bit later in the next scene (when the sun sets). See the Variables section of the next scene for details.

Flag

If an *Alertness* card is played by any of the players during this scene, his character automatically spots the vampire *without the vampire being aware he has been spotted*.

Cut To

When the Storm Knights reach the stepped pyramid on the northernmost end of the plateau, go to Scene Two: Tests, Tricks and Confrontations

SCENE TWO: Tests, Tricks and Confrontations

The Situation

Dramatic. This scene begins when the Storm Knights find the stepped pyramid at the northern end of the city. Covering the upper layer of this pyramid, like icing on a tiered wedding cake, is a large, open garden. The garden is beautifully laid out, and the plants and trees seem to be painstakingly cared for, but there is not a bloom in sight. All is verdantly green. Lushly green, but un bodied and unflowered.

At the northern end of the garden, the end at which the stairs lead up from the base of the pyramid, stand the statues of two men. The men have an alienness about them that is not readily labeled, as if they were painstakingly carved representations of something that wasn't quite human. The men are kneeling, facing each other and joining hands. Where their hands are joined, an altar is formed.

Looking south, over the tops of the short, dwarf trees and shrubs of the garden, the Knights can see a stone structure sitting atop a raised platform. A *Perception* total of 10 lets a Knight, recognize the structure as a large stone brazier. Four stairs lead up to the platform upon which the brazier rests. The brazier itself is encrusted with colorless gems.

Between the statue and the brazier are six beautiful fountains, all of which spout crystal-clear water.

The Action

An inscription is clearly visible on the statuary. The writing is extremely strange, and those who have been to the temple of the Destiny Map in India recognize it as the same language as was found there. The effect on the reader is as it was on the temple wall — despite the alien alphabet, the Knights can somehow read and understand the words. The inscription reads:

THE TIME OF POSSIBILITIES IS
AT HAND

SKY AND FIRE MUST BE MIXED
AND CARRIED FORTH TO
ANOINT THE BRAZIER

AND PREPARE IT FOR LIGHT-
ING

BUT BEWARE

ONLY THE MOST WORTHY
WILL BE ABLE TO SUFFER THE
PAINS OF THE SACRED STAIRS
AND LIVE

TO LIGHT THE SIGNAL FIRE
AND HERALD THE NEWS OF
EARTH

The Fountains

When the water in each of the fountains is touched, it turns a vibrant color. The color is different from fountain to fountain, and the six colors are orange, yellow, red, green, blue and violet (the map of the garden indicates which fountain contains which color).

If water from the fountains is poured into the Possibility Chalice, the gems encrusted on the *stone brazier* suddenly take on the same color as the water in the Chalice. If water from more than one fountain is put into the Chalice, the colored waters do not mix. Instead they swirl around each other like thick paint, and the gems on the brazier mimic the effect and the colors.

The inscription on the statuary refers to "sky and fire," which hints as to which colors are needed to create the proper liquid with which to anoint the Signal Fire: *blue* for water and *red* for fire. Another indicator is the Possibility Chalice itself, which is studded with blue and red swirled gems, as are most Eternity Shards. When the proper colors are mixed, the gems on the brazier look *exactly* like those on the Chalice.

The Chalice must be filled with only blue and red waters. If any other colors are part of the mixture, the cup must be emptied and refilled with the proper mixture.

When the Chalice is filled with only red and blue water, a deep note will sound from the brazier, echoed in a lighter tone by the Chalice itself.

The Brazier

The massive stone brazier set atop the platform at the north end of the garden has four stairs leading up to it. The platform is surrounded by a protective bubble which acts as a magical ward to those attempting to reach the brazier. Up close, the "bubble" is visible to the naked eye, appearing as four layers of hazy, almost smokey, white light.

For each step taken up the stairs (or the equivalent amount of space above or beneath the platform if a Knight tries to fly or dig her way to the bra-



zier), the Knight takes a *wound*. If all four stairs are climbed and the character cannot spend Possibilities to counter the four wound effects, she will die.

Thus, only Possibility-rated beings can reach the brazier, or as the statuary inscription reads: "only the worthy will be able to suffer the pains of the sacred stairs."

Once the appointed character reaches the top of the stairs, she must pour the liquid mixture from the Chalice into the brazier (or "anoint the brazier"). When this is done, the ward surrounding the platform disappears, and the white "bubble" fades away into nothing.

If the Knight attempts to pour the wrong mixture into the brazier, the liquid is "rejected," sizzling into nothing when it hits the stone.

When the correct mixture is poured into the brazier, the ward is removed, but the reality storm does not stop (see the event below for info on the reality

storm). The city continues to be methodically levelled, as the destruction creeps closer to the very place where the Knights now stand.

A message appears on the brazier in the same ancient, yet readable language. It reads:

HOW WILL YOU SEND YOUR MESSAGE?

This is a clue which refers to the final step in "lighting the Signal Fire."

