

A Supplement for *TORG: ROLEPLAYING THE POSSIBILITY WARS*™

TM

TORG

THE CASSANDRA FILES



Dispatches and Rumors from the Delphi Council™

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Dispatches and Rumors from the Delphi Council

By Christopher Kubasik





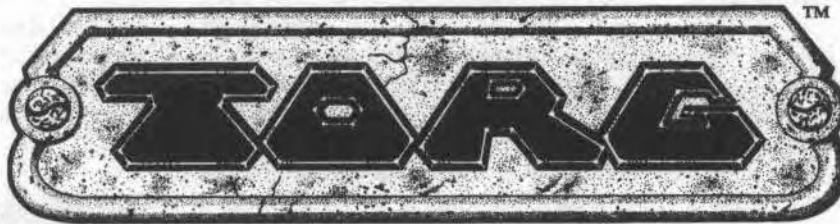
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Thomas Baxa



Roleplaying the Possibility Wars™

The Cassandra Files

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Using *The Cassandra Files*



The Cassandra Files is a collection of adventure ideas set in the Infiniverse of *Torg: Roleplaying the Possibility Wars*. These are short scenarios, giving details about events taking place in the realms of the invaders — the Living Land, the Cyberpapacy, Nippon Tech, the Nile Empire, Orrorsh, and Aysle — as well as in Core Earth.

The Cassandra Files has two parts, a gamemaster section and a player section. The player section is the actual files, and should be read by both the players and the gamemaster. The gamemaster section has game information, and should be read only by the gamemaster. For best effect, "leak" the files in sequence, a few at a time, to the players.

Because the information is subjective (that is, written from the point of view of fictional people within the world of *Torg*) much of it is unconfirmed.

The gamemaster should interpret the reports (in other words, keep what he likes and ignore the details he doesn't) and then turn them into ad-

ventures like the one in the *Torg Adventure Book*.

For gamemasters, *The Cassandra Files* is a catalogue of events happening all over Earth during the Possibility Wars. Not only will the gamemaster get a feel for the current state of the struggle between the High Lords and the heroic Storm Knights, but he will find many starting points for designing his own adventures. Remember that portions of these files may be inaccurate, so feel free to change details to fit your style of playing and your group. By changing details, you'll keep players who have read the book on their toes.

Also, if the gamemaster is open to the idea, this book can be used by the players to choose adventures for their characters to participate in. Here's how this would work: after an adventure has been wrapped up, the players can flip through *The Cassandra Files* and find a report that interests them. They would then show the report to the gamemaster, and if he also finds it intriguing, he could flesh out the details of the adventure prior to the next session.

In this way, the players can help the gamemaster figure out what to do with the next adventure, and the gamemaster knows that the Storm Knights are facing perils the players find interesting.

The gamemaster should remember that each report is only a hook, a small point that an adventure can hang on. The characters may go to France to investigate the shipment of cyberware to Quebec only to discover that they really must go to the Nile Empire. The gamemaster should consider what aspects of the report intrigue the players, keep those parts, and then feel free to go wild with the rest of the adventure.

The Cassandra Files was designed with cooperation between the gamemaster and players in mind, and we encourage you to take advantage of it to make your gaming experience that much richer.



Alan Jude Summa



Introduction

THE DELPHI COUNCIL



To whom it may concern;

The book you hold in your hand is a collection of reports concerning the Possibility Wars, written by members of the Delphi Council and operatives of various domestic and international intelligence agencies. The accounts contained herein date back to the initial invasion in New York City - files have been updated on a weekly basis, with those that have proven false being discarded and those we felt required additional attention being retained.

These files have not been declassified by the Delphi Council. Possession of them is a federal offense under the Intelligence Act, and those of us who have compiled them are currently in hiding. But we have taken the risk we felt had to be taken, and we hope that if these reports should reach any of the so-called "Storm Knights," they too will do what they must.

These files document events across the globe, ranging from unexplained incidents in various nations to hints of dangerous new technology in the hands of our enemies.

Our reasons for releasing the often sketchy details of these events are simple ones. Most members of the Delphi Council, the body of industrialists, generals and scientists that currently runs the United States, have had a difficult time accepting the recent events in this nation and abroad. Many policy-makers in Houston consider this to be just another world war: all we need do as a nation is gear up the factories and start churning out the tanks and fighters. Even those members of the Council who feel they can no longer ignore the mounting evidence that we have been invaded by beings from other realities do not think that a major change in tactics is required for victory to be ours.

But there are those who disagree with this blind view of matters. One such person was the late Dr. Miriam Aldrich, the driving force behind this report. Dr. Aldrich was a member of the Delphi Council, though not a member of the Inner Circle. She came to believe that the imagination of the Council was too limited to properly respond to the threat posed by the invaders. Although, like the rest of us, she sought "rational" explanations for the strange occurrences around the world in recent months, she was an empirical scientist of the highest order. She did not attempt to alter the facts to fit her beliefs, but simply to find out the truth. And the truth she discovered was an ugly one: despite a



stalemate in California, we were losing the war on a global scale. By refusing to accept the evidence of our our eyes, we were handing our opponents victory after victory.

She began copying the intelligence reports that were given to the Delphi Council. Many of these reports were classified, and Aldrich had to violate the law to obtain them. It was not long before Council members discovered her activities and ordered her arrest.

Aldrich went into hiding, joined by those of us on the Council who believed in what she was doing. To protect ourselves, we adopted code names - Aldrich, with her love of Greek mythology, took the name "Cassandra," after the Greek oracle who went insane over the course of the Trojan War. She once commented, "Peering into the nature of the universe used to be a sort of game for me, an enjoyable pastime. Since I've begun studying what's been happening to our planet, however, I sometimes feel as if madness were not far away."

Since that time, all of us have remained in the shadows, gathering data and trying to draw conclusions about the nature of the war we fight. Last month, Dr. Aldrich died under mysterious circumstances. Thus, we have decided to publish these reports while we are still free to do so, and hope that at least one will reach a Storm Knight.

The Files

Every entry in *The Cassandra Files* has been given a number. Since we have seldom known exactly when a particular phenomenon began, we did not concern ourselves with placing the reports in chronological order. The numbers reflect when the reports were initially received.

Since the project was begun, a number of the reports have either been proven false or have been dealt with by government agencies, enterprising citizens, or Storm Knights. These reports have been deleted from the compilation, so there are quite a few numbers missing from the sequence.

The Purpose of The Cassandra Files

The purposes of *The Cassandra Files* are threefold:

First, these reports all require confirmation. Both the military and the scientific community need more concrete information in order to formulate a successful strategy to use against the invaders. Also, we believe that there must be some natural laws in place which govern these other realities. Any evidence supporting that theory could be of great help in convincing the Council to alter their estimation of the enemy's strengths and weaknesses.

Secondly, they give details of the wrongs committed by both the High Lords and some of our own forces which must be righted. In that sense, these reports serve as a collection of mission briefings. The details of



many of the missions are very obscure, however, and the readers of these files will often discover that more legwork is needed before a Storm Knight can successfully complete his task.

And finally, we need to get further evidence that this business of telling stories of heroic deeds is crucial to the winning of this war and the safe rescue of those trapped in other realities. Although those of us who have worked on this project have slowly become convinced that this is the case, there is at this point no way that we can convince the majority of the Delphi Council of the validity of this belief.

Dr. Aldrich believed that proving this theory to be true was the most important of our goals, a point she made in her writings shortly before her death. "I am becoming convinced that this war cannot be *fought*, in the conventional sense of the term. And I do not simply mean that we cannot use tanks and airplanes and explosives. I am referring to the very way we conduct ourselves in war - how we view battles, how we see our enemy and what we consider valuable and what expendable.

"If what I have found out about the nature of possibility energy is correct, we cannot simply reconquer our land. If we randomly destroy the stelae of the High Lords, we run the risk of killing countless thousands who are essentially hostages behind enemy lines. We would, in effect, be imposing our reality on those people, declaring that our strategy is more important than their lives. And that, dear colleagues, would make us no better than the High Lords themselves, for that is exactly what they have done to every cosm they have ever invaded.

"If it is true that those who have lost their 'possibility energy' must be inspired by the deeds of others in order to get it back, then they must hear tales that prove that the 'good guys' are different from the 'bad guys.' We cannot afford to win this war at the cost of those we are saving, for such victories do not inspire. They cause questions, doubts, and make the victory something to be examined rather than savored.

"The nature of the Possibility Wars is such that to win our world back we do not need butchers, but heroes, and heroes who possess a nobility of purpose. It is a time for tales rather than napalm, great deeds rather than body counts. If there is a price to be paid, it must be paid by the individual, fighting the war the *right* way, by retaining one's principles in the face of adversity. A villain will do anything to survive - his is the victory of a living corpse. We must remember that the victories that last, the ones that are remembered, are those won with truth, courage and honor."

In memory of Dr. Miriam Aldrich, we give you this book so that you may do heroic deeds and spread the tales of them. Good luck.

"Teresias"



File #4: Living Land Sea Monster

Monster Spotted in the Pacific

SAN FRANCISCO (AP) — U.S. Coast Guard officials announced today that the existence of a "sea monster" off the coast of California has been confirmed, following the sinking of a Japanese freighter which claimed 88 lives.

In a brief, prepared statement, officials stated that crew members on board the Coast Guard cutter *Unimak* reported sighting a creature whose description matched that given by merchant mariners in recent weeks.

The creature was described as slightly larger in size than a blue whale, possessing several tentacles and having a chitinous outer shell. The tentacles are reportedly lined with large spikes that are capable of puncturing a ship's hull.

Prior to the Guard's shocking announcement, it had been believed that the sightings were prompted by hysteria, caused by the invasion of Sacramento by lizard-creatures and the mysterious disappearance of a number of ships since the initial attack.

A shaken Coast Guard officer, who asked not to be identified, commented, "After seeing that thing, I've got a pretty good idea what happened to those ships."

The *Unimak* was escorting a convoy of freighters up the Pacific coast to San Francisco when it received a distress call from the *Kanawa Lightning*, five days out of Tokyo. Leaving the convoy in the care of other armed escorts, the *Unimak* sailed 10 kilometers due west and made visual contact with the freighter, which was under attack by some sort of creature. The beast had wrapped its tentacles around the ship, puncturing the hull in several places, and was starting to drag the vessel down.

The *Unimak* radioed for support, but the freighter vanished from sight before help arrived. Two Coast Guard cutters joined the *Unimak* in rescue

operations, and succeeded in saving 42 of the *Kanawa Lightning's* crew. The other crew members in that vessel's complement of 130 have been officially listed as missing and presumed dead.

[File Update — The attacks on merchant ships traveling along the California coast are increasing. Since this area is of vital strategic importance in the war against Baruk Kaah's forces, this creature must be stopped.

Several U.S. Navy vessels, including the nuclear submarine *George Washington*, have been lost in the effort to destroy the beast (or beasts — the increase in attacks may mean there is more than one creature). Whenever the creature has been spotted, it has either wrecked the ship pursuing it or vanished beneath the waves.

It is our belief that a more subtle, and daring means of trapping and killing the creature must be found. Because the creature has so far evaded radar, we suspect that it may be hiding in an undersea cavern. If this is true, then the cavern could conceivably be connected to the network of tunnels rumored to exist under the Living Land.]

File #27: The Indonesian Death Squad

(Excerpts of reports filed by CIA operative Terri Welles, stationed in Jambi, Sumatra:)

6/2 — *The Minister of Health and Education was murdered in his bedroom last night. Guards heard nothing. Third death of a Cabinet member this week.*

6/9 — *Received word from Hang Chow that the same kind of killings are taking place in Java — political leaders are killed one after another. No one knows whether it is internal political intrigue or if it has something to do with the "creatures" reported on Borneo. No decisions about the invasion are being made — everything is stalled.*

6/23 — *A group of guards captured one of the assassins last night. They didn't kill it — they couldn't. Its mouth was sewn shut, its head bandaged. Some of the locals said that the description matched*



that of a zuvembie from Haiti — but what would a zuvembie be doing here?

7/2 — Jambi was overrun last night. Creatures that looked like octopuses shambled across the land, accompanied by giant humanoid plants and decayed humans. I can't question any of the rumors from Borneo anymore. The island is completely unprepared for such an assault, the military in chaos. The last three weeks of political confusion have left their mark.

[File Update — Attacks like those described by Agent Welles are being reported in Thailand as well. The Orrorsh invaders may be setting up an invasion of the peninsula proper.]

File #43: The Kanawa Defector

3 December

To: Director, Delphi Council

From: J. Logan, CIA

I've gone over the invoices from the Nagara Corporation. Your hunch was correct — for the past several months, someone has been encoding secret messages on to their shipping forms. The items which are listed on the invoice, but were not ordered by the Company, were actually parts of a message that we have just deciphered. The guy must have been pretty desperate. It was a one-in-a-million shot that anyone was going to pick up on the fact that the extra items were anything other than mistakes.

The message reads:

"Japan taken, too. My family hostage. I know much. Help. Yato Kirasa."

The last few invoices have had no extra items and no message we can find. This might mean that Kirasa wrote as much as he thought he could get away with, or can't send any more messages, or perhaps he was discovered and terminated.

Endmessage

12/7

To: Delphi Council Inner Circle

From: Director

I have received positive proof that Japan has been taken over by a High Lord, though in a most subtle way. In my opinion, however, the supplies that Japan is selling to our allies and ourselves cannot, at this point, be lost. Whatever the Japanese High Lord's ambitions are, he is not a direct military threat to us at present.

[File Update — As far as we know, no effort has been made to get in contact with Kirasa. If he could be found and rescued, he might be able to provide a wealth of information about the strange activities in Japan. He could also serve as the proof we need to show the American people that there is a High Lord in that area.]

File #47: Viking Amulet

Cassandra,

Found a story at the University that might interest you. Seems there was a wizard named Havergaard who lived some time around the year 1000 AD near where Gálve would eventually be founded. The story tells how



Thomas Bova



he built an amulet to keep Viking invaders away from the villages in his area.

Don't know if it's what you're looking for, but I thought it might be of some use to the people in Scandinavia.

— Tiresias

[File Update — We've received word from villagers in Sweden that goblins working for Uthorion have been attacking residents and demanding information about Havergaard's Tomb. We might have an eternity shard here.]

File #36: Scorpion Gang

(Communique received from Allen Clark, a CIA operative based in Cairo, dated 10/3):

There is an evil in this city and its name is the Scorpion Gang. They terrorize the poor and helpless. They feed on the fear and panic brought on by this conflict. They are worse than the invaders, for they are merely carrion, feeding off the casualties of a war in which they have no part.

I realize now that I have not done enough — I must leave the security of the Company and strike out on my own. Only then is there a chance that justice may triumph. Now and forever, I must be — The Eagle!

[File Update — Clark apparently fell under the influence of the Nile Empire's twisted reality and went AWOL. He is now serving the cause of "law and order" as some sort of masked avenger. His message, though, might contain some important information. The Scorpion Gang, whatever it is, might be an obstacle worth removing.]

File #54: Spartan Squadron

(Transcript of a censored news videotape, dated 10/28)

Reporter: So, you're planning on staying here as long as you can.

Mrs. Mitchell: That's right. This is

our home, and we're going to fight for it.

Mr. Mitchell: Some men from the government were here last week and they said we had to leave, that we were helping the enemy by being here. But I don't see how we would be hurting them by leaving.

Reporter: So you —

(The reporter stops talking as the sound of machine-gun fire and screams fill the air. The camera drops to the ground and lands on its side. In the distance, men in green uniforms are visible. They are standing near what looks like a standard Army-issue jeep, but on its side is what looks like an insignia, a skull over crossed brooms. The picture then turns to static.)

[File Update — We believe this act of slaughter was perpetrated by the "Sweeping Crew," one of the Delphi Council's covert Spartan Units. There have been several incidents of this kind reported in western Pennsylvania. We have reason to believe that the "Sweeping Crew" is still conducting raids in that part of the state.]

File #60: The Backer

Cassandra,

Overheard a group of merc hunters talking at a bar in Boise, Idaho, "The Roadhouse," on my way to the Western Land. They said they'd "bagged 87 scales" that month. They referred to themselves as "Mors' Messengers."

They were well-armed and well-supplied. I managed to start a conversation with them and asked if they were hunting down Baruk Kaah's followers. "A scale is a scale," their leader said. "We just kill them."

I also asked if anyone was backing them. The leader, a man named Barker, leaned toward me and told me to get out of the bar. I did.

— Hermes

[File Update — If Mors' Messengers are killing edeinos indiscriminately, they have to be stopped. There are too many tribes in the Western Land who want to work with us against Baruk Kaah. We can't afford to lose their support due to the bigoted efforts of some hunters and their backer.

The hunters must be stopped, or their funds cut off.]

File #65: Jakatt Terrorist

(From a secret tape made of a Delphi Council Inner Circle Meeting — the voices on the tape cannot be identified):

#1: Is the report true?

#2: The CGA people think it is, and they've cultivated a relationship with the Oskant tribe.

#3: This ... Hank Peterson —

#2: Dr. Hank Peterson —

#3: Yes. He's flipped over —?

#2: Exactly. But he's got enough working knowledge of nuclear power plants to melt one down if he wants to.

#1: If he can get inside the plant.

#2: He's got their magic now.

#1: Sweet ... this is all too incredible.

#3: What do we do now?

#1: Track him down and stop him.

#2: Not that simple. If we use this information, we acknowledge that there are edeinos who are working with us against Baruk Kaah. On the other hand, if we let Peterson succeed at his task, we finally get something to rally everybody against the edeinos and the Jakatts.

#3: Our own Pearl Harbor ...

#1: But if they're trying to help us ...

#2: I don't think I have to remind you that the whole concept of there being "good lizards" and "bad lizards" is confusing to most people. We need to settle this matter for the country. When a nuclear power plant melts down, we'll all know that they are very bad.

[File Update — We cannot track down the CGA members who reported this situation to the Council, but we have made contact with the tribe mentioned. They had a run-in with one of Baruk Kaah's tribes a month ago and captured some of the tribe's members. The prisoners told of a man named Peterson who was ordered by the gotak of a tribe he had joined to cause untold destruction among the "dead ones." It is our belief that people who are dying of radiation poisoning after a meltdown might be seduced into entering the Living Land, where Lanala would cure them if they worshipped her.]



File #67: Besieged Town

Girl Escapes From Mystery Town

KANSAS CITY, MO (AP) — An eight year-old girl wandered out of the Living Land near the Missouri border yesterday, claiming that her hometown was under siege by edeinos warriors.

The girl, identified as Mary Edwards, was unable to tell authorities the name of her town or how she managed to escape. Doctors diagnosed her as suffering from malnutrition, exposure and psychological trauma.

"My mother dug a tunnel for my older brother and I to use to escape. My brother ... he ... he was killed by a monster while we were walking through the mist," Edwards was quoted as saying.

A patrol sent to investigate the story has not yet reported back.

Edwards is listed in stable condition at Holy Mountain Memorial Hospital in Kansas City.

[File Update — No one has been able to find this town as yet. As far as we know, the people of the town are still trapped, the Jakatts and edeinos holding them against their will, allowing Baruk Kaah to drain more of their possibility energy.]

File #69: Stolen Scientist

HOUSTON (AP) — President Dennis Quartermain announced today that Professor William Donner, one of the nation's most distinguished scientists, has been reported missing and may have been captured or killed by the invaders.

According to government officials, Donner made contact with a Jakatt tribe, the Lotan, in upstate New York three months ago, and claimed that they were working against Baruk Kaah. He sent bi-weekly dispatches back to Core Earth with "realm runners," each stating he was making progress in his study of the three sentient races in the invasion force.