As mentioned in the statuary instructions, the Knights must "Herald the news of earth." In other words, they must use the group power of *herald*, bestowed upon them by the Possibility Chalice, to light the Signal Fire. If they announce that they will "herald" their message, go immediately to the next scene.

If the Knights do not have the *herald* power, they must immediately purchase that power (see *Torg Rules Book, Gamemaster Chapter Nine*).

Events

Storm Front: When the water of the first fountain is touched, a violent reality storm begins to whip up above the city. For each fountain the Knights touch, the storm doubles in strength. Gale-force winds begin to blow, knocking over benches and toppling stone columns. Lightning bites into the stonework of the ancient city, methodically reducing it to an even worsened state of rubble and ruin.

In ten minutes (60 rounds), the storm will reach the pyramid, destroying everyone and everything on it. The only way to stop the storm is to light the Signal Fire.

The Final Gambit of Victor Manwaring: When the Knights begin tinkering with the fountains and the storm erupts, the city is cloaked in darkness by thick, black clouds. Victor Manwaring, sensing that the end is near, seizes this moment to make his move.

He makes no attempt to utilize surprise; instead he makes a grand dramatic entrance, in the finest gothic tradition. Striding forth from the mists of the garden, he stands before the Stormers and makes an *intimidation* attack: "I grow weary of this game. It is time to *feed!*"

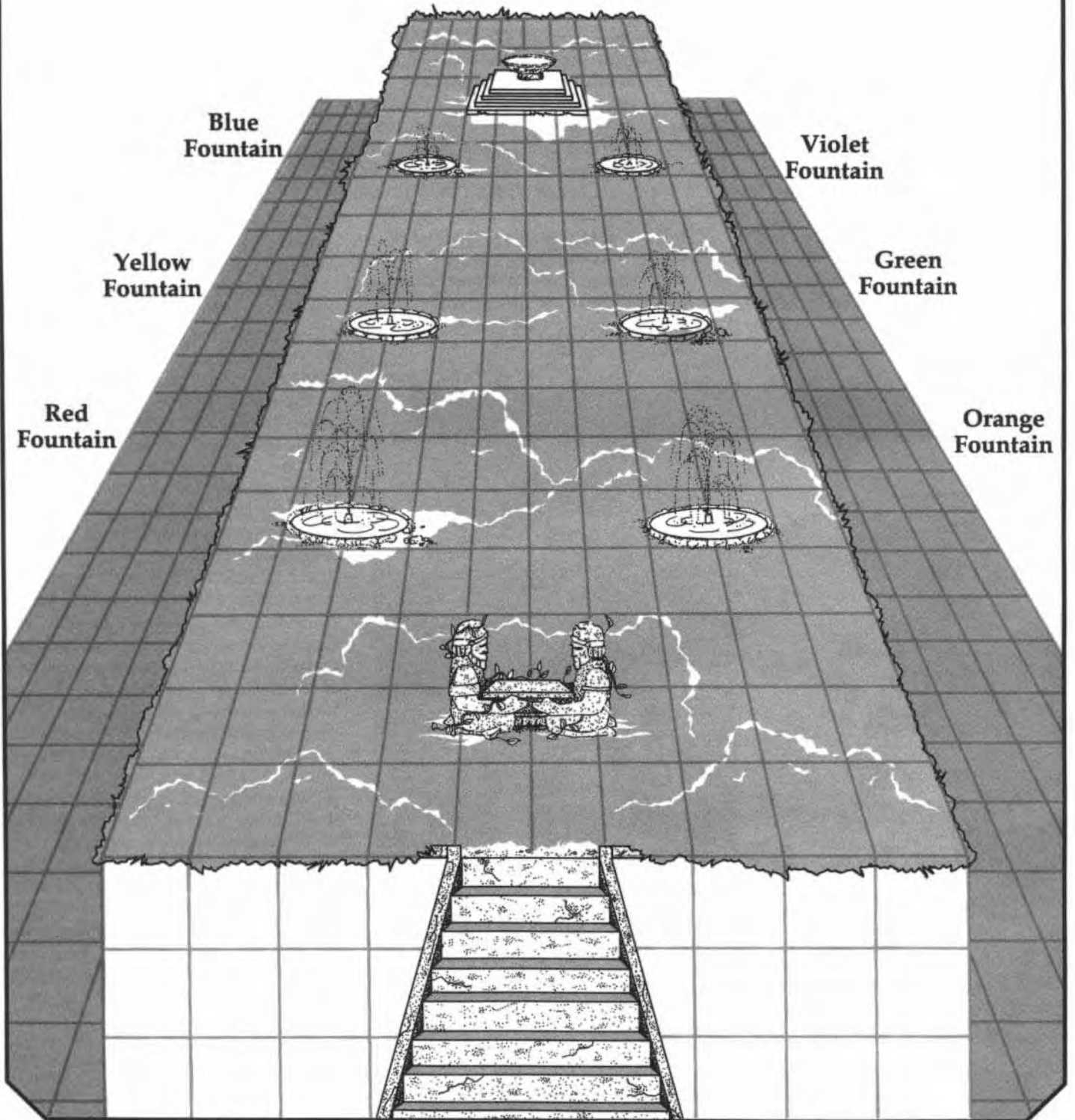
At this point, Manwaring wishes nothing more than to drink the blood of each of the Stormers, in turn; the Chalice seems only to be of secondary concern to him. He uses every power at his disposal to destroy the Knights; he fights to the death. Making matters much, much worse, due either to the dark clouds or some property of the pyramid, Mantooth does not suffer the normal penalties of coming out in daylight: he does not take shock, and he is not *stymied*. He's just very, very angry.