The dispatches stopped seven weeks ago, and officials now say privately that the tribe may have been using Donner to gain information about the inhabitants of Earth, and are either torturing him in an effort to learn more or have already killed him.

[File Update — We have no idea what happened to Donner. If he was with a friendly Jakatt tribe, however, then the government's stance is another example of taking an emotional tack to PR the war effort instead of seeking the truth.]

File #68: Transformed Technology

Mr. Truman Sullivan
CompTech, Inc.
San Francisco, CA

Dear Mr. Sullivan

As per our agreement, a team of Armageddon Security guards attempted to enter your former place of business one month ago. One of our men has just returned, and has made a complete statement, which I am enclosing with this letter (see attached).

In brief, he was assigned to guard the outside of the building and specifically ordered not to enter under any circumstances. His superior told him that if the building was too dangerous for five men to handle, a sixth man entering alone would stand little chance of surviving.

After the other five men entered the building, the guard remained at his post 14 days. He then returned to our offices, as he had been instructed to do if no word came from his companions within that time period.

We, of course, look forward to doing business with you again in the future. However, I'm sure you can understand that I cannot ask any of my employees to travel to a site of such danger. I also ask you to consider that the "Gypsy" who told you there was an "eternity shard" in the building might simply be leading you on a wild goose chase, a chase that has already cost the lives of five good men.

Sincerely,
Tom Barnes,
Armageddon Security

[File Update — Although we were not able to get a copy of the guard's report, we have stumbled across this cover letter. It might be worth investigating the building, which is located at 145 Topaz Ave. in Allendale, CA, just off Route 505. Mr. Sullivan should not be contacted, since it is obvious that he wishes to possess the eternity shard for his own purposes.]

File #70: Mysterious Menace

(Interview with Horow McLock, a resident of Twain Rock in northern England):

"Ye wants to know of the faeries? The faeries of our village? The air sprites, we calls them. Aye, I can tell ye. They are our protectors, for we are their friends. It is not everyone who can befriend the faeries, and even rarer that an entire village could. Why, there's a tale along those lines ..."

(McLock launches into a tale that takes up a good two hours about a boy who ends up marrying a faerie princess. The tale's pertinence to the subject at hand is a matter of debate.)

"... Ah, yes. Ye wish to know of the faeries. Twain's faeries. We became their friends after we saved their king.





By "we," here, I mean members of the village. The king of the faeries had gone off on his own, a bit of a private reverie, if ye know what I mean. Well, no sooner was he alone than he was attacked by a band of trolls. The trolls would have made fast work of him if we, and by this I mean we, the farmers and plain people of Twain, had not grabbed our pitchforks and run toward the sound of troll laughter. We chased the trolls away, and the king was so grateful he formed an alliance with us. Now the faerie folk protect our village. They have formed a magic circle around it. The dark creatures, which had been a problem before, bother us no more.

[File Update — The story of Twain Rocks has been an inspiration for the residents and has kept many people

from falling into despair. Unfortunately, we have recently received word that something is killing off the air sprites, one by one. The people, and reportedly the faeries, also, are very afraid. There is a rumor that the faeries might even leave the village. If Twain Rocks falls, it would be a harsh blow to the morale of northern England.]

File #73: Dragon's Tribute

(An editorial from *The London Times*):

The citizens of Direbane have taken a medieval approach to dealing with the recent invasion. Apparently their city has recently been assaulted by a

gigantic dragon. In order to protect the majority of the citizens from harm, the Direbane City Council has elected to offer the dragon teenage girls (i.e., "young maidens") to appease its appetite. Each week for two months now, a young girl has been sacrificed to the creature. Is this what we have come to? Base cowardice? Is the reality of Aysle not also one of so-called "heroic fantasy"? Well, where are the heroes now?

[File Update — Direbane is located on the southern coast of England. Word from a ship that recently docked there is that the dragon's appetite has increased, and it is currently demanding a sacrifice once every three days. The city council has given in to this request.]

File #77: Marquis Yorbund

(Transcript from a Delphi Council meeting):

Knox: But what would they gain by overtaking a village?

Malony: Well, first, Senator, you must remember that the economy of England works on a different scale now. Overtaking a single village could mean a great deal of extra income, depending on the size of the village. Second, we believe that such an action would create despair —

Brody: There's that word again!

Humphry: We don't think there's any way to deny it, sir.

Malony: I don't like all these emotions coming in to play.

Humphry: Nonetheless, Doctor Brody, if attitude does play a role in shaping reality, then Lord Yorbund's overtaking of Hamlin, with this "curse" of his, would certainly send a strong message to the rest of Aysle. If the people feel there is no hope, we've lost the battle before it's begun.



[File Update — Hamlin is a large village in northern England, one of several villages under the control of the Marquis Yorbund. The people of Hamlin can travel no farther than the edge of their fields, or they age rapidly and die on the spot. Yorbund is taxing the villagers so heavily that most go to bed hungry every night. He leaves just enough food to allow the residents to survive. The other villages under Yorbund's control handle trade for Hamlin, and have thus far been spared Hamlin's curse.]

File #86: The Map Seller

(From *The London Times*):

LONDON — An elderly gentleman has been frequenting pubs throughout London and selling treasure maps to desperate patrons, and may be indirectly responsible for the rash of disappearances reported in recent months.

"He's a queer duck," said Constable Helms, who questioned the old man. "Big, bushy eyebrows, bent-over back. There was definitely something ... don't quite know how to put it, really. Anyway, he pointed out that things being what they are, we had no proof that the maps didn't actually lead to treasure. He had us there, I suppose. Though later on, it occurred to me that I should have asked where the maps came from."

Although the old man is apparently still making nightly rounds of the pubs, the police have been unable to find him again. But Scotland Yard officials say they believe many of the "missing persons" reports they have received actually relate to treasure-hunters.

"I saw him sell a map last night," said Tom Donaldson, the owner of the Red Lion Pub. "Mac Murphy picked it up. Mac's been down on his luck since this whole [invasion] business began."

[File Update — The map seller is still in London, still selling his wares. They usually "lead" to deserted castles or underground dungeons that are supposedly filled with treasure. The old man makes it clear that the treasure is well guarded by monsters and so forth, and always suggests that the purchaser bring along some friends.

File #81: The Dwarven Thieves

Cassandra,

There's something strange going on in London (I should say, *another* strange thing is going on in London). The police have reported a rash of thefts from junkyards all over the city, as well as late-night robberies of hardware stores. The cases are linked because some witnesses saw glimpses of the perpetrators — short, stocky men with beards, possibly dwarves. Here are the other pieces of the puzzle:

- Some of the items stolen from the hardware stores are of a higher Tech axiom than the Aysle realm seems to have (for example, acetylene torches).
- I've checked with my contacts among Lady Ardinay's forces, and none of them know anything about the situation. They might be evil dwarves on some mission for Uthorion.

That's it for now. Hope the project is going well,

—Atropos

[File Update — The thefts stopped as suddenly as they began. However, there have been sightings of dwarves along docks by the Thames. The dwarves may not be allied with Uthorion — but if they are, they're probably up to something nasty.]

The buyer is usually a man who has become destitute due to the strife of the Possibility Wars — the kind of man who might be looking for a lucky break.

We don't know if this man is a Core Earth charlatan or an evil citizen of Aysle who is trying to lure Core Earth inhabitants into Aysle. There isn't enough evidence to support this theory yet, but it certainly bears investigation.]

File #89: The Fatal Tanks

(Communique to CIA from Jordanian Intelligence Service):

An Israeli armored company was slaughtered to a man yesterday when several of their tanks suddenly stopped functioning shortly after engaging Nile Empire forces.

This would have been to be expected if the Israeli forces had been using modern tanks. However, the tanks had been produced by Soviet factories specifically for operation in the Nile Empire — all of the tanks used 1930's technology, so they could contend with Mobius' forces on the battlefield.

The failure of the tanks on the battlefield suggests two possibilities.

The first is that the Soviets somehow sabotaged the tanks for reasons of their own. The second is that Mobius now has the ability to prevent enemy tanks on a battlefield from functioning, while still allowing his tanks and other vehicles to work.

[File Update — A tour of the Soviet factory turned up nothing. The Soviets are building tanks using technology from more than half a century ago — just used a bit more efficiently. Examination of the tanks in both the Soviet Union and the Middle East has turned up nothing. Perhaps a Storm Knight, however, would fare better. Since the Soviets will soon be shipping an order of 30 tanks to Israeli forces, a quick solution to the mystery would aid the effort against Mobius.]

File #91: The Stolen Brain

(Message sent from Cairo on ham radio):

"Please, help me. They have taken my father's brain. I —"

[File Update — The message was cut off, but we now know who sent it: Dr. Alihnta Bershta, a brilliant brain surgeon and daughter of Dr. Anwar Bershta, world-renowned physicist.



Her father's brain was surgically removed by Natatiri, one of Mobius' Overgovernors, and is now being used to power a giant computer. Although Anwar Bershta's brain has been removed, his body is still alive due to the quick thinking of his daughter, who built a coffin-shaped cryogenic unit to keep her father alive. She escaped the Nile Empire with her father's body, and now resides in Houston.]

File #97: Diamond Mine

(Message intercepted and decoded by The Eagle):

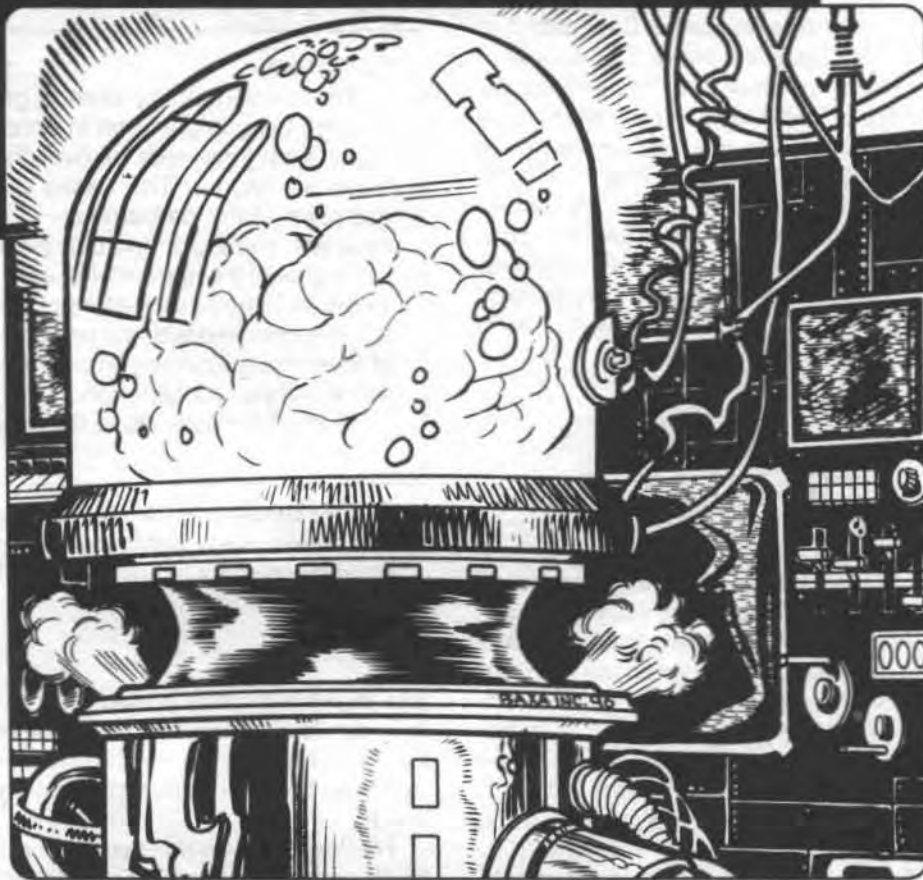
Pharaoh Mobius,

I have dispatched a unit of shocktroops to track down the Simpson diamond mine. We know it is about 100 km south of Khartoum. If I do not hear from them in a month's time, I will send out another unit, and then another, until the mine is finally located.

May Your Life Be An Eternity,
Wu Han

[**File Update** — The Simpson mine is a family-run operation located in a secret valley. They use their profits, which are substantial, to fund the war effort against Mobius. The loss of the mine would be a significant setback to our finances and morale.

So far, the unit that Mobius sent out three months ago has not found the mine. Simply killing the unit off will not be enough, for, as Wu Han states, he has plenty of men to send in after them. We can offer no suggestions other than that some extremely clever method must be employed to protect the mine.]



Thomas Baxa

File #103: City of Slaves

Cassandra,

I've just returned from Hantarsm, a city in the Nile Empire, where everyone walks around as if in a trance. There is a gold mine nearby and everyone, men, women and children, work in its depths. I saw several of these people simply fall over dead from exhaustion — but their faces did not betray any pain before they died. No citizen of Hantarsm ever utters a word of complaint. I believe they are under the power of a spell or perhaps one of the Nile's weird science devices.

— Perseus

[**File Update** — We have no new information on the situation in Hantarsm. Its inhabitants are still unresponsive and seemingly interested only in digging for gold. Mass graves are being built to hold those who die working in the mines.]

File #104: The Blood Cult

(From Al-Gomhouriya)

Kidnappers Strike Again!

CAIRO — Three more Cairo citizens were reported kidnapped last night, bringing the total to 14 in the last two weeks.

According to police, the latest incidents took place between the hours of 1:00 and 4:00 a.m. Ajir Moripol, 14, Hasan Tojan, 43, and Raxa Selesia, 63, were all reported missing by family members this morning. Their beds had been slept in, and there was no evidence of a struggle. The kidnapper or kidnappers apparently entered through the windows, and in each case left his symbol, the image of a blazing sun painted in sheep's blood on the wall.



"We're doing all we can, but these people are professionals," Chief Inspector Achmedi said. "It will take time. We still ask everyone to lock their doors and windows at night."

Relatives of the victims are certain that the windows had been locked — out of fear of the kidnappers.

[File Update — We've looked into the design drawn on the wall in sheep's blood. As near as we can tell, it's part of a ritual contained in the writings of an ancient Egyptian cult that died out thousands of years ago. Apparently, the Nile Empire has revived a number of ancient horrors.

The sun is painted as a sign that those kidnapped will be sacrificed to the stars. In ancient times, it was believed that when the right person was sacrificed, a portal would open and a demon would enter the cult's ritual area. The demon would then need to be appeased with more human sacrifices on a regular basis. Whether a demon can actually be called in from another dimension, we don't know. But the kidnappings have continued, and none of those taken have ever been heard from again.]

File #114: Missing CGA Members

To: Delphi Council, Inner Circle
From: Federal Bureau of Investigations, Missing Persons Division

We thought you might be interested in this. We've received missing persons reports on five people, all of whom are members of the Common Ground Association. According to the families, each of these people had been ordered to enter the Living Land to make contact with the Jakatts. However, they failed to return when they were scheduled to do so. We've talked to the CGA and they tell us that the assignments for the five members were extended. It might be true — but if so, it would also be the first time that the CGA did not give members' families information on their whereabouts.

The names of the missing

File #105: The Tomb of Natramititi

(The following is a transcript of a conversation that took place between Pharaoh Mobius and Overgovernor Wu Han. The conversation was taped by The Eagle, a former CIA agent turned costumed adventurer who infiltrated the Pharaoh's palace:)

Mobius: Natramititi is here?!

Wu Han: It would seem the possibility potential on this world is even greater than we had anticipated.

Mobius: But it is almost inconceivable! His remains disappeared over a millennium ago on Terra.

Wu Han: True. But nomad tribes to the west of Cairo have sworn that they have seen a mummy wearing the royal symbol of Natramititi on its forehead. We believe that Natramititi is wandering the countryside at night and resting in his tomb, wherever it may be, during the daylight hours.

Mobius: It was rumored that Natramititi would one day return to life. Do you realize what this means?

Wu Han: He most likely was buried with an eternity shard ...

Mobius: Bring it to me.

[File Update — As of our last report, Mobius was still searching for Natramititi's tomb and the eternity shard supposedly buried within it.]

CGA members are: Tim Walken, Henry Wearer, Sarah Shalowitz, Danny Andrew, and Aliza Bradley. As far as we know, none of them knew each other and they all had been assigned to different parts of the Living Land.

[File Update — The missing CGA members have still not been found, and the FBI investigation is proceeding. However, the Delphi Council is using the missing members as a means of discrediting the CGA. For whatever reason, the CGA is remaining close-mouthed on the matter. If they are hiding something, we'd like to know about it, and think the public should as well.]

File #118: Congressional Problems

(From *The Houston Chronicle*):

Tempers Flare In Congress

HOUSTON — A vote on the Packard-Johnson Bill was tabled yesterday when a shouting match erupted

between the representatives. As has been the case twice in the last two weeks, tempers flared to the point that representatives threatened to kill each other and punches were thrown.

The chamber had to be cleared and the vote was tabled until next week.

"I've never seen anything like it," said Representative Hawran (R-Pennsylvania). "It was as if everyone just lost control all of the sudden."

Not all the witnesses to the scene were upset, however. Representative Sam Mitchel (R-Texas) acknowledges that he laughed during most of the chaos. "I don't think it's funny now, of course — but I remember that at the time it seemed hilarious."

[File Update — For the past three months, outbursts like the one described above have hindered the work of Congress. Not all the outbursts have been so violent; normally there is just a sudden slacking-off of work. The most commonly-held theory is that the stress of the war is getting to the Congressmen. Our belief is that the Jakatts are somehow involved in an attempt to slow down the legislative process. The U.S. is still trying to re-define itself in the light of recent events, and the situation is certainly not being helped by leaders who become overwhelmed by wild emotions.]



File #120: Vivrelectronique In Quebec

(From *The Quebec Times*, January 3):

New Technology Arrives From France

QUEBEC — Three "heretics" who escaped to Canada from the Cyberpapacy have provided government officials with new computer technology, developed by the invaders of France.

"We believe that this will not only help your country against the religious zealots of the Cyberpapacy, but also against the primitive worshippers of Lanala as well," said Marie D'Arveud, the only surviving defector.

D'Arveud's companions, whose names have not been released, were reportedly murdered by agents of the

Cyberpapacy.

This technology will allow people working at computer terminals to link directly to their computers. Such technology already exists in the Cyberpapacy, under the name "The GodNet."

"The way the Cyberpapacy uses this technology is a perversion of its potential," said D'Arveud. "They use it to limit the information available to the people, rather than using it as a tool to increase the speed at which people can program, communicate, and access data."

The three defectors explained the new technology will not currently work under the "Tech axioms" of Canada. However, if the techniques they have brought here are explored and comprehended, the nation's technological level will eventually reach a point where advanced devices can be put to use.

[File Update — Prior to the arrival of D'Arveud and her companions in North America, the Cyberpapacy had

made several attempts to offer its technology to Quebec and was refused each time. The Cyberpapacy cut off all communication with Canadian officials after they gave asylum to the three "heretics."

D'Arveud is the only surviving member of the party of defectors. The other two, Gerard Rodan and Thomas Christopher, were apparently killed by agents of the Cyberpapacy. Security has been beefed up around D'Arveud.

Our concern with the entire operation is that the French Underground has confirmed that they helped Rodan and Christopher to escape — but that D'Arveud's arrival in Quebec caught them completely by surprise.

The French Underground's files on D'Arveud suggest that she was completely loyal to Vivrelectronique, a French manufacturer of cybertechnology. This does not mean that she is, in fact, a double agent posing as a defector from the Cyberpapacy — she might have been in deep cover to pro-



tect herself, and took the chance to escape with Rodan and Christopher when it appeared. But the situation bears looking into.

The Canadians have assured us that they have run D'Arveud through a series of polygraph tests, which she has passed, and they have asked us to stop posing questions about her. They say our constant prodding on the issue is nothing more than jingoistic jealousy because they have a shot at new technology we don't have. (They have assured us that they will share it with us as soon as they understand it, however.)

We'd like some Storm Knights to get to D'Arveud and confirm that her intentions are sincere.]

File #123: The Ghost Ship

To: The Delphi Council

From: The U.S. Coast Guard, Port Andrews, Virginia

As you requested, we've begun compiling data on the ships that have been vanishing worldwide. Unfortunately, we have not found a uniform pattern. Often, the ships disappeared without a trace, and in the instances where we received messages from a ship before it vanished, the reports varied wildly. There were, for example, sightings of sea monsters, tidal waves, amphibious warriors, and unnatural, glowing whirlpools filled with laughing balls of red fur.

One pattern we did establish, however, involved ocean liners. Every one of the liners we've lost since the invasion reported seeing either "a green glow" on the horizon or an approaching ship that was tinged with a green glow. The ship was described as a three-masted merchant vessel, circa 1700. You probably know by now that there are very few ocean liners left and — there weren't that many operating even before the invasion. But now we're getting reports from smaller ships, including military vessels, and all of them have disappeared soon after.

[File Update — The situation has been presented to maritime agencies worldwide and ships spotting the "ghost ship" now try to outrun the

vessel. However, ships still keep disappearing. All, that is, except ships owned by the Japanese. Japan is the only nation that has not had to start cutting back on its ocean-going services. The other nations of the world are becoming crippled through the lack of trade and the need to keep more and more ships docked to protect them. The source of this problem must be found and stopped.]

File #127: The Reality Scam

(This ad is appearing in grocery store tabloids all over the United States):

Reality Got You Worried?

Afraid Of Going Primitive?

Don't Know If You're Strong Enough To Keep Your Truth Intact?

DON'T WORRY! REAL-PEP WILL KEEP YOU THE SAME AS YOU ALWAYS WERE!

We've analyzed how the invaders change the way you think — the way they make machines stop working — the way they give their "religion" power and we've learned one important thing —

THEY DON'T JUST CHANGE REALITY! THEY CHANGE YOU! IF YOU GET CAUGHT IN A LAND THEY'VE TAKEN OVER, YOU WILL FORGET HOW TO USE A CAR, A DOORBELL, A CLOCK!

But REAL-PEP can help! We've distilled the basic elements of Earth's Reality, the proto-truths, and packed them into a small, tamper-proof pill. By taking one REAL-PEP a day you'll be able to avoid the ill effects of the Possibility Wars. No matter what happens, you'll be able to live exactly the way you did before.

Remember REAL-PEP, the best defense against the invader's offense!

[File Update: This product has been selling like gangbusters all over the country, and its demographics have exploded, now taking in all economic and age groups. A few imitators have come along in an attempt to cash in on the craze, but the Food and Drug Administration has shut them down as soon as they hit the shelves.

This is where the weird part comes in: the FDA gave approval to REAL-PEP, but nobody we've talked to knows when it happened or how.

Chemcorp, the company that produces the stuff, is getting rich fast. However, they're a mystery too. They didn't exist until just two months before REAL-PEP hit the market. We did some research into their history and tracked their ownership to Tokyo. Someone is making a fortune off a pill that, as far as we can tell, does absolutely nothing. It's garbage, but the FDA gave its blessing.

Since we haven't got conclusive proof that there even is a High Lord in Japan, tying REAL-PEP to the Japanese won't get the American people off the stuff. However, proof that the FDA's approval was a sham would definitely do the trick.]

File #131: The Movie Menace

(A news clipping from *The Los Angeles Times*, January 13):

HOLLYWOOD—California's sagging film industry was given a shot in the arm today when it was announced that Harkeem Kabar, an Egyptian industrialist who recently escaped from the Nile Empire, is buying the now-deserted Universal Studios lot and will begin producing movies under the banner of Forever Films, his independent production company.

"I have always loved movies," Kabar was quoted as saying. "Now that I have to begin a new life in America, I have decided to fulfill one of my earliest fantasies — to become a movie mogul."

Fearing the proximity of the Living Land to the north, many studios, along with technicians, actors, directors, and writers, have moved to new production





Thomas Baxa

and it is our belief that no more man-power should be wasted on this case. The European Common Market possesses back-up copies of this year's economic projections, of course, so there is no pressing need for the originals. Since the foreign operatives were killed in the crash, the matter would seem to be closed, save for questions regarding the identity of their employer.

[File Update — Recent developments suggest that the spies who tried to make off with the projections of Europe's economic trends for the next year were employed by a Japanese firm. Kanawa Corporation operatives have recently been spotted in the Alps, conducting search operations in the general area in which the copter went down. Interpol assigned three men to follow the Japanese agents, but none have reported back.

Apparently, the Japanese High Lord has some reason to believe the dossier of economic projections can be salvaged from the wreckage of the helicopter. If he gets this report, which is used by various nations in the negotiation of secret trade agreements, he would be able to use the information contained therein to severely damage the stability of the Common Market.]

File #136: Berlin Cinephile

(From *The Berlin Chronicle*, December 14):

BERLIN — A Berlin man was found murdered last night, the victim of a savage assault police hint may have been the work of a vampyre, or *nosferatu*.

Helmut Lipshtang, 53, a well respected member of the banking community, was found dead shortly after midnight in front of his home. He had apparently been fleeing his house when his killer overtook him. According to the coroner's report, his throat had been ripped out by a creature with immensely powerful teeth.

Police report that, despite the dampness of the evening, no footprints except those of the victim were found.

"Yes, the murder looks like the work

facilities that had opened in Florida just before the Invasion began.

Not everyone in Hollywood was able to afford the move, however, and Forever Films is going to give those who stayed behind a chance to work on the big screen.

"The competition in LA has definitely thinned out," said Mellisa Montouri, an aspiring actress who has lived in the city for five years. "I've already gotten two jobs out of the [Forever Films] studio — and I hadn't gotten any work before that."

[File Update — We recently discovered that Kabar did not escape from the Nile Empire, but was allowed to leave. Although he is a Core Earth native, he is apparently on Mobius' payroll. However, we have no idea what he may be up to. So far he has

been shooting a lot of grade-B horror and science fiction films, and there have been no reports of anything unusual in connection with them. Still, his operations should be carefully watched.]

File # 133: Chopper Remains

Interpol Communique 206A
8GH 4:

We believe that the stolen documents were destroyed when our operative shot down the helicopter over the Swiss Alps. Two weeks of searching have turned up no evidence to support the theory that they survived intact,



of a vampyre," said Inspector Von Blut. "And, of course, normally we would rule out such a possibility. But these days ..."

Lipshtang was the son of Otto Lipshtang, a renowned set designer of the early years of the film industry.

[File Update — A pattern to these grisly murders seems to have emerged. It seems that each of the victims was related to someone who worked in the German film industry in the early years of this century. Specifically each person is the son, daughter, nephew or niece of someone who worked on a film called *The Golem*, an early horror film directed by Paul Wegener in 1914.

The murderer is either a vampyre (at this point, we can't dismiss the possibility) or someone attempting to appear as a vampyre. He could be from Aysle or Orrorsh, but we have no hard evidence of his true nature. But the bizarre pattern suggests the murderer is working toward some sort of goal.]

File #137: Visions in Philadelphia

To: The Delphi Council

From: Professor Richard Davis, Penn State University.

Re: Visions in Philadelphia, and the Subsequent Disappearances of People Who Have Those Visions.

As you requested I have begun investigating the bizarre hallucinations that have been reported in Philadelphia in the last three weeks. I have discovered that this phenomenon began very suddenly, and spread rapidly through about one-third of the city. Strangely, other areas of the city have not been affected at all, save for a few cases, generally people who had traveled to an infected area and returned.

The crux of the reports we have received is this: those who experience these visions are apparently seized with an urge to travel to the Living Land, and must be physically restrained from doing so. Obviously, we have a problem here.

Here is a summary of the situation:

- The visions seem to involve a heightening of the senses, producing

an ecstatic state. I have gathered reports of suddenly intense colors, bursts of overwhelming sensory input, and a number of other inexplicable effects. Initial reports postulated that the visions might have been brought on by the ingestion of some sort of hallucinogenic drug. While this is still a valid hypothesis, we have been unable to detect any foreign substance in the food, air or water.

I have recently completed a study comparing the experiences of "Lanala," recounted by captured Jakatts, with the visions experienced by local residents and found that they are almost identical. My best guess is that Baruk Kaah has found a way of giving some of our people the beatific visions which are apparently an integral part of the Keta Kalles religion. How is he doing this? How the hell did he get a god that works in the first place? One question at a time, please, gentlemen.

- In the first week of the "plague" (for want of a better word), approximately 5000 Philadelphians fled to the Living Land and have not been seen since. As you are aware, the Council then ordered the military to surround the city and prevent any more migrations. As of this date, soldiers have been forced to shoot 113 people who refused to return to the city, and there is no way of measuring how many may have somehow escaped through holes in the ring.

- The visions seem to be psychologically addictive. Even if we discover the cause and a cure, many of

these people will need counseling and careful observation for six months at least. In less severe cases, victims are disoriented and unable to function normally. The hospitals are full of people who claim the bedsheets are flaying them or the rustle of nurse's clothing is deafening. In extreme cases, the patient becomes violent, seems not to recognize loved ones, and wants only to escape to the Living Land.

In conclusion, I confess to being baffled. If it were a disease, we could treat it, a drug, we could counter it, but it seems to be neither. I am presently headquartered in one of the areas untouched by this mysterious ailment, but I now believe that for my research to be fruitful, I must travel into one of the infected sections. I will forward any further results to you within a week.

[File Update — Three days after receipt of this report, Professor Davis was shot after attacking an Army private in an apparent attempt to reach the Living Land. An autopsy revealed no traces of drugs or alcohol in his body.

The "plague" continues unabated. Many families have relatives locked in attics or basements to prevent them from leaving the city. However, the visions seem to spread like a disease through entire households, and when the majority of family members become "infected," they attempt to escape en masse, and are either successful or are killed.]

File #139: The Living Shard

Cassandra,

We've received word that Baruk Kaah's forces are searching for a living creature that is supposedly an "eternity shard." The creature has been spotted roaming the Eastern Land, but the edeinos tribes hunting it haven't had any success as yet.

I've talked with some of our edeinos allies and they say they have never encountered such a creature, but concede that it is within Lanala's power to create such a thing.

— Tiresias

[File Update — The edeinos are intensifying their hunt for the "living shard." If we move quickly, we may be able to find it before they do.]



File #4: Living Land Sea Monster

The creature off the coast of California is not from the cosm of Takta Ker, but is actually a blue whale from Core Earth that was transformed by the axiom wash that accompanied Baruk Kaah's invasion of Sacramento. No one from the Living Land is directing the creature's actions, or, indeed, is even aware of its existence — it is just a lonely beast trying to find prey large enough to fill its very large stomach.

The beast is currently living in a large, underwater cavern located in the North American continental shelf just off the California coast, near San Francisco.

If the creature isn't dealt with soon, the residents of northern California face serious shortages of food and other necessities. Most shipping lines are refusing to service areas north of Los Angeles, and U.S. Navy forces have so far proven unable to handle the situation.

Sea Beast: DEX 10, STR 35, TOU 34, PER 7, MIN 3, CHA 3, SPI 3.

Skills: unarmed combat 13, stealth 18, swimming 10, trick (18), test (22), taunt (25), intimidation 17 (25).

Natural Tools: hooks on body, damage value 12; tentacles damage value STR+3/38; tentacle hooks damage value STR+6/41; chitin armor value TOU+5/39.

Description: The sea beast is now larger than the largest Core Earth blue whale, approximately 40 meters long. Its skin was transformed into a chitinous substance covered with small, sharp hooks (each hook is about one-third of a meter in length). The creature has 16 tentacles, each 60 meters long. 10 meters from the tip of each tentacle, there is a huge spike, like a giant tooth, that the beast uses to puncture the hulls of ships.

The high *stealth* skill value reflects the creature's ability to remain completely silent and motionless underwater when threatened, which has helped it to evade capture.

File #27: The Indonesian Death Squad

Part of the Gaunt Man's original strategy was to destabilize the governments of Earth, making effective response to the invasion virtually impossible. To this end, he sent out a death squad of zuvembies led by a master of the necromantic arts known as Brother Tombé. Tombé's job was to assassinate the political and military leaders of countries the Gaunt Man intended to attack.

Although Thratchen is not currently expanding the boundaries of Orrorsh, he has sent Brother Tombé and his zuvembies to Thailand, Cambodia, and Vietnam to keep those nations in disarray and prevent them from mobilizing against the horror realm. Their method of operation is to kill a small number of important national or local leaders and then move on to the next target nation — staying long enough to sow the seeds of fear, but not long enough for authorities to close in on them.

Brother Tombé and the death squad commonly travel by train, with the zuvembies clinging to the undercarriage of the train or riding on top. He also has seven more undead creatures stationed at a campsite on the border between Cambodia and Vietnam.

Brother Tombé: DEX 9, STR 10, TOU 9, PER 13, MIN 11, CHA 10, SPI 9.

Skills: reality 11, dodge 11, fire combat 11, melee weapons 12, alteration magic 18, find 14, trick 13, test 12, taunt 11, faith (voodoo) 12, arcane knowledge (Death) 7.

Possibilities: 8.

Equipment: Two Colt Peacemakers, Tech 19, damage value 15, ammo 6, range 3-5/15/40; rapier, Tech 15, damage value STR+5/15; needle and thread.

Spells: Create Zuvemie (voodoo)

Axiom Level: 9

Skill: alteration/Death 23

Backlash: 22

Difficulty: 13

Effect Value: 1

Bonus To: duration

Range: 0 (one meter)

Duration: 32 (one month)



Cast Time: 25 (one day)

Manipulation: control, duration

To create a zுவembie, the necromancer must first perform certain rituals of preparation upon the corpse. (Sewing the lips shut and turning out the pockets of the corpse's clothes are the two most important of these.)

If the spell is then successfully cast, the corpse is animated and will follow all instructions given to it by its reanimator. These directions cannot consist of more than 50 words, as the undead's ability to retain information is severely limited. The natural decay of a zுவembie continues at a greatly reduced rate. (A fresh corpse which is continuously reanimated will be able to function for roughly seven years before decomposition advances to the point where the creature loses mobility.)

Description: Brother Tombé is a tall, powerfully-built black man with penetrating eyes and a chilling laugh. He wears baggy black pants, a blue, 19th-century sailor's jacket, and a black top hat. His voice is deep and mirthful.

Zுவembies (voodoo): DEX 8, STR 20, TOU 20, PER 1, MIN 1, CHA 3, SPI 10.

Skills: climbing 22 (speed value 8), dodge 9, unarmed combat 10, lifting 23, trick (25), test (25), intimidation 11 (15).

Equipment: none.

Description: Zுவembies are the walking dead. They are easily identified by their vacant stare and their putrefying flesh.

File #43: Kanawa Defector

Yato Kirasa is a Japanese scientist who is now living under the axioms of Nippon Tech. He was hired by Nagara Security, a subsidiary of Kanawa Corporation, to work on "genetic efficient" computer information systems. Over the next few months he was able to do brilliant work, but he also discovered the truth behind the current state of his nation. While working on a prototype of his system at a Nagara factory, he was able to send out a secret plea for help in a shipment of supplies purchased by

the United States.

Although the existence of his message was not discovered by his superiors, his loyalty came to be considered suspect. His wife and daughter were imprisoned at the Kanawa-owned Siato apartment complex in Tokyo, and Kirasa is a prisoner on Nagara's floating research park in Matsushima Bay, about 320 km north of Tokyo.

Nagara Research Park

The Nagara Research Park is actually a floating facility, anchored in Matsushima Bay off of Kyushu, and near the island known as "Question and Answer."

The seagoing structure consists of a main meeting hall, four dormitory-like living quarters for guards and staff, a small brig (where Kirasa is currently being kept), a cafeteria and a main office building. There are also recreation areas (primarily golf driving-ranges), docks for incoming vessels, and two guard towers.

The research park is guarded by eight Nagara Security 44TS Robots (see *Torg World Book*, page 52) and 10 security guards. The guards are dressed in black jump suits and black caps bearing the Nagara symbol. There is at least one guard stationed in each tower at all times. There are also two on duty outside of the brig when it is occupied, as it is at present. The remainder of the guards patrol the facility, concentrating on the offices and meeting hall.

Security Guards: DEX 10, STR 10, TOU 9, PER 10, MIN 10, CHA 8, SPI 9.

Skills: reality 10, acrobatics 12, dodge 12, fire combat 12, unarmed combat 13, test 13, willpower 14.

Possibilities: 6.

Equipment: SC Kyogo 144, Tech 24, damage value 18, ammo 15, range 3-15/40/150.

Yato Kirasa

Kirasa is a grey-haired man, with soft brown eyes and a sad face. Since he has been separated from his wife and daughter, his spirit has been shattered and his work is mediocre at best. Since Nagara has no use for a scientist who does not produce, he has been beaten several times in an effort to force him to improve the quality of

his work.

If he is rescued, Kirasa will refuse to leave Nippon without his wife and daughter. If the Storm Knights are able to get him and his family to safety, he can be a valuable source of information in future adventures in the Nippon realm.

Yato Kirasa: DEX 7, STR 7, TOU 8, PER 13, MIN 12, CHA 9, SPI 10.

Skills: reality 11, evidence analysis 14, scholar (computers) 16, science 14, trick 14, test 14, willpower 13.

Possibilities: 9.

Siato Apartments

The Siato apartment complex is a 10-story building in downtown Tokyo. It is a high-security building, serving as the residence for a number of top mega-corporation officials.

The building is guarded by 50 security guards, five to a floor. Two are constantly on duty in the security stations located on opposite sides of each floor, while the other three guards patrol the hallways.

In addition, security cameras are mounted in each corner of each floor, positioned so as to view the stairwells. These images are beamed into the security stations of the relevant floor, as well as to a master control center on the main floor.

Siato Security Guards: DEX 10, STR 10, TOU 11, PER 9, MIN 8, CHA 9, SPI 9.

Skills: dodge 11, fire combat 12, melee weapons 11, stealth 12, martial arts (ninjutsu) 13, tracking 10, taunt 10, intimidation 11.

Equipment: 13mm Chunyokai (with silencer), Tech 24, damage value 18, ammo 9, range 3-10/40/50; dagger, Tech 7, STR+3, damage value 13.

Mrs. Kirasa's stats are 8s all the way across and daughter Sumi's are 5s. They have no skills that are of use in this situation.