Unless the Knights are able to defeat the vampyre with their own might, the only way to stop him is to light the Signal Fire. When this is done, the vampyre is apparently destroyed, or at least driven away (see the next scene).





The Forever City: Map 6
The Pyramid



Cut To...

As soon as the Knights announce that they will "herald the news of Earth," cut to Scene Three, wherein its effects are described.

SCENE THREE: The Sun Also Rises

The Situation

Standard. In this, the final scene of *The Forever City*, the Storm Knights use their *herald* group power to ignite the stone brazier before them — the true Signal Fire. Read the following to the players:

An impossibly bright light shoots forth from the mouth of the brazier, sending searing knives of pain through your eyes. The vampyre screams in agony at the cursed light — you can hear him running for his life, but you cannot see him. You cannot see anything.

As your eyesight gradually returns, you see the image of a shimmering globe hovering above the mouth of the brazier. The familiar shapes of oceans and land masses reveal to you that it is your beloved Earth.

The globe is dotted with tiny pinpoints of light, and interspersed among these are seven pulsing points of utter blackness.

As you stare, transfixed, into the mystical image, you feel yourself falling into it, travelling down onto the face of that glowing planet, speeding toward one of the many points of light.

You now stand near a group of children in a playground sandbox. You are unable to move or to speak. A man lies half-buried and bleeding in the sand, and the children surround him. They poke and prod him with maliciousness slightly beyond a child's normal curiosity — some kick sand in the helpless man's battered face.

The sandbox is cloaked in shadow as a winged Ravagon lands amid the children. They smile and clap as it touches down in the sand, staring at

the creature in wide-eyed wonder.

The Ravagon pats several of the tykes on the head, and speaks softly to them. "I've crippled this Stormer for you, young ones. Do with him as you will."

With that, the Ravagon plucks an aluminum baseball bat from the sand and hands it to a red-headed boy. "Go on, child. Haven't you ever wondered what it would be like?"

The boy steps over the man's crumpled arm and onto his chest, gripping the bat tightly and waving it above his head. His young friends urge him to strike. The boy hesitates.

The mystic letters form again over the scene: **HERALD YOUR MESSAGE.**

The Action

While the description above is being read, the Storm Knights are powerless to act in any way. However, once the boy reaches his point of indecision — his moment of crisis — the Knights may act, but only through their *herald* power.

Read the rules on group powers in *Gamemaster Chapter Nine* of the *Torg* rules. The difficulty of the *herald* attempt is 27 (-5 because the cosms are connected, +10 because the Knights are trying to reach a specific individual).

If the Knight fail, the boy uses the bat to kill the helpless man. The Storm Knights are once again pulled away from the scene, and they find themselves back in the garden of the *Forever City*.

If the Knights succeed, they can tell the boy that there is hope — that he is not alone. This or any similar message will succeed: the boy flings the bat at the Ravagon and runs, and the rest of the children follow suit. The Ravagon is momentarily confused by the scramble, but then begins to pursue... the scene fades, and the Knights are once more on the plateau.

They can see a number of additional lights wink to life on the floating image of the Earth. Somehow they know that each of these lights represents a Storm Knight, and they have just created several more, their message of hope having somehow been

transmitted to hundreds of potential Knights across the planet. Around them, the storm fades away into nothing, as does the globe.

In its place, a golden square appears, hanging in the air about two meters from the Storm Knights. It is a gate, and the Knights know where the gate leads: to a playground, somewhere in North America, where a Ravagon hunts children.

Ravagon: DEX 9, STR 14, TOU 10 (13), PER 10, MIN 8, CHA 8, SPI 8.

Skills: reality 10, flight 15, maneuver 15, stealth 12, unarmed combat 11, find 12, language 11, tracking 11, trick 12, test 9 (12), taunt 9 (12), intimidation 11.

Possibilities: 4

Equipment: None

Natural Tools: Armor, defensive value 13; talons, damage value 16, wings; speed value 13.

What Have We Wrought?

The players, and the Storm Knights, will — at this point in the history of Earth's wars with the Possibility Raiders — have no idea of what they have accomplished by lighting the Signal Fire in the brazier. However, they have managed to "Herald the news of Earth." This deed will have immense consequences in the future of the *Torg* universe.

Adventure Awards

Give 10 Possibilities to each Storm Knight who has successfully completed *The Forever City*. For more information on how to distribute awards, see the Award Guidelines in the *Torg Adventure Book*.