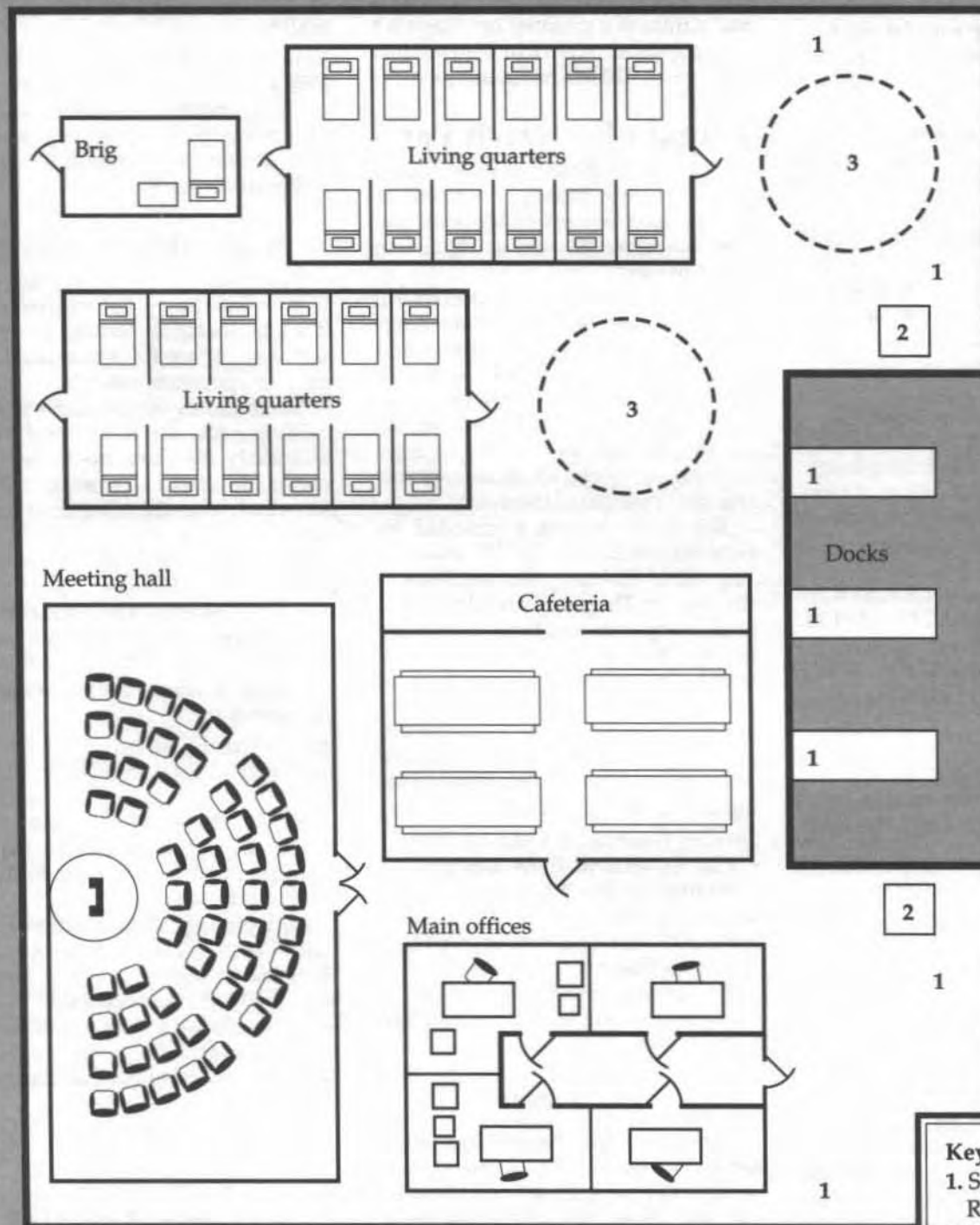
File #47: Viking Amulet

Nearly 1000 years ago, a Swedish wizard constructed an amulet to protect his land from Viking raiders. Upon the wizard's death, the amulet was





Cassandra File #43: Kanawa Defector Nagara Research Park



Key

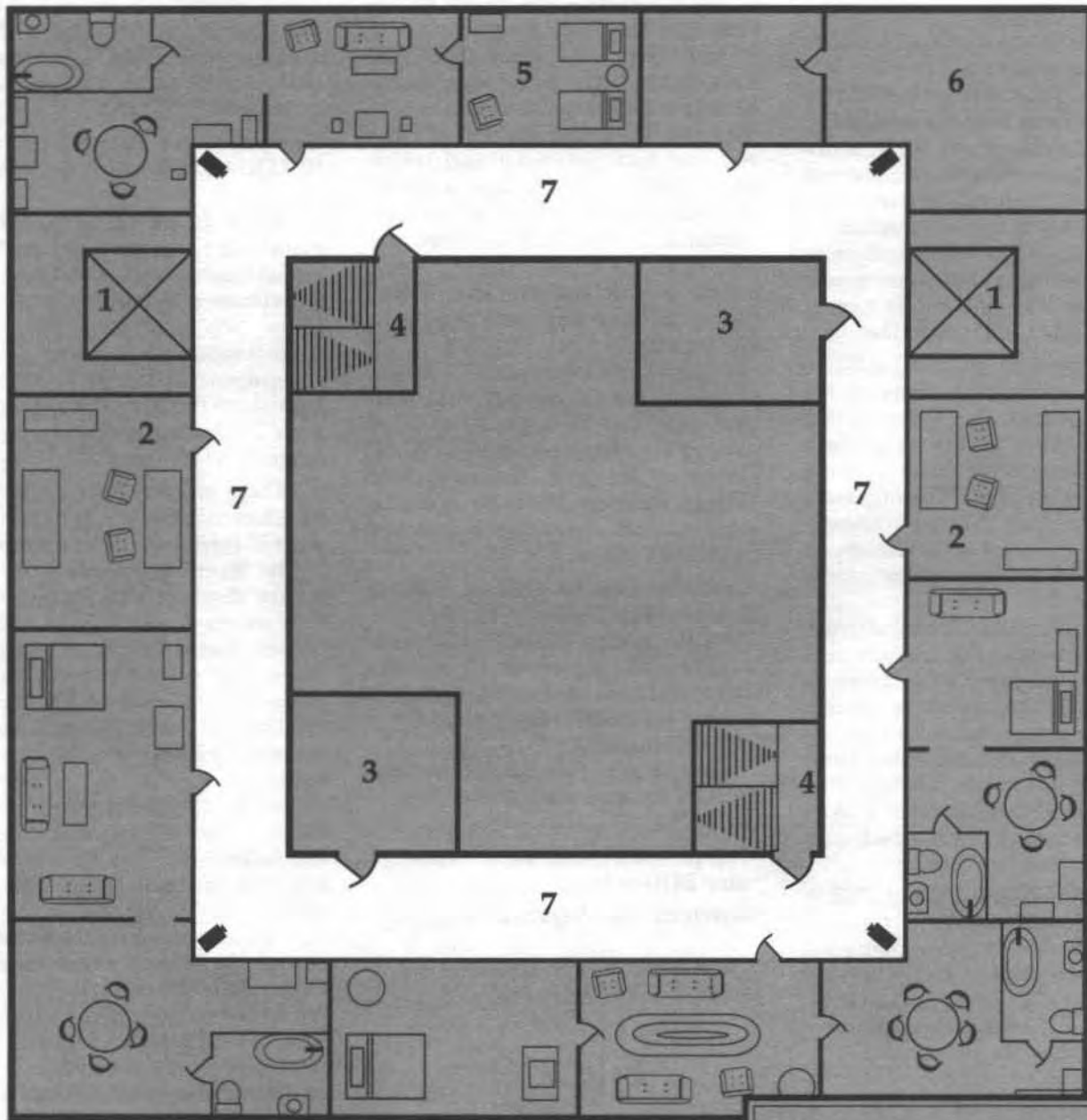
- 1. Security Robot stations
- 2. Guard towers
- 3. Recreation areas

Jacqueline M. Evans





Cassandra File #43: Kanawa Defector
Saito Apartment Complex, 10th Floor



Key

- 1. Elevator
- 2. Security station
- 3. Maintenance closet
- 4. Stairs
- 5. Kirasa wife, daughter held here
- 6. Empty apartment
- 7. Corridor

Jacqueline M. Evans



buried with him in a grave six miles north of the city of Gálve, beneath a grassy barrow.

The Viking Ward

Cosm: Core Earth

Possibilities: 5

Tapping Difficulty: 15

Purpose: To ward off the invasions of Viking invaders

Powers: If the amulet is worn by anyone standing within a settlement, the combat skills of any Vikings (including Ayslish Vikings) attacking that settlement are reduced by five

Group Power: *Create Hardpoint*

Restrictions: The settlement mentioned above must be a permanent one, with at least one family having lived there for a full generation.

If the Storm Knights travel to Gálve and begin asking questions in the surrounding area, they discover that there were three groups of goblins, with eight goblins per group, looking for information about Havergaard's final resting place. Further investigation reveals that the goblins kidnapped an old man named Bjorn in the middle of the night.

Bjorn comes from a family of storytellers and knows the legends surrounding Havergaard's tomb, including where it is supposed to be located. The goblin groups have now joined together and are camped in a forest near Gálve, where they are torturing Bjorn to gain further information from him. When they have finished with him, they intend to kill him.

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

Skills: reality 11, prestidigitation 10, unarmed combat 10, find 11, scholar (mythic lore) 12, test 13, charm 14, persuasion 12, intimidation 12.

Possibilities: 9.

Goblin: DEX 11, STR 6, TOU 7, PER 8, MIN 8, CHA 8, SPI 8.

Skills: dodge 12, maneuver 12, unarmed combat 12, running 13, stealth 13, climbing 8, trick 10, taunt 10.

Equipment: bone and hide armor +3 (armor value 10); mace, damage value STR+4/10.

If the Storm Knights are unable to find the tomb through magical or

spiritual means, they will have to find the goblin's camp and rescue Bjorn (though rescuing the old man would be a good idea in any event). You might want to have one or more of the goblins escape to warn some Vikings of the impending discovery of the amulet by the Storm Knights.

After they have freed Bjorn, the Knights can begin searching the area he indicates to be the most likely site of the tomb. The burial chamber is at the end of an underground tunnel, which passes through several other rooms as well. In one of the chambers are two animated skeletons that spontaneously rose from the dead when the Aysle axioms washed over the area. In life, they were fierce warriors buried with Havergaard to protect his body.

The Storm Knights must fight the skeletons, get the amulet, and then beat their way through the crew of Vikings that have returned with the goblins to the tomb. There are three Vikings for every Storm Knight. The Vikings are led by a chieftain named Vrolk the Golden.

Vrolk the Golden: DEX 12, STR 12, TOU 14, PER 7, MIN 6, CHA 9, SPI 6.

Skills: reality 7, dodge 14, melee weapons 15, maneuver 13, missile weapons 13, swimming 14, unarmed combat 14, scholar (navigation) 8.

Possibilities: 7.

Equipment: Two-handed sword, Tech 10, damage value STR+7/19.

Vikings: See *Torg World Book*, page 30.

Equipment: axe, Tech 9, damage value STR+6/16.

Skeletons: See *Torg World Book*, page 32.

Equipment: broadsword, Tech 9, damage value STR+6/16.

File #36: Scorpion Gang

The Scorpion Gang is the most powerful mob in Cairo, named after its mysterious leader, the Scorpion. As far as anyone knows, the gang has no connection with Dr. Mobius, it is simply trying to turn a profit through its forays into armed robbery, extortion, and the black market.

The Scorpion: DEX 11, STR 10, TOU 10, PER 10, MIN 11, CHA 8, SPI 8.

Skills: reality 9, unarmed combat 12, fire combat 14, maneuver 12, find 11, trick 11, persuasion 10, taunt 10, intimidation 10.

Inclination: Evil.

Possibilities: 6.

Equipment: golden, scaled armor, +7 (armor value 17); dagger, Tech 7, damage value STR+3/13; Thompson 1928, Tech 20, damage value 20, ammo 2, range 3-15/25/100.

Scorpion Gang Thugs: DEX 10, STR 10, TOU 10, PER 9, MIN 8, CHA 8, SPI 8.

Skills: dodge 11, fire combat 12, maneuver 11, melee weapons 11, unarmed combat 12, lock picking 11, find 10, willpower 9, taunt 9, intimidation 10.

Inclination: Evil.

Equipment: dagger, Tech 7, damage value STR+3/13; Thompson 1928, Tech 20, damage value 20, ammo 2, range 3-15/25/100.

There are 40 thugs in the gang, transformed residents of Egypt. They wear ill-fitting suits and turbans.

The Scorpion collects most of his money through a protection racket. This means that his thugs tell shop owners that if they don't pay up, an "accident" might happen to their property or their family. The Scorpion has claimed his presence is keeping Mobius' forces out of Cairo, but that is not true.

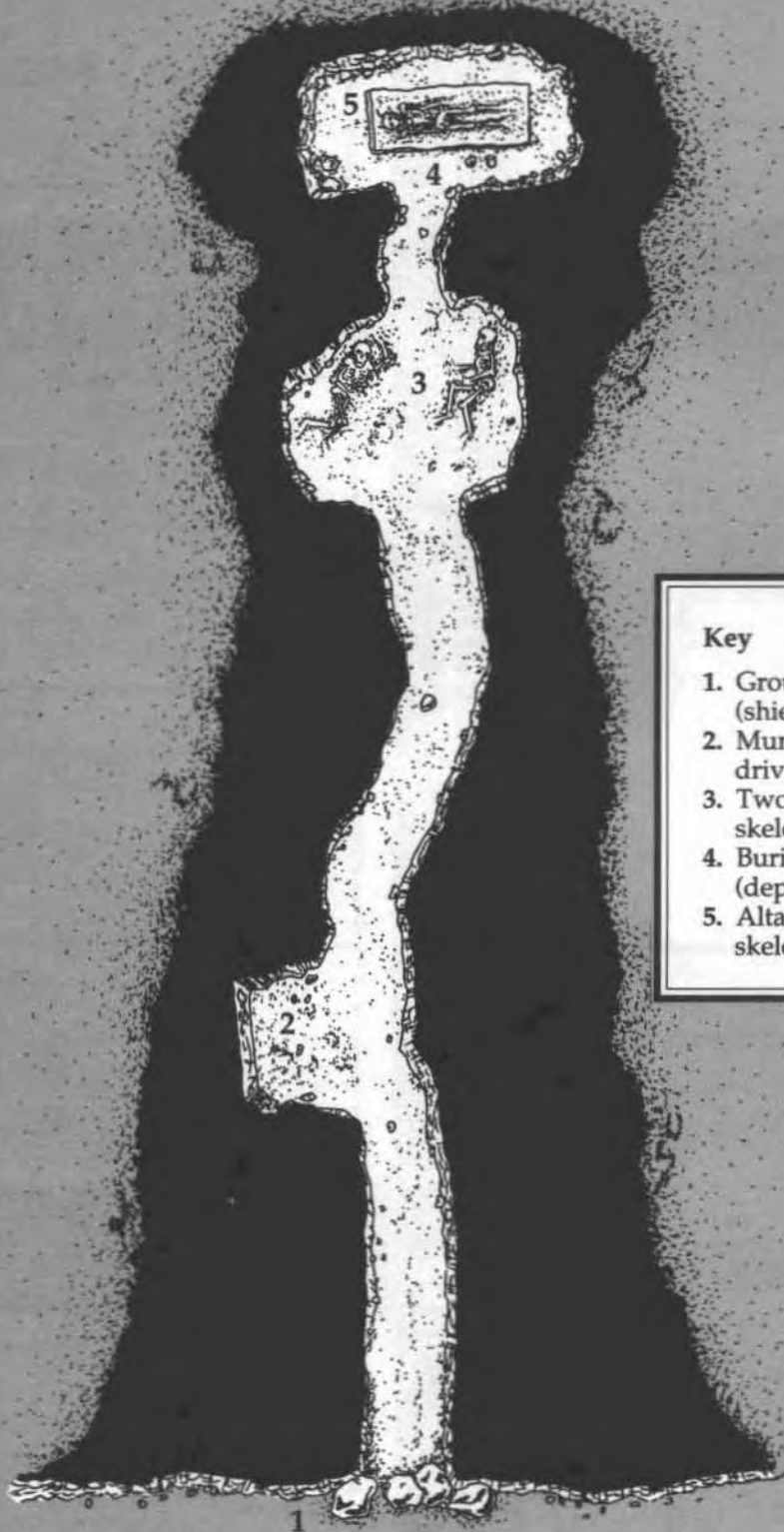
To rid Cairo of this gang, the Storm Knights will have to find the Scorpion and defeat him. This will not be easy, since the Scorpion hides behind the identity of "Hajim Alatar," a blind newspaper vendor whose stand is on one of the busiest street corners in Cairo. From there, he is able to hear numerous nuggets of useful information: payroll schedules, gossip about rival gangs, once even plans for a hit on himself! Everybody in Cairo knows and trusts "Hajim," and if the Storm Knights go looking for information, they will probably be directed to him.

Underneath his stand, there is a trap door which opens on to an underground tunnel and the Scorpion's secret base beneath Hajji Building. Only the Scorpion knows of this entrance; the other thugs come through a similar tunnel which runs from the basement of the Amenhotep Building to their headquarters.





Cassandra File #47: Viking Amulet
Havergaard's Tomb



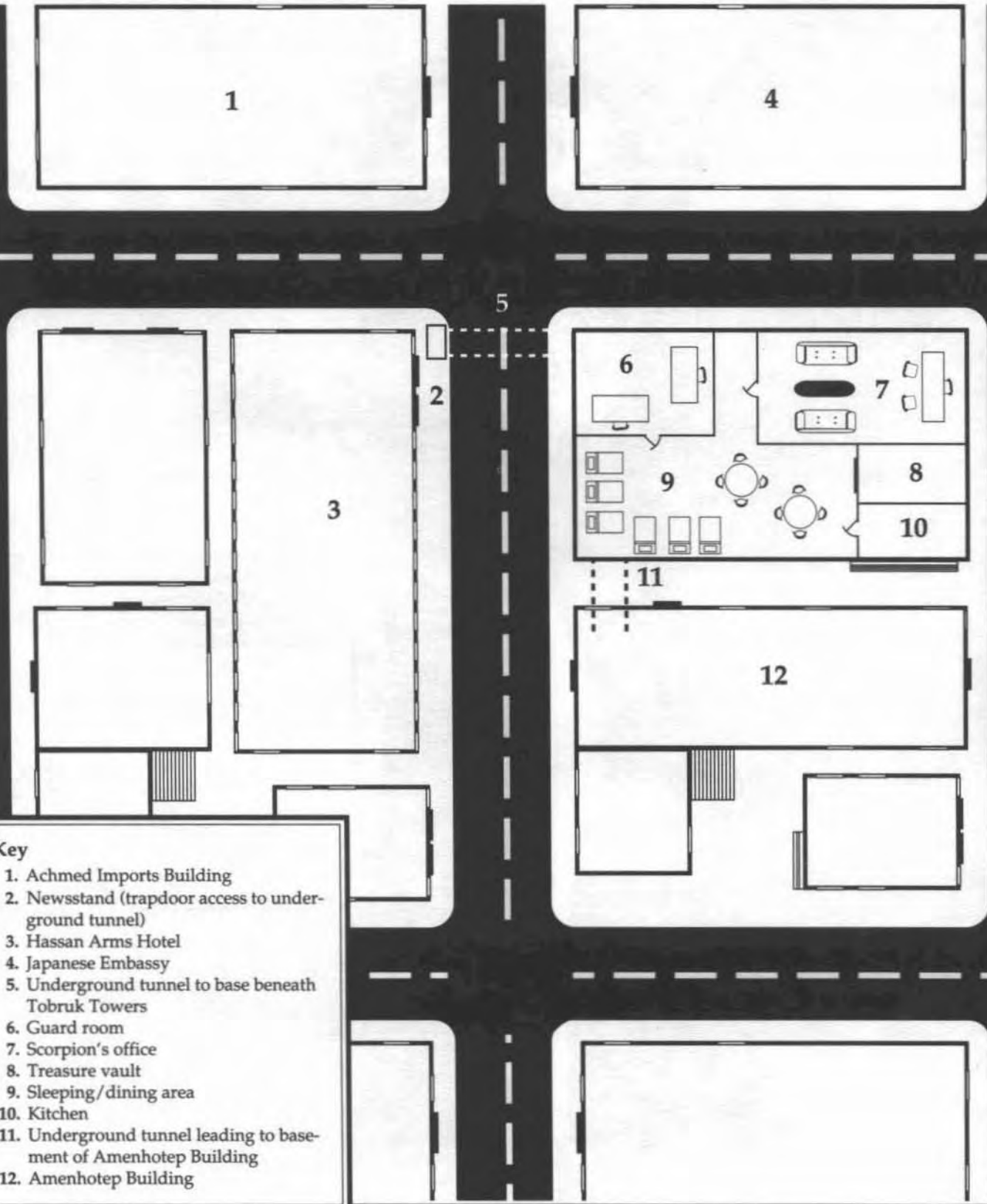
Key

1. Ground-level entrance (shielded by boulders)
2. Mural of Havergaard driving away Vikings
3. Two animated skeleton guards
4. Burial chamber (depth: 1.5 km)
5. Altar with Havergaard's skeleton





Cassandra File #36: Scorpion Gang
The Gang's Neighborhood



Key

- 1. Achmed Imports Building
- 2. Newsstand (trapdoor access to underground tunnel)
- 3. Hassan Arms Hotel
- 4. Japanese Embassy
- 5. Underground tunnel to base beneath Tobruk Towers
- 6. Guard room
- 7. Scorpion's office
- 8. Treasure vault
- 9. Sleeping/dining area
- 10. Kitchen
- 11. Underground tunnel leading to basement of Amenhotep Building
- 12. Amenhotep Building



The best chance the Storm Knights have of finding the Scorpion is to stumble across Sofia Delour, a lounge singer in Cairo with dark hair and Mediterranean complexion, with a wardrobe limited to tight-fitting, low-cut dresses. She's the Scorpion's "moll," but he treats her so badly that she often leaves him, only to be rewarded with plenty of champagne and sparkle when she inevitably returns.