If the Knights rescued Nicolai Ondarev and/or Katrina, they have made some powerful friends in the Soviet Institute of Psychic Research. Nicolai owes the Knights a favor — and he takes his debts *very* seriously indeed. If the Knights need anything that it is within his organization's power to supply — say, any Core Earth goods or services valued at less than \$40,000 and possibly available in the



USSR — they can just name it. Alternatively, if they are ever in trouble, they can call him and he'll help them to the best of his abilities (very useful if the Knights must ever travel into the USSR).

(Think of Ondarev as a not very powerful genie who will grant any number of wishes whose total retail value would not exceed \$40,000. If the Knights try to abuse his good will, Ondarev will simply not be able to fulfill their request, as the Soviet authorities have forbidden him and Katrina from further association with foreigners. That's the end of that.)

Additionally, if the Knights captured or killed Cardinal Le Rouche-foucauld, Tolwyn of Tancred, Pella Ardinay, and the Government of Great Britain are in their debt. The British Government will pay each Knight \$5,000 for their efforts; they will gladly offer citizenship to any non-Earth natives who request it. If any Knights wish to join MI6, the British External Intelligence organ, they are welcome.

For their part, Tolwyn and Ardinay will offer each of the Knights training in any skills native to the cosm of Aysle free of charge (that is, they can take up to five Possibilities' worth of Ayslish skills at no Possibility cost). They will also make the Knights honorary members of the Ayslish Home Guard.

Cut To...

A mountainside in the Himalayas, where a black-garbed figure stumbles through the snow. The camera moves in slowly, tightening on the figure's thin, gaunt face. The figure pauses, then looks directly into the camera. It hisses, revealing fangs which drip blood.

Fade to black.



Stacks



his section outlines suggestions for incorporating some of the subplots from the Drama Deck into *The Forever City*. This is in addition to the *flags* that appear at the end of specific scenes.

The Martyr Card

If this card is played during the final act, it allows a Storm Knight to single-handedly destroy the vampyre Mantooth. Naturally, such a herculean effort is not without cost, for as the Knight strikes the final blow, the vampyre strikes back at him with a fury born of desperation. The Knight is killed at the same moment as the vampyre.

The most efficient way to destroy the vampyre is to plunge a wooden stake through the creature's heart. If the Knights come up with a different method, try to allow it, but only if it is within the rules for destroying vampyres.

For example, if the Knight playing the card declares that he is grabbing Mantooth by the throat and jumping off the plateau, you might state that the two figures plummet down the side of the mountain, starting an avalanche as they fall. The avalanche carries with it a number of tree branches which too have fallen from the plateau over the years — one plunges directly through the Stormer into the monster's chest, killing him and Mantooth instantly, and locking them forever in a gruesome embrace of death.

The Mistaken Identity Card

If this card is played by a character who is *not* carrying the Possibility Chalice, and it is played during Act One, an all-out attack is made by the Bloody Brothers on that character. Apparently, their intelligence sources

informed them that this particular Stormer would be carrying the Chalice. Have them ignore all of the other Storm Knights and concentrate their efforts on this one particular character.

Later, when the Knights encounter the Cardinal on the train, he pays particular attention to that Stormer as well.

The Suspicion Card

If this card is played during Act Two, the Cardinal suspects this character of being a spy for the Cyberpope, sent to watch over his activities.

When in this Storm Knight's presence, the Cardinal is extremely nervous. He will not personally harm or order harm done to this particular character unless the Knight attacks him or his cronies first.

The Personal Stake Card

If this card is played during Act Two, the affected character recognizes Horace Blessed as the man who once saved his life. (Blessed once pushed the character out of the way of an oncoming car, or some similar story.)

Horace is relieved to find his "friend" on the train, and he comes clean with his entire story. In turn, the Knight should feel compelled to get Horace out of this trouble he is in with the Cyberpapacy.

The Cyberpapists, of course, do not intend to let the chubby thief go. Blessed is aware of this, but he doesn't know what to do about it. the Knight must come up with some sort of a plan.

A thief, liar, and con man, Horace could be an interesting recurring character in your campaign.

The Romance Card

There are quite a few opportunities to use this subplot if it should come up during the course of play.

For a male Storm Knight, an opportunity for the *romance* card to be used is when the Storm Knights first encounter Katrina Tovarish on the train, while she is disguised as a nun.

This causes a rather awkward situation for the Knight, who begins to feel romantic toward the young, blind woman who allegedly is in a religious order sworn to celibacy. Making it worse, Katrina obviously returns some of the romantic, and sexual, interest the Knight is feeling. The same thing can occur between Ondarev and a female Knight, of course.

Later on, the Soviets will reveal their true identities and the whole thing can straighten itself out.

For a female Knight, opportunities for romance abound. One particularly interesting passion might involve Victor Manwaring. After all, he is a handsome charming European man ... the Knight simply cannot believe that he's undead. Manwaring *charms* the affected character and then *persuades* her to meet him in his train compartment later.

If he achieves a *yes* result, the Knight *must* meet him at the appointed time. When they get together in his compartment, Manwaring does not bite the neck of the Stormer and attempt to turn her into one of the undead. Instead, he casually takes a strand of her hair; with this, he can track the Knights across Europe.

Later, during the final battle in Act Four, the Knight must choose between her love and her comrades ... an outstanding opportunity for inspired roleplaying by the Knight's player and the gamemaster as Manwaring.



Gamemaster Character Records

Use these pages to record the damage to and status of the gamemaster characters in the key encounters. Use the "status" line to record *wounds*, *stymied*, *unskilled*, and *setback* results. Each character's *Toughness* is repeated on the "Stun Damage" line for easy reference.



Act One

Brothers of the Everlasting Sacrifice (as many as there are Storm Knights): DEX 10, STR 9, TOU 9 (12), PER 8, MIN 10, CHA 11, SPI 13.

Skills: reality 14, fire combat 11, melee weapons 13, stealth 12, trick 9, test of will 11, willpower 13, charm 13, persuasion 19, taunt 13, faith 15, focus 14, intimidation 19.

Possibilities: none (they are Possibility-rated but they are currently out of Possibilities).

Equipment: IriMesh robes (TOU+3); BiV arm, STR+5, slashers, STR+4 (total unarmed damage value 18); kreelar tendons; FN Jammer wrist gun, damage value 23; NeuraCal.

Cyber Value: 12

Miracle: *Martyr Complex* (see sidebar).

Brother #1	
Stun Damage (9)	K
Status	O
Brother #2	
Stun Damage (9)	K
Status	O
Brother #3	
Stun Damage (9)	K
Status	O

Cyber Agent: DEX 12, STR 12, TOU 10 (16), PER 8, MIN 9, CHA 8, SPI 9 (13 because of *Blessing Vow*).

Skills: reality 11, dodge 13, fire combat 13, long jumping 14, melee weapons 13, running 13, stealth 14,

unarmed combat 13, evidence analysis 10, find 11, survival 11, test 10, persuasion 10, taunt 9, faith 12, intimidate 12.

Possibilities: 2

Equipment: Interdermal plating (TOU+6); PlazHop cyberlegs (STR+3; running limit value 12, long jumping limit values 5, kick damage value 15); kreelar tendons; Avro PRII.V wrist gun, damage value 19; subdermal suicide mechanism (see below); NeuraCal.

Cyber Value: 16

CyberAgent	
Stun Damage (10)	K
Status	O

Young Teutonic Dragon (Draconis Teutonica): DEX 9, STR 20, TOU 18 (25), PER 15, MIN 12, CHA 7, SPI 7.

Skills: reality 8, flight 12, dodge 11, stealth 11, swimming 11, unarmed combat 11, alteration magic 18, divination magic 18, evidence analysis 15, find 17, trick 16, test 17, willpower 18, taunt (11), intimidation 15.

Possibilities: two per Storm Knight
Arcane Knowledges: darkness 4, air 6.

Natural Tools: armor +12; wings, speed 11; claws, damage STR+3 (23); arctic air breath, damage 26, range 3-50/51-250/251-600.

Spells: Mage dark, floater.

Teutonic Dragon	
Stun Damage (18)	K
Status	O



Act Two

Father Jean Ratelle: DEX 8, STR 8, TOU 9, PER 10, MIN 9, CHA 9, SPI 11.

Skills: dodge 10, unarmed combat 10, find 12, trick 11, willpower 10, faith 12, focus 11, intimidation 12.

Possibilities: none.

Equipment: microphone built into

hand and receiver imbedded behind ear (Tech 23, both mechanical, not thought-activated, so do not require Jaz or NeuraCal).

Cyber Value: 1

Father Jean Ratelle	
Stun Damage (9)	K
Status	O

Kanawa Agent: DEX 10, STR 10, TOU 10 (15), PER 9, MIN 8, CHA 7, SPI 6.

Skills: dodge 11, fire combat 12, unarmed combat 12, evidence analysis 11, find 12, language 12, tracking 11, trick 10.

Possibilities: none

Equipment: Kevlar vest under bright print shirt (armor value +5); Uzi submachine gun (hidden in backpack), damage value 17; Polaroid camera (Tech level 22); portable miniature fax machine (Tech level 22).

Kanawa Agent	
Stun Damage (10)	K
Status	O

Horace Blessed: DEX 9, STR 7, TOU 8, PER 10, MIN 8, CHA 11, SPI 8.

Skills: lock picking 15 (17), prestidigitation 15, stealth 11, find 13, trick 13, test 10, charm 13, persuasion 14, taunt 13.

Possibilities: none

Equipment: lockpicking device (+2 to lockpicking skill), 9mm Beretta, damage value 15.

Horace Blessed	
Stun Damage (8)	K
Status	O

Victor Manwaring: See page 62.

Sid Mendelbaum: DEX 10, STR 9, TOU 9 (13 w/armor), PER 11, MIN 9, CHA 8, SPI 9.