If the Knights should meet her while she's angry with the Scorpion, they might be able to get some information from her. She knows that the Scorpion poses as a blind newspaper vendor, but she doesn't know on which street corner — and Cairo is full of blind newspaper vendors. The only problem is that when Sofia is angry with the Scorpion, she's angry at the world — which means she's *hostile* to anyone that approaches her.

Sofia Delour: DEX 9, STR 8, TOU 8, PER 9, MIN 10, CHA 12, SPI 10.

Skills: reality 10, acrobatics 9, dodge 9, fire combat 11, maneuver 10, prestidigitation 9, stealth 9, unarmed combat 10, language 10, trick 10, artist (singer) 12, test 12, willpower 12, charm 13 (16 against men), persuasion 13, taunt 15, faith (Egyptian) 11, intimidation 12.

Inclination: Evil.

Possibilities: 7.

Equipment: stiletto (designed to resemble a hairpin), Tech 11, damage value STR+3/11, cigarette holder which conceals a miniaturized microphone and radio transmitter (range 6 miles).

File #54: Spartan Squadron

The Sweeping Crew is a unit of 20 mercenaries who have been assigned to "clean up" resistance communities that refuse to move. They have authorization to accomplish this task by any means necessary, up to and including slaughtering the inhabitants of a settlement and razing their shacks.

This elite squad of Spartans is commanded by "Captain" Samuel Frisbane, a mercenary with several years of experience in global "hot spots." He is a trim and sturdy man



Stephen Schwartz

with short, greying hair and a taut face that seems incapable of revealing emotions.

Frisbane was drummed out of the U.S. Army after an investigation revealed that he had tortured and murdered one of his own men whom he believed had let an enemy escape. Before he could be imprisoned, he escaped and found work as a mercenary in Angola.

Frisbane is a sadistic killer. He takes great pleasure in the massacre of those he considers to be "traitors" and the burning of their homes.

"Captain" Samuel Frisbane: DEX 11, STR 11, TOU 11, PER 9, MIN 8, CHA 9, SPI 7.

Skills: reality 8, dodge 12, fire combat 15, maneuver 12, melee weapons 12, find 10, tracking 10, persuasion 10, taunt 10, intimidation 9.

Possibilities: 8.

Equipment: dagger damage value

STR+3/14; Uzi, damage 17, range 15/40/100; .45 colt auto, damage 16, range 10/15/40.

Spartans: DEX 10, STR 10, TOU 11, PER 9, MIN 9, CHA 10, SPI 7.

Skills: reality 8, dodge 11, fire combat 13, melee weapons 12, stealth 11, tracking 10, survival 10, persuasion 11, intimidation 11.

Possibilities: 2.

Equipment: Uzi, Tech 22, damage value 17, ammo 11, range 3-15/40/100; .357 Desert Eagle, Tech 22, damage value 16, ammo 6, range 3-10/25/50; dagger, Tech 7, damage value STR+3/13.

When a military unit meets with resistance community members, they give the residents 24 hours to decide whether or not they will leave the Living Land voluntarily. If they decide not to go, one of the military personnel is responsible for marking the community for extermination. The



mark is usually a white "x" painted on several trees in the vicinity of the settlement. The Sweeping Crew wanders through the Living Land, searching for these marks and carrying out their mandate.

The Sweeping Crew should be treated like an evil nomadic tribe in a "lost world" story. The Storm Knights have to track them for several days, encountering Jakatts, edeinos, and Living Land creatures along the way. The gamemaster should probably arrange it so that that Knights catch up with the Crew just as they are about to wipe out a marked community.

It is also possible that the Sweeping Crew will get word that somebody is searching for them. In this case, the Storm Knights might discover how easy it for the hunter to become the hunted.

File #60: The Backer

Mors' Messengers are a group of hot-shot hunters who were brought together from around the globe by millionaire Horace Billings of Mobile, Alabama.

The Storm Knights can approach this situation in one of two ways: they can track down Mors' Messengers and kill them (not very heroic, but effective), or they can get Billings to stop supplying funding the edeinos-hunters.

There are eight "Messengers," including Jeff Barker, their leader. Two are English, one is Australian, three are American (Barker is American), one is Spanish, and one is Chinese.

Mors' Messengers: DEX 10, STR 10, TOU 10, PER 10, MIN 9, CHA 8, SPI 8.

Skills: reality 9, beast riding 11, dodge 11, fire combat 12, melee weapons 11, missile weapons 11, find 11, tracking 13, trick 11, survival 10.

Possibilities: 3.

Equipment: long bow, Tech 12, damage STR+6/16, range 3-10/100/250; dagger, Tech 7, damage value STR+3/13; M-16 (auto), Tech 22, damage value 20, ammo 10, range 3-40/250/400.

The hunters prefer to use the bows and knives, and only use the guns

when things turn sour (i.e., dozens of edeinos suddenly show up).

The band travels in two Army-surplus jeeps (Tech 21, speed 80/50/12, passengers 4, toughness 15).

Mors' Messengers visit Boise the fourth week of every month to pick up their checks from the First Western Bank. The Knights can look for them in Boise (the group is well known) or search for them in the Living land.

The Storm Knights might also try to get information about the mysterious "backer" from First Western Bank (which is not likely to give the information willingly). If they discover Billings' identity and confront him, they will find he is a stubborn 66 year-old businessman who will only promise to stop backing the hunters if the Storm Knights threaten to go public with the story.

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

Skills: reality 11, evidence analysis 12, scholar (stock market) 14, trick 12, test 12, persuasion 13, charm 13, intimidation 12.

The grounds of Billings' mansion are patrolled by four guards.

Guards: DEX 11, STR 11, TOU 10, PER 9, MIN 9, CHA 9, SPI 7.

Skills: fire combat 14, maneuver 12, unarmed combat 13, tracking 10, trick 10, test 11, persuasion 10, taunt 11.

Equipment: .357 Desert Eagle, Tech 22, damage value 16, ammo 6, range 3-10/25/40.

File #65: Jakatt Terrorist

Peterson is planning on sneaking into the Edgewater Nuclear Power Plant, located just outside of Washington D.C. The area has a large population and is close to the border of the Eastern Land. In the event of a melt down, hundreds of thousands of people could be exposed to lethal levels of radiation, and might well seek shelter in the Living Land. There they would be healed by Lanala in return for worshipping her.

Peterson was a physics teacher at Stanford before the Possibility Wars erupted. He actually has **not** been

transformed by the axioms of the Living Land. He believes in and wants to be a part of the Keta Kalles religion. His gotak told him to destroy a "dead thing" to gain Lanala's favor, and his background led him to the idea of destroying a nuclear plant.

Dr. Peterson: DEX 8, STR 7, TOU 8, PER 11, MIN 12, CHA 8, SPI 11.

Skills: reality 12, evidence analysis 12, find 12, scholar (physics) 14, science 13, faith 14, focus 14.

Equipment: One change of clothes, wallet with credit cards, driver's license, etc.

There are several ways the Storm Knights can find out where Peterson is going to commit his act of terrorism. They could research his past (a total of 14 on a *scholar* roll) and discover that he helped design the Edgewater Plant. They could also contact credit card companies and use duplicity (a total of 12 on a *persuasion* roll) to find out Peterson's recent purchases. If they do this, they'll find out he has bought a train ticket to Washington, D.C. (Make sure to roleplay out the investigation and not just make dice rolls.)

Peterson's plan is to be himself and simply ask the plant manager, whom he knows, if he can look around the plant he designed. Once inside the control room, he will sabotage the panel that controls the cadmium rods in the reactor, triggering a melt down. He believes that he will be aided by Lanala in making his escape, but in truth, the tribe he has been traveling with does not completely trust him. His death will provide the goddess with the type of intense sensation she craves.

File #67: Besieged Town

If the Storm Knights go to visit Mary, she can tell them that she's from the middle of Indiana. (The name of her town is actually Center, but she's still a bit confused after her escape from the edeinos.)

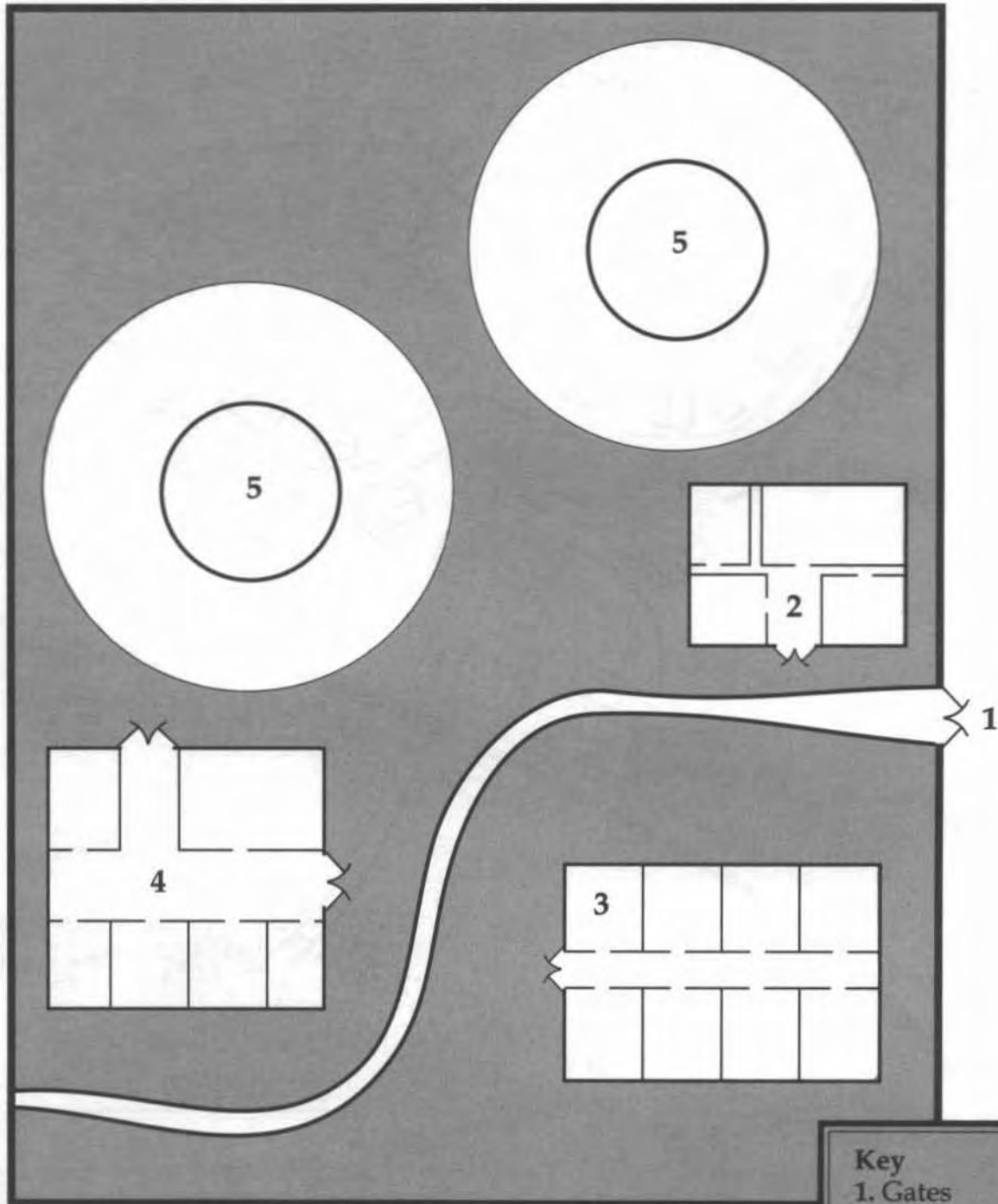
She also knows that there were train tracks that ran through her home town. The hospital staff will **not** let her leave the hospital to go find her parents.

The first part of this adventure





Cassandra File #65: The Jakatt Terrorist
Edgewater Nuclear Plant



Key

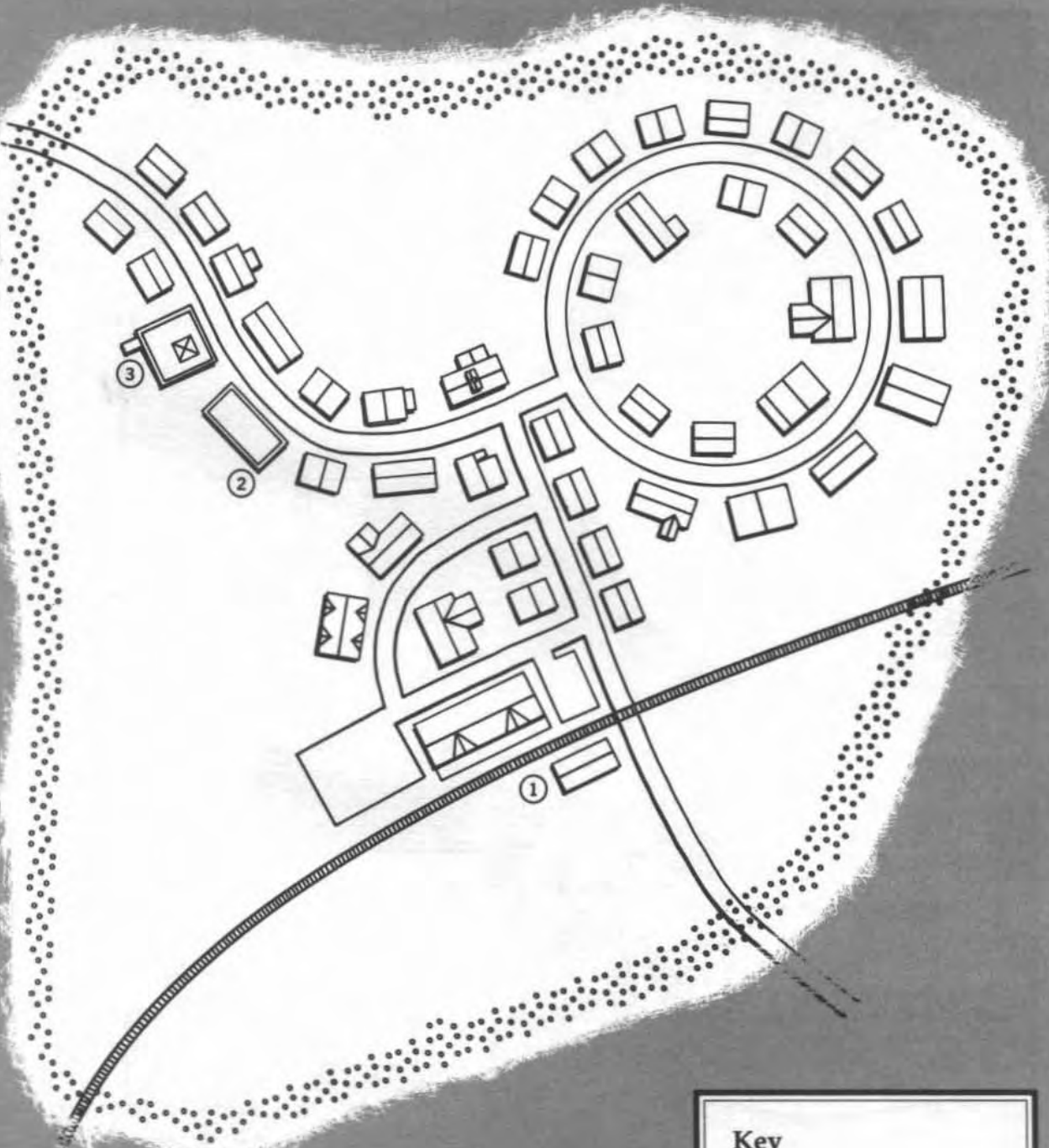
- 1. Gates
- 2. Security office
- 3. Offices
- 4. Control center
- 5. Reactor cones

Jacqueline M. Evans





**Cassandra File #67: Besieged Town
Center, Indiana**



Key

- 1. Train station
- 2. Police station
- 3. Fire department
- Edeinos positions

Stephen Crane



should be run like a pulp search for an ancient city. In this case, however, the city is very much alive and in need of help. The Storm Knights should have run-ins with monsters and both hostile friendly edeinos. As they travel, they can pick up information about the town they are looking for (with friendly edeinos saying things like, "Yes, I have heard of such a place. It is in the direction that the band of water flows from," and so on.) See *The Living Land Sourcebook* for hints on building this kind of adventure.

Once the Storm Knights reach the town, they discover that there are about 1,000 humans being held captive by edeinos, who wish to prevent them from leaving the Living Land. There are 800 edeinos, 75 Jakatts, and 10 benthes guarding the populace.

Because the odds are so overwhelming, the Storm Knights will not be able to simply mount an attack and free the town. They will have to find a more subtle method of effecting a rescue.

The hostages are currently quartered in a section of town bisected by railroad tracks. There is a deserted freight train with 25 cars on it located north of Center. The Storm Knights could conceivably use this train as part of a rescue attempt.

1950 Railroad Engine: Tech 21, speed 110/70/13, passengers 160, toughness 37.

A possible wrench in the works of any plan is Lilian Muller, a Core Earth native who wants to become a Jakatt. Because she hasn't flipped over yet, she is being used by the Jakatts as a double agent. Her job is to live within the human community and report back to the edeinos if any plans for escape are being forged.

Since there has been no activity along those lines for weeks now, Lilian hasn't had any need to get in contact with the edeinos and her cover is completely secure. If the Storm Knights attempt to organize a mass escape, she will try to get their confidence, get the details of the plan, and then pass the complete information on to the edeinos.

Lilian is a 23 year-old divorced mother whose children died during the invasion. She has given up on life

and wants something, anything, even an alien religion, to give her the ability to feel something besides deep pain.

Despite her grief, the attractive blonde is able to project a happy, helpful image.

Lilian Muller: DEX 8, STR 8, TOU 8, PER 10, MIN 10, CHA 11, SPI 11.

Skills: running 9, stealth 10, willpower 13, charm 14, persuasion 13, faith 13.

File # 68: Transformed Technology

During a business trip to Southeast Asia, Sullivan had his future read by a Gypsy. She discovered that his building in Allendale (a city in California recently conquered by Baruk Kaah) contained an eternity shard. Having heard rumors of the value of such items, he became obsessed with recovering the one that was within his building.

The only problem was that the city had been evacuated and the area was currently overrun with edeinos and giant reptilian creatures. He hired a team from Armageddon Security, which normally provides protection to top executives and has been known to take on assignments that were marginally legal, at best, to go in and retrieve the eternity shard. He had explained to the men that the building had been rigged with all sorts of security devices, but since it was now part of the Living Land, these devices would no longer work.

When the five men from Armageddon entered the building, however, they discovered that Sullivan was only partially correct about the building's security systems. Although they no longer work, the Everlaw of One kept their original purpose — to stop intruders in the building — in a manner compatible with the Living Land's axioms. Lanala's pervasive influence has allowed, as part of the transformation, the living to take up the duties of the "dead machines" of Core Earth. Like the hroctt shoots of the edeinos, there are now organic systems whose purpose is to protect the building.

All security doors are locked and are equipped with an alarm. Before the building transformed, red lights would flash and a klaxon would go off if the door was opened without a key. If the door is forced open now, pressure sensitive Liir flowers release a hallucinogen (resolved as a *test* with a value of 16 against the target's *willpower* or *Mind*) to produce the Living Land equivalent of klaxons blaring and lights flashing within the thief's mind. On a setback (or worse) result the victim clutch his head and collapses to the floor as his eyes and ears are filled with overwhelming light and sound.

Although the victim is not physically attacked, the damage to his brain causes the sensation of pain throughout his whole body.

Whoever was involved in opening the door, to the smallest degree, is attacked by the flowers. Characters who were not involved in getting through the door do not see or hear anything.

If the lock is picked, the trap will not be activated.

Before being transformed, the corridors featured metal plates running along the floor. Security boxes were located at either end of the corridor, and if a keycard was not inserted into one of them, a shock powerful enough to stun would be sent through the floor.

The corridors are now covered with writhing tentacles growing out of the floor. The tentacles will attempt to grab anyone walking down the corridor and strangle him to death. The tentacles remain motionless until someone steps into the corridor.

Tentacles: DEX 14, STR 13, TOU 16, PER 1, MIN 1, CHA 1, SPI 5.

Skills: unarmed combat 15, dodge 16.

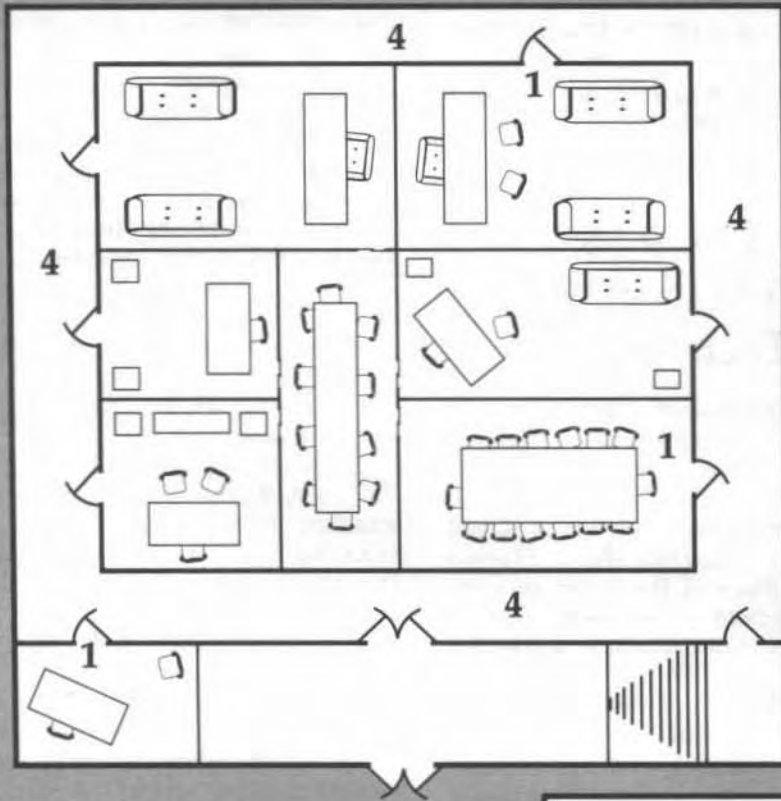
The trap cannot be deactivated by tampering with the security box.

The eternity shard is a computer chip inside a prototype of a CompTech 1000. This computer (marked on the map) is still active, even though no other mechanical devices in the building are operating. On the screen can be seen a kaleidoscope of swirling colors. The pattern seems chaotic, but every once in while a definite shape appears,



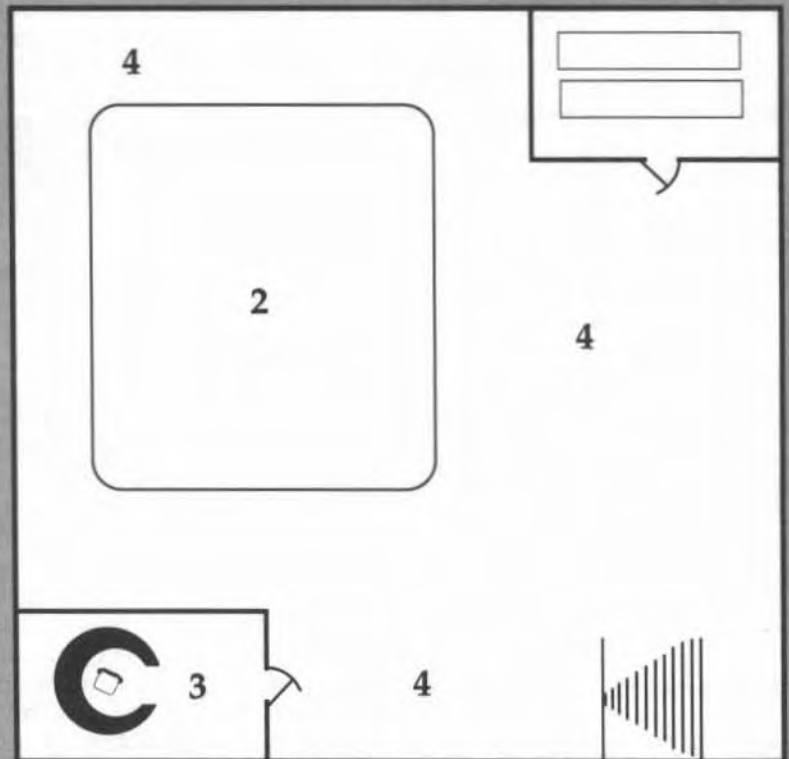


Cassandra File #68: Transformed Technology The Williams Building



Key

- 1. Security Door
- 2. Generator
- 3. Computer room
(location of eternity shard)
- 4. Tentacle hallways



only to be consumed by chaos once again. The chip is graphically presenting the ebb and flow of possibilities.

If the Storm Knights carefully take the computer apart (a total of 10 on a scholar (computer) or science roll) they find the chip within, surrounded by a nimbus of blue light.

The Computer Chip

Cosm: Core Earth

Possibilities: 28

Tapping Difficulty: 15

Purpose: To process and utilize information

Powers: If the chip is held by a possibility-rated being, it increases the Social axiom of any area to that of Core Earth; the area is a circle with a radius one kilometer from the chip

Group Power: Create Hardpoint

Restrictions: The chip creates a mixed zone for the Social Axiom, and only those who desire the higher level will be affected by the shard's power

File #69: Stolen Scientist

The government's report on this matter is basically accurate. The tribe that Donner was studying is loyal to Baruk Kaah and was using Donner to gain information about the United States and Canada. The tribe became impatient and began torturing Donner for information one month ago. He is still alive, but hovering near death.

The tribe is made up of 40 edeinos, 30 Jakatts, 10 stalengers, and three benthes (see the *TorgWorld Book*, page 23.) They are a nomadic tribe wandering throughout upstate New York. The Storm Knights must track the tribe and rescue the professor. The residents of resistance communities in that area might provide clues as to the Lotan tribe's whereabouts.

Professor Donner: DEX 7, STR 8, TOU 8, PER 14, MIN 12, CHA 9, SPI 8.

Skills: reality 9, beast riding 8, evidence analysis 16, language 15, scholar (anthropology) 17, test 15, persuasion 10, faith (Mormon) 9.

Equipment: Donner currently possesses nothing more than the khaki outfit with which he entered the Living Land.

File #70: Mysterious Menace

There are currently 40 air sprites living in the village of Twain Rock. The sprites are about four centimeters long, and appear as long, delicate humans. They also have wings formed of delicate threads of silver. They have little contact with the villagers, but will act to keep the dark creatures of Aysle away from the town.

Air Sprite: DEX 6, STR 4, TOU 5, PER 12, MIN 10, CHA 4, SPI 1.

Possibility Potential some (65).

Natural Tools spiked hands, damage value 6.

Equipment: none.

Skills: flight 12, stealth 9, lifting 6, find 9, tracking 9, survival 8, test 11, taunt 10, charm 11, intimidation (7).

This particular band of faeries has the ability to ward off creatures of darkness, providing there are a sufficient number of faeries present. This is why the Sprite King was in danger from the trolls — he was alone. As long as 30 or more air sprites (as per the ancient laws set down by the gods of light, "And thirty shall be the number") remain at the edge of the village, any creatures of evil which set foot inside of it suffers a *test* attack with a value equal to the number of sprites. For example, 33 sprites have *test* 33 against any evil creatures who enter their circle. If the number ever drops below thirty, the sprites generate no magical *test* value at all.

Recently, the sprites have been being murdered at an alarming rate. Several sprites claim to have fled from a shambling shadow that looked like a bear. The creature kept advancing upon the faeries even though they were inside the safety of their faerie circle. Because their numbers are shrinking, the faeries must spend more and more time apart from each other to create the magical ring around the village. If any more of the sprites are killed, it would not be prudent for them to stay.

The menace is a creature created by an evil wizard named Radu, intended to break the morale of Twain Rock and the other villages in the area. The monster, called a "twilight" by the wizard,

is a bear-like creature made of solidified shadow that walks on all fours. It is not affected by the faerie ring because it is not wholly evil. The creature's heart is actually that of a Core Earth bear — and in Core Earth, there are shades of grey when it comes to morality. The wizard has invested the "twilight" with an appetite for faeries and let it loose near Twain Rock.

Twilight: DEX 10, STR 12, TOU 24, PER 7, MIN 3, CHA 3, SPI 3.

Skills: reality 4, unarmed combat 13, climbing 13, stealth 11, running 11, swimming 11, test 12, taunt (10), intimidation (17).

Possibilities: one per Storm Knight

Natural Tools: claws, damage value STR+4/16; teeth, damage value STR+5/17.

File #71: Dragon's Tribute

This adventure works on more than one level. The obvious plotline is the hunting of Tetlumage, the dragon, and the Storm Knights' attempt to kill him. The Storm Knights can hunt the dragon to its lair or wait for it at the site of the sacrifice, both of which are marked in their relation to Direbane on the map.

Tetlumage (Draconis Teutonica): DEX 9, STR 27, TOU 23/35, PER 19, MIN 15, CHA 7, SPI 7.

Skills: reality 9, flight 12, unarmed combat 11, stealth 11, alteration magic 22, divination magic 22, evidence analysis 21, find 23, tracking 21, trick 22, survival 17, test 21, willpower 18, taunt (11).

Possibilities: two per Storm Knight.

Arcane Knowledges: darkness 4, air 6.

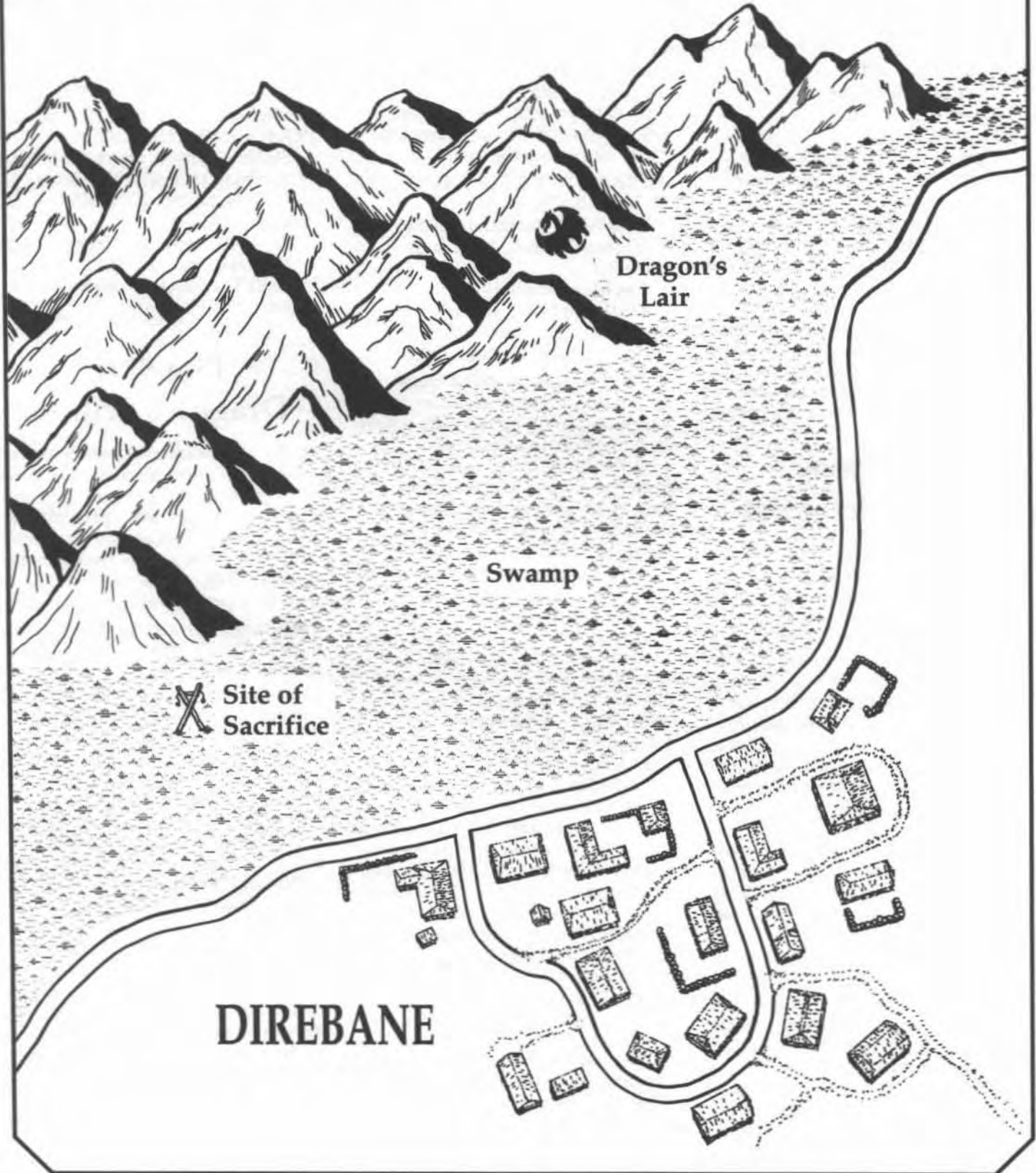
Natural Tools: armor, TOU+12; wings, speed 11; claws, damage value STR+3; arctic breath, damage value 36, range 3-50/51-250/251-600.

The second level involves interaction with the citizens of Direbane. They do not want help and will work against the Storm Knights if they declare their intent to slay Tetlumage. In their view, the dragon is too dangerous to be angered. That is why they started appeasing it with sacrifices in





Cassandra File #71: Dragon's Tribute
Direbane and Environs



Stephen Crane



the first place. If the Storm Knights make their intentions known, the gamemaster should arrange for assassination attempts while the characters are asleep in the city, and ambushes out in the wilds. The attempt should be made by standard Ayslish folk.

Ayslish Yeoman: See *World Book*, page 29.

The Storm Knights, if they wish, can probably cut their assailants down with ease, but it would be wiser if to attempt to find a way to subdue the Direbane population until the dragon is destroyed. In this way, the story of the Storm Knights' killing of Tetlumage will portray them as being both just and merciful.

Heading the city council is Korlan the Red. Korlan's beard is now white, but he once had a mane of hair as red as blood and a temper to match. He has imposed his own fears and feelings of impotence in old age upon his city. His impassioned speeches at city council meetings led everyone to believe that the danger to the many was far too great when compared to the sacrifice of a few. He possesses a magic sword he was given in his youth, which can do substantial damage to dragons, but he keeps it hidden under his bed and no one knows that he owns it. He thinks of it constantly, however, and if one of the Storm Knights has the ability to read his thoughts, she might learn of it.

If the Storm Knights ask the people of the city about Korlan they relate the following tale with pride:

Many years ago on the world of Aysle, a dragon came and demanded tribute. The city elders agreed to capitulate. At first, the dragon only wanted treasure, which it took back to its lair. Then it wanted food, and finally it demanded the sacrifice of a maiden. The council gave in to each new request without hesitation. It was thought (as it is in Direbane now) that it would be better to give in to the dragon than to risk its wrath. Of course, the daily sacrifice of a maiden was a nightmare, but none were willing to challenge the dragon's might.

Korlan was but an upstart boy at the time. He was the son of a blacksmith — a muscular lad who gladly helped

his father, but who had no love for the smithy's trade. One day, he announced he would go on a quest to seek help for the city. He left and was not seen again for many months. In that time, misery swept through the city, as the dragon's appetite for sacrifice grew greater and greater.

When Korlan returned, he learned that his childhood love had just been taken to the place of sacrifice to be offered to the dragon. Without a word, Korlan mounted his steed and headed for the dragon's lair. Later that day the brave youth returned, covered in the blood of the dragon, bearing his love and the city's treasure.

Because Korlan had slain the dragon, the people of the city take his counsel now. They believe that if Korlan, the Slayer of Dragons, says it is better not to fight this beast, then they had best take his advice.

Korlan the Red: DEX 7, STR 7, TOU 8, PER 9, MIN 10, CHA 12, SPI 8.

Skills: melee weapons 9, beast riding 9, tracking 10, survival 11, willpower 12, charm 14, persuasion 15.

Equipment: staff, Tech 8, damage value STR+3/10; magic sword, Tech 9, damage STR+7/14. The enchantment on the sword allows it to "pass through a dragon's armor as if through air". **A dragon has no armor bonus against this sword, defending with only its native Toughness.**

File #72: Marquis Yorbund

Marquis Yorbund recently bought the services of an evil wizard named Ourak, and asked him to build a spell that would trap the people of Hamlin in their village. Although Yorbund's other serfs believe they are safe from their lord's ill treatment because they are far from his castle, all the money that Yorbund is taking from Hamlin will soon be paid to Ourak to increase the range of the spell.

The curse is created using an urn filled with fire that is located in the sub-cellar of Yorbund's castle. The urn is decorated with arcane symbols and pictures of demons in torment. The

flame must be kept burning at all times or the curse is dispelled.