Skills: dodge 11, fire combat 11 (12), long jump 13, melee 12, running



13, unarmed combat 12, trick 11, test 10.

Possibilities: none

Equipment: Herod IV with cybernetic aiming linkage (adds +1 to fire combat), damage value 19; NeuraCal, plexiflex chest and abdomen casing (body armor), TOU+4.

Cyber Value: 3

Sid Mendelbaum

Stun Damage (9)	K
Status	O

Iris Mendelbaum: DEX 9, STR 10, TOU 9 (13), PER 11, MIN 9, CHA 8, SPI 9.

Skills: dodge 13, fire combat 11, long jump 13, melee 13, running 13, unarmed combat 12 (14 for kick attacks), land vehicles 12, trick 12, test 11.

Possibilities: none

Equipment: Plexiflex chest and abdomen casing (body armor), TOU+4; foot-mounted slashers (damage value 15 for kick attacks); NeuraCal.

Cyber Value: 2.

Iris Mendelbaum

Stun Damage (9)	K
Status	O

The Cardinals' Cronies (2): DEX 9, STR 10, TOU 10 (12), PER 8, MIN 8, CHA 8, SPI 9.

Skills: dodge 11, fire combat 12, melee weapons 12, unarmed combat 11.

Possibilities: none

Equipment: plexiflex chest casing, TOU+2 (body armor); slicers, damage STR+2; Avro PR II.V, damage value 19; NeuraCal.

Cyber Value: 5

Cardinal's Cronies

Stun Damage (10)	K
Status	O

Cardinal Le Rouchefoucauld: DEX 9, STR 9, TOU 9 (16), PER 11, MIN 12, CHA 13, SPI 14.

Skills: reality 21, cyberdeck operation 17, evidence analysis 15, find 13, language 13, scholar (Earth religions) 15, trick 14, test 14, willpower 14, charm 15, persuasion 16, faith 14, focus 15, intimidation 15.

Possibilities: 12

Equipment: J-Jack; IRCOM Custom Vee Cyberdeck (Response +2, Stealth +3, Processor Power 4, Storage 5); interdermal plate +7 (head and body); BiV arm STR+5; kreelar tendon (1); NeuraCal.

Cyber Value: 14

New Miracle: *Rood Awakening*; (see sidebar).

Cardinal LeRouchefoucauld

Stun Damage (9)	K
Status	O

Cyberknights (2): DEX 11, STR 9 (15 for kick damage), TOU 9 (13 w/armor), PER 10, MIN 8, CHA 8, SPI 8.

Skills: dodge 12, fire combat 12, long jumping 13, melee 12, running 13, unarmed combat 12 (13), land vehicles 11, trick 11, test 10.

Possibilities: none

Equipment: Herod IV with cybernetic aiming linkage (+1 to fire combat), damage value 19; plexiflex chest and abdomen casing (TOU+4); one cybernetically-enhanced leg, (damage value 16 for kick attacks), kreelar tendon, NeuraCal.

Cyber Value: 9

Cyberknights

Stun Damage (9)	K
Status	O

Father Marc Chevalle (typical cyberpriest): DEX 9, STR 8, TOU 9 (16), PER 10, MIN 9, CHA 10, SPI 11.

Skills: reality 13, dodge 11, fire combat 10, melee 10, unarmed combat 12, find 11, trick 13, science 11, test 12,

willpower 13, focus 11, faith 12, intimidation 15.

Possibilities: 4

Equipment: interdermal plate (TOU+7); BiV arm, STR +5, slicers (+2 on BiV arm), total damage value 15; kreelar tendon; Apotheduct; one pack of Jaz.

Cyber Value: 10

Father Marc Chevalle

Stun Damage (9)	K
Status	O

Church Policemen (6): DEX 9, STR 10, TOU 9 (11), PER 8, MIN 8, CHA 8, SPI 9.

Skills: dodge 10, fire combat 11, melee weapons 10, unarmed combat 10, evidence analysis 10, land vehicles 10.

Possibilities: none

Equipment: Mini-flechette pistol, damage value 15; shockstick, damage value STR+5 (does only shock damage, cybernetically built into forearm); NeuraCal; plexiflex chest casing (TOU+2); teflex handcuffs (*Toughness* 20).

Cyber Value: 6

Policeman #1

Stun Damage (9)	K
Status	O

Policeman #2

Stun Damage (9)	K
Status	O

Policeman #3

Stun Damage (9)	K
Status	O

Jazuits (5): DEX 10, STR 9, TOU 8 (13), PER 10, MIN 10, CHA 9, SPI 11.

Skills: reality 12, melee 13, unarmed combat 12, language 12, scholar 12, trick 12, test 12, willpower 13, faith 13, focus 12, intimidation 12.



Possibilities: 1

Equipment: J-Jack; interdermal plate TOU+7; Marseilles Hermes Cyberdeck (Response +3, Stealth +1, Processor Power 4, Storage 3); NeuraCal; kreelar tendons; slikslashers, damage STR+6.