It is a misconception that the villagers of Hamlin are cursed or that the village itself is cursed, for to do either would require more power than Ourak possesses. The spell is actually set up in the following way:

Ourak has created a thin strip of magical energy that forms a circle four kilometers from the castle. The magical strip is only one centimeter wide. Anyone may walk freely through the strip from the outside of the circle to inside, but to leave the circle, the person must be carrying the seal of the Marquis Yorbund. This seal is always placed on letters written by Yorbund, and letters are always given to traders from neighboring villagers. No one questions the need to acquire such a letter from the lord, since no one wants the curse to fall upon them. The seal could also be carried upon a person's armor, shield, or ring — all that matters is that it be somewhere on his person so he can leave the village safely. The seal warms briefly when the circle is crossed.

If someone tries to leave without bearing the seal, they are "attacked" by the spell. The spell is already set in place — it automatically fires from the flame-filled urn once triggered by a person walking through the circle. Generate a bonus and add it to the ward's effect value to generate the ward's effect total; compare it against the target's *Mind*. If the effect total exceeds the *Mind*, the target ages 15 years (value 44). This value is modified by the result points as read on the power column of the General Table.

Example: The ward generates an effect total of 16 against an Ayslish yeoman with a *Mind* of 7. Nine result points on the power column is +4, for a modified time value of 48 (100 years).

Any human ord from Aysle who reaches the age of 60 or beyond dies on the spot.

Quick Aging Ward

Axiom Level: 17

Skill: alteration/time 28

Backlash: 20

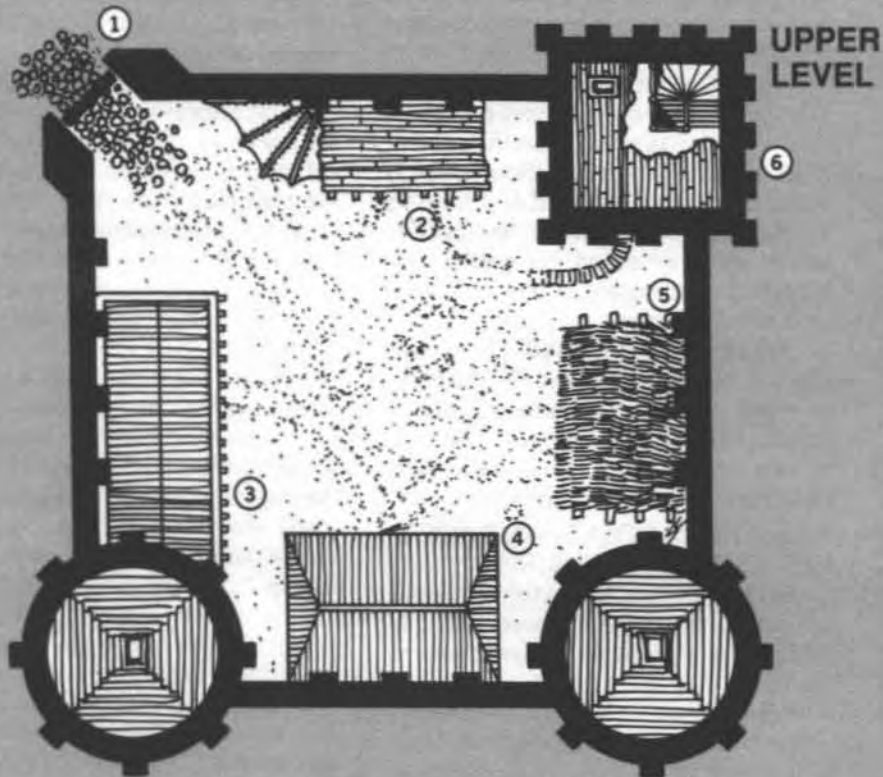
Difficulty: 22

Effect Value: 14





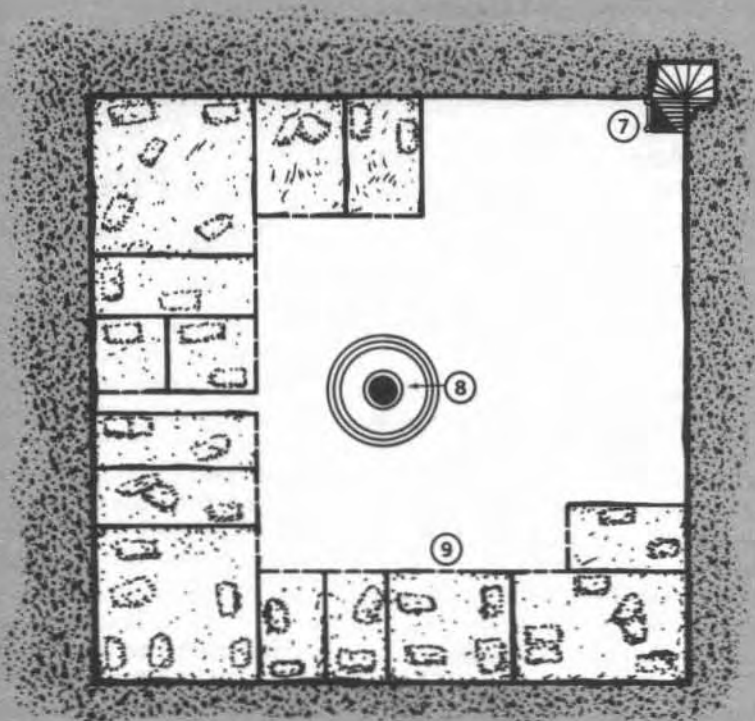
Cassandra File #72: MarquisYorbund Marquis Yorbund's Castle



Key

- 1. Gate
- 2. Smithy
- 3. Stables
- 4. Barracks
- 5. Storehouse
- 6. Marquis Yorbund's chamber
- 7. Stairs from Yorbund's chamber
- 8. Urn
- 9. Dungeons

LOWER LEVEL



Stephen Crane





Bonus Number to: effect
Range: 18 (4 kilometers)
Duration: 38 (one year)
Cast time: 32 (one month)

Manipulation: duration, state, control.

This spell is cast into a focus, a flame which must burn every night for the duration of the spell. Part of the fuel consumed must be twigs, branches, or logs taken from trees and plants growing within the circle which surrounds the village.

Note: If the flame in the urn is extinguished from sunset to sunrise, or from sunrise to sunset (approximately 12 hours), the spell has been ruined. If the flame is re-lit before the time period just mentioned has expired, the spell can continue to operate. This means that if the Storm Knights successfully put out the flame, they might have to hold out against Yorbund's guards until the necessary number of hours has elapsed and the spell ceases to be effective.

Ourak and Marquis Yorbund are the only people who know how the spell works. If the Storm Knights capture Yorbund, they can question him and ask him how he arranged for the spell to be created.

Marquis Yorbund: DEX 9, STR 9, TOU 9, PER 9, MIN 12, CHA 10, SPI 8.

Skills: reality 9, beast riding 10, dodge 10, melee weapons 12, unarmed combat 11, tracking 10, persuasion 12, taunt 13.

Possibilities: 2 per Storm Knight.

Equipment: dagger, Tech 7, damage value STR+3/12; rapier, Tech 15, damage value STR+5/14.

There are 40 guards in the castle.

Castle Yorbund Guards: DEX 10, STR 10, TOU 10, PER 8, MIN 8, CHA 8, SPI 8.

Skills: beast riding 11, dodge 11, maneuver 12, melee weapons 13, unarmed combat 11, find 10, trick 9, tracking 9, taunt 9.

Equipment: broadsword, Tech 9, damage value STR+6/16.

Ourak travels the land making mischief for people and gathering items for use in his spells. If the Storm Knights want to hunt this fiend down, they can attempt it, but the gamemaster will have to work out the quest.

Ourak: DEX 8, STR 8, TOU 9, PER 14, MIN 13, CHA 7, SPI 10.

Skills: reality 14, dodge 9, melee weapons 9, alteration magic 20, divination magic 19, find 15, first aid 15, scholar (arcane lore) 16, apportation magic 18, conjuration magic 19, willpower 20, taunt 9.

Possibilities: 2 per Storm Knight.

Spells: Ourak is known to have

altered fireball, conjured fireball, bullet, lightning, earth shield, weakness. See *Rulebook*, pages 116-119. Has arcane knowledges death 5, life 5, time 5, magic 5, inanimate forces 4, living forces 4, earth 5, fire 3, metal 3, water 3, enchanted 5, entity 4, folk 3, all theory knowledges at 3.

Equipment: dagger, Tech 7, damage value STR+3/11.

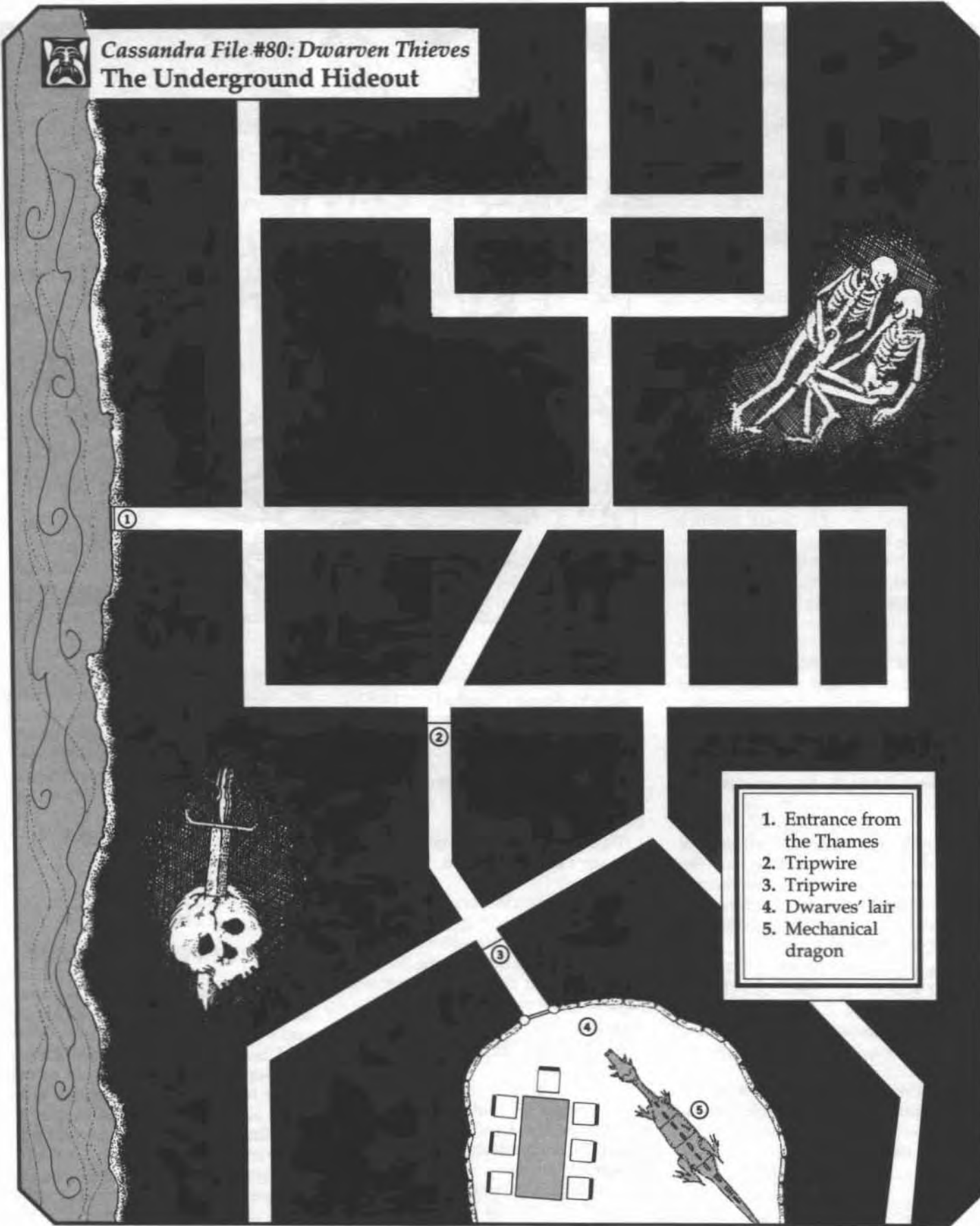
File #81: Dwarven Thieves

The dwarves mentioned in Atropos' letter are indeed allied with Uthorion and are planning evil acts. The dwarves — Uben, Stuben, Gyre, Dire, Pollen and Stallin — wandered out of the Aysle realm during a skirmish with some London natives and flipped to Core Earth axioms. They knew enough not to try go back to their native realm, for fear that the Everlaw of One would extinguish them. Knowing that eventually they would be doomed by the





Cassandra File #80: Dwarven Thieves The Underground Hideout



- 1. Entrance from the Thames
- 2. Tripwire
- 3. Tripwire
- 4. Dwarves' lair
- 5. Mechanical dragon



spread of the Aysle realm, the dwarves decided to spend their remaining time creating havoc in Core Earth, to aid Uthorion and to make their deaths glorious ones.

They found the underground sewer system that feeds into the Thames and made a base within it. Over the last few months, they have studied the technology of this new reality, and acquired a proficiency with pistols. Their plan is to build a mechanical dragon with which to terrorize the city of London. Being a machine, it will be able to exist within Core Earth's axioms, and its similarity to a real dragon will convince people that the area is flipping over to Aysle axioms. The "dragon" is almost completed.

To find the dwarves, the Storm Knights will have to search the sewer system. The Knights' best opportunity is to enter the pipes where they empty into the Thames, near the docks where the dwarves have been spotted.

(If they wish, they can simply watch the docks and eventually they will spot one of the dwarves emerging from the water.)

The dragon is kept in a large chamber in the tunnels. It takes two dwarves to control the dragon from a cockpit located in its head. If the Storm Knights step on any of the tripwires, an alarm is sounded and the dragon will be manned when they arrive. If they catch the dwarves by complete surprise, then two dwarves must attempt to enter the dragon through its belly while the rest of the band holds the Knights at bay.

If the battle starts going against the dwarves, they will all enter the dragon and crash through the ceiling. They will then attack London, showering the city with fire.

Dwarves: DEX 7, STR 9, TOU 9, PER 9, MIN 9, CHA 7, SPI 6.

Skills: fire combat 9, melee weapons 9, maneuver 8, stealth 8, scholar

(mechanical engineering) 12, languages 10, evidence analysis 10, trick 10, test 10.

Equipment: short sword, Tech 8, damage value STR+4/13; 9mm Beretta, Tech 22, damage value 15, ammo 9, range 3-10/25/40.

Mechanical Dragon: DEX 9, STR 20, TOU 28, PER 0, MIN 0, CHA 0, SPI 0.*

Skills: flight 10, unarmed combat 13, trick (25), test (25), persuasion (25), taunt (25), intimidation (25).

Natural Tools: armor (included in the dragon's Toughness value); wings, speed value 10; claws, damage value STR+3; napalm breath, damage value 30, range 30-60/61-270/271-750.

*The dragon has no mental or spiritual abilities and cannot be attacked by any means which depends on the target having a mind or soul. If the Storm Knights target the dwarves piloting the dragon, then such attacks can be made (but the Storm Knights must specify that they are attacking the dwarves). The dragon's Dexterity rating is the efficiency with which it moves when being operated from the cockpit.

File #86: The Map Seller

The Map Seller (that is what he calls himself) is indeed a servant of Uthorion. It is his task to lure the desperate and anxious into the realm of Aysle so their possibility energy can feed the Darkness Device.

The Map Seller: DEX 8, STR 7, TOU 7, PER 13, MIN 12, CHA 10, SPI 9.

Skills: reality 10, dodge 9, melee weapons 9, prestidigitation 9, stealth 9, scholar (streetwise) 16, alteration magic 17, conjuration magic 15, charm 11, persuasion 11.

Possibilities: 8.

Equipment: sword-cane, Tech 15, damage value STR+5/12; bag filled with dozens of maps.

Arcane Knowledges: inanimate forces, fire, folk, all at 4.

Spells: The Map Seller is known to have altered fireball, charm person, increase charisma and alteration parchment (see *Rulebook*, pp. 116-122).

Each of the maps sold by the Map Seller is enchanted. The "X" on each



Stephen Schwartz

map, the place where the treasure is supposedly located, moves slightly across the parchment as anyone carrying the map comes close to the actual location. The movement of the "X" across the map occurs at an imperceptible rate. When treasure seekers realize that they are off track, they assume that they made a mistake and correct for it. The spot on the map then corrects for their correction, and soon the treasure hunters once again assume they have made a mistake somewhere. The idea is to keep the Core Earth humans wandering through Aysle as long as possible so that their possibility energy can be drained.

Here is the impressed spell the Map Seller uses on his maps:

Altered Parchment

Axiom Level: 17

Skill: *Alteration/inanimate forces*: 20

Backlash: 20

Difficulty: 16

Effect Value: 15

Bonus Number to: duration

Range: touch

Duration: 34 (six months)

Cast Time: 25 (one day)

Manipulation: state, duration

So far the Map Seller has only lured a few hundred people into the realm of Aysle. However, just as the Storm Knights become involved in the situation, an event occurs that will send many more people out of the city in search of gold: the Map Seller has arranged for a group of treasure seekers from London to actually find a fortune and return with it to London.

When the Storm Knights arrive in London (or, if they are already in London, announce their intention to track down the Map Seller), the newspapers are filled with astounding news. A group of unemployed coal miners found the lair of some trolls, killed the beasts, and have brought back a treasure chest full of gold, diamonds, silver bracelets and other riches. When asked how they found the troll lair, they reply that an old man sold them a map. Now hundreds of thousands of people in London are seized with treasure-fever and want maps from the Map Seller. People begin selling everything they own to buy a treasure map and supplies for an

expedition. The government announces repeatedly that the whole thing may be an elaborate scam, but the coal miners and their jewels are all the people can see.

If a Storm Knight examines the map, she may generate a *divination magic* total (she may add her *arcane knowledge: inanimate force* if she has it) If the total is 16 or more, she has found something. The Knight gets the information listed beside her level of success, as well as that of the levels below (i.e., on an *Average* result, the Knight gets the *Average* and the *Minimal* information.

Minimal: The map is magical

Average: The "X" which marks the spot where the treasure is buried will move as the bearer of the map draws closer to the location

Good: The magic properties arise from an impressed spell applied to the maps.

Superior: If the caster is defeated, the map, and any other like it, will turn to a blank piece of parchment

If none of the Knights are familiar in the ways of magic, they will have to find a mage in London or in Aysle who can help them.

To stop the madness, the Knights have to find and defeat the Map Seller. Because of his uncanny *streetwise* sense, the Map Seller knows when he is being pursued. If the Storm Knights are simply hunting the Map Seller down, let them make a group *find* roll against his *scholar (streetwise)* total. They could also pose as desperate people wishing to purchase a treasure map. In that case, the Map Seller will find them to make a sale.

File #89: The Fatal Tanks

The failure of the tanks is, in fact, due to the actions of the Kanawa Corporation. Here is what happened:

Nile Empire agents learned of the Israeli purchase of the Soviet tanks. To prevent the Israelis from getting the tanks, Mobius contacted the Nippon-Tech High Lord and asked that Kanawa Corporation construct duplicates of the Soviet tanks. The Kanawa tanks are identical to the Soviet tanks in all but one detail: the

ignition switch in the Kanawa tanks was built using a late 20th century electromagnet system. This has been redesigned by Kanawa engineers to be small enough to fit inside a 1930s ignition switch, so drivers will have no warning of its presence.