Cyber Value: 9

Miracle: *Crisis of Faith*; (see box)

Description: Jazuits wear long black cassocks that reach to the floor and button up the front. This outfit easily passes for those worn by priests of any number of Core Earth Christian religions.

Jazuit #1		
Stun Damage (8)	K	
Status		O
Jazuit #2		
Stun Damage (8)	K	
Status		O
Jazuit #3		
Stun Damage (8)	K	
Status		O



Act Three

The Yeti: DEX 12, STR 19, TOU 15, PER 7, MIN 6, CHA 4, SPI 4.

Skills: acrobatics 14, dodge 14, long jumping 14, maneuver 13, unarmed combat 15, climbing 21, lifting 21, tracking 12, trick (8), taunt (6), test 13, intimidation 13.

Natural Tools: Claws and teeth, damage STR+3.

Yeti		
Stun Damage (15)	K	
Status		O

Gospogs of the First Planting (12): DEX 8, STR 8, TOU 8, PER 7, MIN 7, CHA 7, SPI 7.

Skills: energy weapons 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9, climbing 9, find 10, tracking 8, willpower 10.

Possibility Potential: none

Natural tools: armor — defensive value 10.

Equipment: heavy club, damage STR+4.

Gospog #1		
Stun Damage (8)	K	
Status		O
Gospog #2		
Stun Damage (8)	K	
Status		O
Gospog #3		
Stun Damage (8)	K	
Status		O

Victor Manwaring: See next page.



Act Four

Avatar of Neith: DEX 8, STR 10, TOU 13, PER 11, MIN 11, CHA 14, SPI 9.

Skills: reality 12, dodge 10, maneuver 9, melee weapons 10, unarmed combat 10, find 13, trick (12), test (14), charm 16, persuade 15, taunt (14), intimidation (12).

Possibilities: 3

Equipment: dagger, damage value STR+ 3 (14).

Avatar of Neith		
Stun Damage (13)	K	
Status		O

Avatar of Anubis: DEX 9, STR 13, TOU 14, PER 11, MIN 10, CHA 7, SPI 9.

Skills: reality 10, dodge 10, maneuver 9, melee weapons 14, unarmed combat 11, find 13, trick (12), test (14), taunt (11), intimidate 13.

Possibilities: 2

Equipment: two-handed sword, damage value STR+7 (20).

Avatar of Anubis		
Stun Damage (14)	K	
Status		O

Ravagon: DEX 9, STR 14, TOU 10 (13), PER 10, MIN 8, CHA 8, SPI 8.

Skills: reality 10, flight 15, maneuver 15, stealth 12, unarmed combat 11, find 12, language 11, tracking 11, trick 12, test 9 (12), taunt 9 (12), intimidation 11.

Possibilities: 4

Equipment: None

Natural Tools: Armor, defensive value 13; talons, damage value 16, wings; speed value 13.

Ravagon		
Stun Damage (13)	K	
Status		O

Victor Manwaring: The Vampyre

DEX 12, STR 17, TOU 18, PER 11, MIN 14, CHA 14, SPI 9.

Skills: reality 18, acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20, climbing 19, alteration magic 16, divination magic 14, find 14, language 15, scholar 16, trick 16, test 23, willpower 23, charm 26, persuasion 21, faith 13, intimidation 17.

Possibilities: two per Stormer.

Natural tools: fangs: physical damage value 18 or *Spiritual* damage value 18 (see below).

Note: Vampyres are resistant to physical attacks, taking only shock damage from non-magical attacks.

Victor Manwaring		
Stun Damage (13)	K	
Status		O



Special Vampyre Rules

Combating Vampyres:

A CROSS: A cross or other holy symbol acts as the focus for a ward enemy miracle (see pg. 131 of the *Torg Rule Book*) when brandished at a vampyre. The user of the holy symbol must have a faith skill of the same religion as the symbol.

HOLY WATER: A vial of holy water thrown at a vampyre has the same effect as a cross, but it has a pre-generated *faith* total which is made when the water is first created (it can come in various potencies, depending on who created it). To create a single dose of holy water, a character performs a *Ward Enemy* miracle upon the water. The resulting *faith* total becomes the *faith* total of the water. A typical vial of holy water has a *faith* of 12.

Holy water causes *faith* damage in vial-sized doses. If more than one dose is thrown in a single attack, combined action results are used for the doses.

A STAKE: When a wooden stake is plunged through the heart of a vampyre, the vampyre takes normal damage (even though the weapon is not magical in nature). If a *wound* effect is inflicted, the vampyre takes one *wound* per round until it is reduced to ash and destroyed (the equivalent of death damage).

The stake cannot be pulled out once the first wound is inflicted and the damage will not stop once it has started. The vampyre can heal the damage with Possibilities, but once these run out, it will be destroyed.

In combat, a *vital blow* must be used to score a direct hit on the vampyre's heart. However, if the vampyre is *reposed* (asleep), the difficulty to hit becomes 0.

DECAPITATION: Unless staked, even a dead vampyre will regenerate one wound level of damage per night spent in its coffin. The only way to prevent this is to remove the creature's head from its body (separating the heart from the brain). Once this is done, the vampyre is destroyed.

A vampyre who has been reduced to ash will not regenerate.

GARLIC: A vampyre takes two shock points if it comes into contact with garlic.

Vampyre Restrictions:

RUNNING WATER: A vampyre cannot cross running water unless it does so via a bridge. (The vampyre is tied to the earth, and a bridge will keep the vampyre in contact with it.)

Otherwise, passing over running water inflicts a *ward enemy* (and resulting *faith* damage) upon the vampyre. The *faith* total of the *ward* depends on the volume of water: a small stream would be about a 12, while the Amazon River would be 35. Oceans, lakes or seas do not affect vampyres: only rivers.

INVITATION: A vampyre cannot enter a home unless invited inside.

REFLECTION: A vampyre has no reflection in a mirror, nor will it show up on film or video.

Vampyre Abilities:

BLOOD-DRAIN BITE: A vampyre can bite to injure a character physically or spiritually. If a vampyre bites a character to drain his life, it inflicts *spiritual* damage. The vampyre can bite in any of its polymorphed forms (except mist). When a character is "killed" by spiritual damage from a vampyre bite, he becomes a vampyre.

In addition, a character bitten by a vampyre has his base attitude toward that vampyre involuntarily improved by one level for each *Spiritual* wound taken.

Once a vampyre bites its victim it can use a drop of the blood it drains as the basis for a *tracker* spell (but with a difficulty of 14).

POLYMORPHISM: A vampyre has the ability to transform itself into a large vampyre bat, a wolf, a large rat or a gaseous mist. This is not lycanthropy, but rather it is an *Alteration Magic* spell:

Axiom Level: 10

Skill: *alteration/entity* 17

Backlash: 14

Difficulty: 10

Effect Value: 0

Bonus Number to: effect

Range: self

Duration: 18 (one hour)

Cast Time: 2 (2.5 seconds)

Manipulation: control

While in the form of a bat, wolf or rat, the vampyre retains its normal statistics, with the following exceptions: As a bat or rat, the physical damage value for the vampyre's bite is reduced to 16. As a bat, the vampyre is granted a *flight* skill of 15. As a rat, its *dodge* is increased by 3. As a wolf, the physical damage value of its fangs is increased to 20.

In the form of mist, the vampyre can make no attacks, although it can be attacked (with a -3 bonus modifier to all except spiritual attacks). The effect value of the vampyre's *polymorph* spell becomes its armor value against all attacks.

It acts as a gaseous form in all other respects, and is able to move at a limit value of 17.





Roleplaying the Possibility Wars™

The Relics of Power Trilogy Response Form

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Herald Messages

Starting Possibilities

Ending Possibilities

Card Total

Specifics

1. Was the signal fire lit? _____
2. How many result points did the Storm Knights get on their combined *reality* total vs. the Ravagon? _____
3. Which realm has been affected least by the outcome of this adventure trilogy? _____
4. Was Victor Manwaring destroyed? _____
5. Was Wu-Han killed? _____ Did he have the atomic bomb plans? _____
6. Was Amethyst killed? _____
7. Was Cardinal LeRouchefoucauld killed? _____
8. Was the Kanawa oil rig destroyed? _____
9. Did the Storm Knights find the strange compass in the ruins of the Forever City? _____

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THE FOREVER CITY

by C.J. Tramontana



It is the time of the Possibility Wars. Fierce reality storms wrack the Earth, hurtling contradictory realities against each other in a maelstrom of destruction. In the wake of these devastating storms, the Storm Knights are born — to fight the High Lords, and to gather the relics of power that will drive the invaders off our world.

It is the city of legend. The final resting place of the fabled Possibility Chalice and the end of the Storm Knights' journey. Their adventure has carried them across endless miles and brought them into conflict with the forces of four different High Lords. With the Possibility Chalice in their possession and the Destiny Map to show them the way, the Storm Knights are bound for the mysterious Forever City.

But with the end so near, the High Lords have stepped up their efforts to stop the Storm Knights and capture the relics for themselves. The heroes find themselves pitted against deadly cyberknights, walking gods from the Nile Empire, and a hideous agent of the fifth — and perhaps most dangerous — realm to enter the chase.

Framed against a backdrop of intrigue and suspense, the Storm Knights make their way across Europe to reach the towering snow-capped peaks of the Himalayas for the stunning climax to the *Relics of Power Trilogy*.

An Adventure for



Roleplaying the Possibility Wars™

ISBN 0-87431-311-2



Fantasy/Games

This Torg adventure can be played by itself or as the third part of the *Relics of Power Trilogy*. It introduces players and gamemasters alike to the *Torg* universe, where realities overlap and anything is possible.

For up to six players and a gamemaster. You need the *Torg: Roleplaying the Possibility Wars* boxed game to run this adventure.

For ages 12 and up.



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