The shipping route of the Soviet tanks took them from Volgograd, where they were built, to Tabriz in Iran and then on to Jordan. Kanawa Corporation arranged for its tanks to be in a warehouse at the Tabriz rail yard at the same time the Soviet tanks were being transferred to a freight train, which would take them to Jordan. By bribing the yard workers, Kanawa agents were able to get their tanks loaded in place of the Soviet machines. Kanawa's tanks, each equipped with a small piece of late 20th century technology, were shipped to Jordan, and the Soviet tanks were shipped to the Nile Empire — where they have been incorporated into one of Dr. Mobius' Imperial Tank Forces.

The second shipment of Soviet tanks is scheduled to take the same route as the first, and Kanawa agents are once again lying in wait. The trip from Volgograd to Jordan will take four days, with two of them spent on the train between Tabriz and Jordan. The Storm Knights begin the adventure one day before the freighter bearing the tanks begins its crossing of the Caspian.

If the Storm Knights examine the tanks that Israeli forces already have (the Kanawa tanks), they will find the electromagnetic ignition switch with a successful *science* or *scholar (electronic or mechanic)* total of 15. If they find the electromagnetic switch, they can determine its realm of origin.

If they go to the factory in Volgograd and examine the tanks, they find that the ignition switch installed on the assembly line is circa-1939 material.

If the Knights investigate Tabriz, they discover that Nagara Security, a subsidiary of the Kanawa Corporation, recently purchased three large warehouses at the city's freight yard. The warehouses are guarded by two security guards per Storm Knight. If the Knights can get into the warehouses, they will discover 30 Kanawa tanks contained therein, 10 per building.





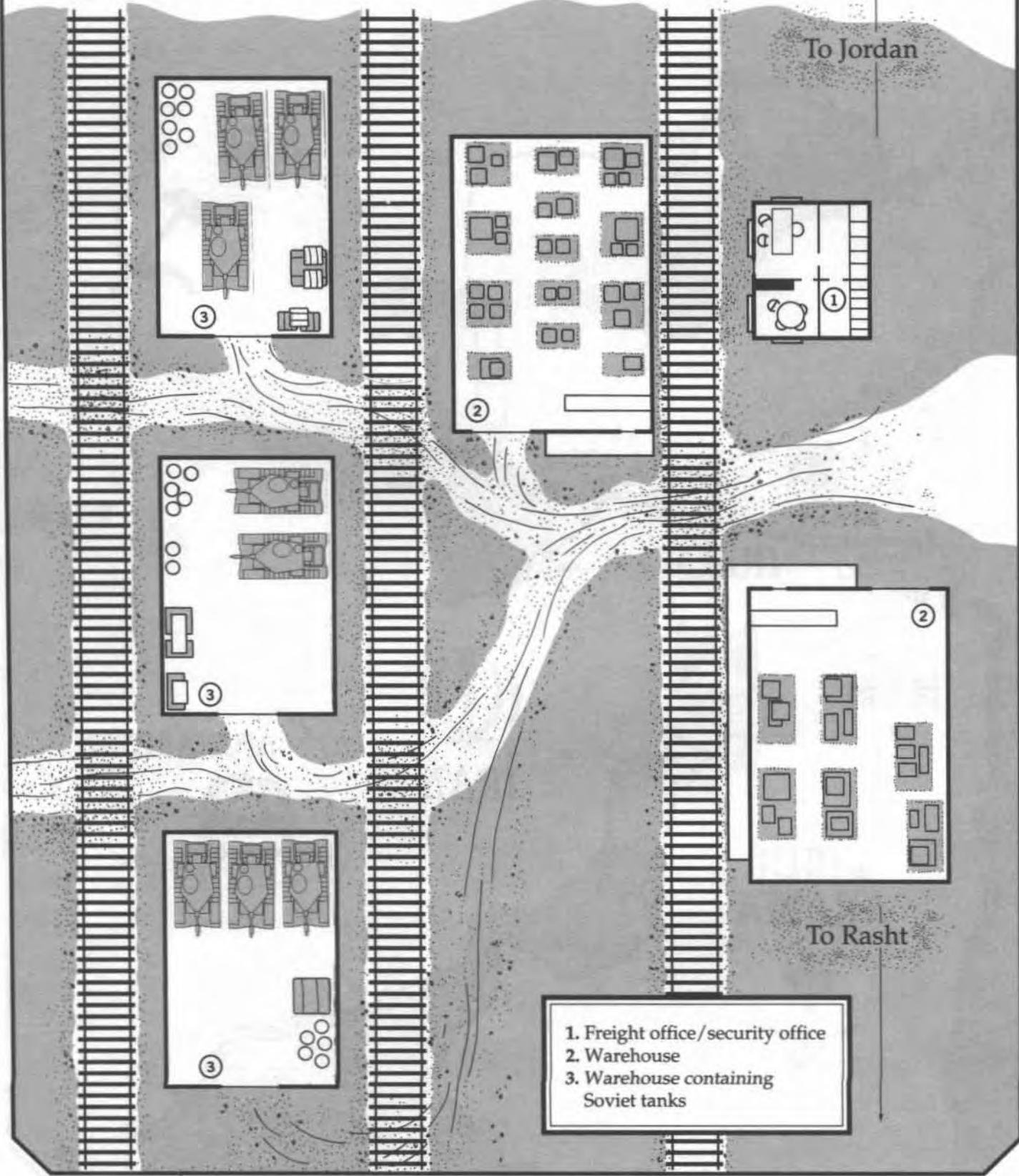
Cassandra File #89: The Fatal Tanks Route of Tank Shipment



Cathleen Hunter



Cassandra File #89: The Fatal Tanks Tabriz Train Yard



- 1. Freight office/security office
- 2. Warehouse
- 3. Warehouse containing Soviet tanks





Kanawa Guards: DEX 10, STR 10, TOU 11, PER 9, MIN 8, CHA 9, SPI 9.

Skills: reality 10, dodge 11, fire combat 12, melee weapons 11, stealth 12, martial arts (ninjutsu) 13, trick 10, taunt 10, intimidation 10.

Possibilities: 2.

Equipment: .44 S&W Magnum, Tech 22, damage value 17, ammo 6, range 3-10/15/40; dagger, Tech 7, damage value STR+3/13.

File #91: The Stolen Brain

The Storm Knights can quickly locate Alihnta at the Houston Memorial Hospital, where she is employed as a surgeon. She is 27 years old, a beautiful woman of Egyptian descent. She is desperate to get her father's brain back and will do whatever is necessary to accomplish this task.

Alihnta Bershta: DEX 9, STR 8, TOU 9, PER 10, MIN 12, CHA 9, SPI 9.

Skills: reality 10, beast riding 10, evidence analysis 12, find 12, first aid 12, medicine 15, science 14.

Possibilities: 8.

Inclination: Good.

Equipment: portable survey kit.

The unit she built to keep her father's body alive was constructed under Core Earth axioms. Because her father is not truly alive, but instead in a cryogenic unit, the Everlaw of One did not try to reconcile his being in a Core Earth box while in the Nile. This is an important detail because it is Alihnta's belief that her father's body must be brought into the Nile Empire and the brain retransplanted from the giant computer into the body. Alihnta will insist on coming along on the trip, and can be useful both in keeping the cryogenic unit running and in performing the actual surgery, if none of the Knights have the relevant skill.

The computer is used by Natatiri to cross-reference all of the information her spies bring her about the activities of the other Overgovernors. If the computer is destroyed, her stranglehold on power will be significantly diminished.

The giant computer containing the brain is located 800 kilometers southwest of Cairo in a small fortress in the Libyan Desert. The Storm Knights will first have to cross the desert. A power source equal to a car's engine will be needed to keep the body frozen while making this journey.

Once at the fortress, they will have to take on its defenders. There are 30 shocktroopers — ten on the keep's parapets, ten in the barracks and ten in the courtyard. Once shots ring out, all the shocktroops will be alerted.

The computer chamber is occupied by three mummies and Professor Zotak. Zotak is in charge of making sure the computer runs properly. When the Storm Knights make it into the keep, he will put his hand over a button and shout, "I'll destroy the brain if you take one more step!" (Actually, if the button is pushed, a large sheet of data will be printed.)

Professor Zotak: DEX 7, STR 8, TOU 7, PER 11, MIN 12, CHA 12, SPI 9.

Skills: reality 10, fire combat 8, evidence analysis 12, persuasion 14, scholar (computers) 14, weird science 15, taunt 13, intimidate 10.

Possibilities: 8.

Inclination: Evil.

Equipment: .45 Colt Auto, Tech 20, damage value 16, ammo 7, range 3-10/15/40.



Imperial Shocktroopers: See *World Book*, page 49.

Mummy: See *World Book*, page 49.

The computer is four meters by eight meters by seven meters. The brain is inside a glass bell jar resting on a pedestal in front of the computer, with thick electrical cables leading from the pedestal to the machine. A successful *Dexterity* roll against a difficulty number of 14 will be needed to get the brain out of the case safely.

The brain must be returned to the body within four minutes of its removal from the case or it will die. Use the dramatic skill resolution system, but modify the system in the following way:

A card is flipped for the skill resolution for every 10 seconds of game time, as usual. However, only every **third** card has an effect on the outcome of the action. In this way the characters can attempt actions (such as brain surgery) that should take longer than eight rounds, but the time scale for combat isn't thrown off.

There are four steps involved in the operation. The difficulty number for each is 16:

A: Thawing the body out of its cryogenic freeze. The systems must be carefully monitored to ensure that the machine does not disconnect from its reality.

B: Making the initial incision into the skull, staunching as much of the bleeding as possible.

C: Transplanting the brain into the skull cavity, reattaching nerve endings.

D: Reattaching blood supply, making a final check on neural connections, and closing the skull.

Anwar Bershta: DEX 8, STR 8, TOU 8, PER 12, MIN 12, CHA 9, SPI 9.

Skills: reality 10, evidence analysis 13, find 14, scholar (physics) 15, science 14, medicine 14, willpower 14.

Possibilities: 8.

Inclination: Good.

File #97: Diamond Mine

The Imperial shocktrooper unit searching for the mine in the mountains south of Khartoum consists of 30 men. The Storm Knights could ambush and kill the soldiers, but this will only prompt Wu Han to send out more. Unless the Storm Knights plan to kill every soldier that the Overgovernor dispatches, this method will not work, and a more subtle one will need to be found.

Because this adventure does not depend on a straightforward shootout, there is no way to anticipate every plan the players might come up with. For this reason we have only outlined one solution below. Remember, though that the players' plan might be just as effective, if not more so.

A possible solution for the situation would be to lure the shocktroopers to a different mine and convince them that this is the one they've been seeking. If the Storm Knights have found the Simpsons already, the family can provide them with a few small diamonds that could be used to "dust" a mine. The Knights might also want to leave some recently-used mining equipment at the site to add to the illusion. They could then lead the shocktroopers to the mine, put up a token resistance to them, and then retreat, allowing the shocktroopers to feel they have attained their objective.

When the Pharaoh's miners are unable to find any great diamond deposits in the mine, they will probably conclude that the area was "played out" and abandon it, leaving the Simpsons to continue their operation in safety.

The Simpson mine is run by Richard, Linda and Susie (an 18 year-old beauty) and eight miners. All have attributes of 8 and one skill point in beast riding, fire weapons, scholar (mining), and survival. The diamonds are moved from the Simpson mine once a month by truck to Khartoum.

Once the Storm Knights have met up with the Simpsons and have gained their trust, a complication can be added if Susie, who goes out horseback riding every morning, is captured by the

shocktroopers. The Storm Knights would have to find and rescue her before the soldiers were able to get the location of the mine from her.

Imperial Shocktroopers: See *World Book*, page 49.

Equipment: The group carries one Browning .50 cal, Tech 21, damage value 25, ammo 11, range 3-250/1k/2k. Each trooper is armed with a schmeisser (damage value 17).

The unit has two jeeps and one truck with the following statistics:

Jeep: Tech 21, speed value 80/50/12, passengers 4, toughness 15.

Truck: Tech 21, speed value 70/45/12, passengers 15, toughness 16.

File #103: City of Slaves

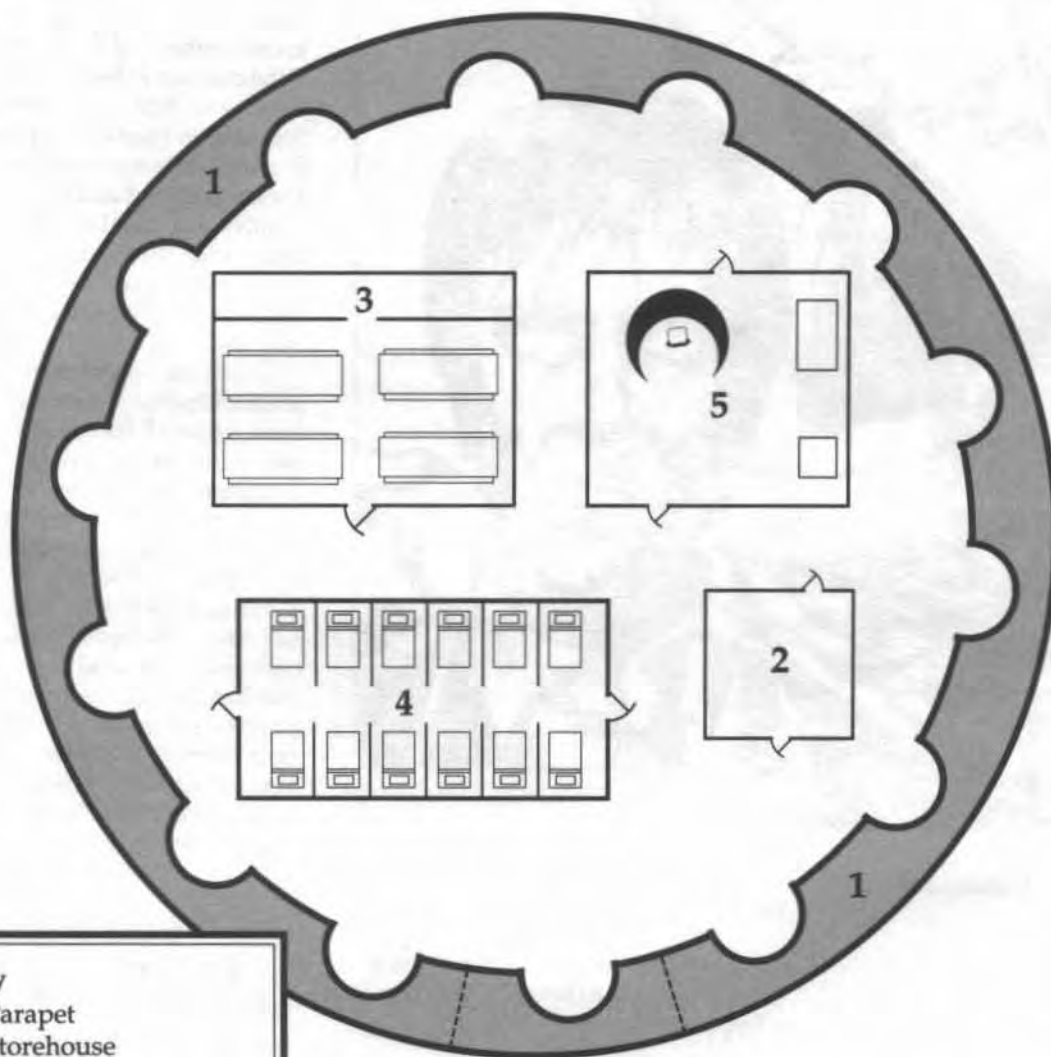
Hantarsm is under the control of the evil Wu Han, who has built a Mind Control Radio Transmitter. Han needs more gold to finance his operations and has decided to use the transmitter to obtain slave labor for his mines. Once the mine has gone dry, he plans on moving the transmitter to another city and "encouraging" its residents to serve him.

When the Storm Knights arrive in Hantarsm, they immediately notice that everyone is walking around in a daze. There is a constant stream of people moving to and from the mine, which is located in the mountains near the city. The Storm Knights can easily follow the inhabitants of the city to the site. The people of the city do not speak to each other, but will respond to questions asked by the Storm Knights. They all speak in monotones, and only seem concerned about getting to work or getting home to rest so they will be ready to work again later on. Thus if the Storm Knights ask, "How are you today?", one of the people who is mind controlled might reply, "By Allah, that I might work in the mine today fills me with sweet joy." When not working in the mine or resting, some of the city's inhabitants perform tasks needed to keep the city operating — store clerks still sell food to people, the power company still supplies electricity, and so on.

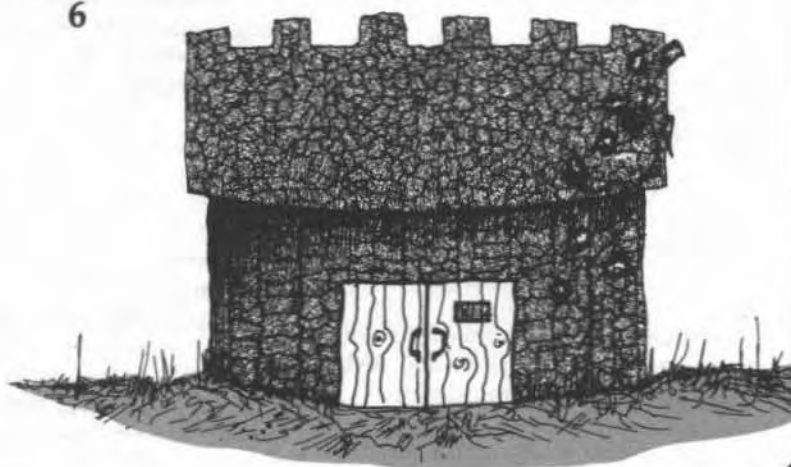




Cassandra File #91: The Stolen Brain The Computer Keep



- Key**
- 1. Parapet
 - 2. Storehouse
 - 3. Mess Hall
 - 4. Barracks
 - 5. Brain-computer center
 - 6. Main gate



Jacqueline M. Evans





Stephen Schwartz

Hypnosis Radio Transensor

Tech: 28
 Skill: Hypnotism
 Housing: TOU 10
 System Value: 25
 Compensated Value: 15
 Possibilities: 15

The hypnosis radio transensor can detect the receiving sets which are on, and beam the hypnosis skill to a few receiving sets (40 to be precise) at a time. Those listening to a set are subject to *hypnosis*, but hypnosis value is reduced to 17 as it is spread across 40 sets. The gizmo has four suggestions which it broadcasts; each success level obtained allows one suggestion to be implanted in the victim.

- 1) When the trance is about to wear off, immediately tune in to 530 AM, Hantarsm's only all-news station.
- 2) Work in the mines.
- 3) Tell others what a great station 530 AM is.

4) Enjoy working in the mines; its fun and a patriotic duty.

There are radios near the mine entrances as well, to keep the workers in a hypnotic trance.

The Storm Knights will have to spend some time wandering around the city looking for clues as to how the people are being controlled. Every four hours of their first day, have them generate a *Perception* total. If the result is an 18 or above on the first day, a 16 or above on the second, a 14 on the third, etc., the Knights notice townspeople transfixed to a radio. The station is broadcasting banal local "news", with up to the minute reports on weather, traffic, sports — the latter two of which are virtually non-existent in Hantarsm. If they check other radios in the city, they discover that all of them are set to the same station, 530.

530 AM is an all-news station which reports no real news.

The *hypnosis* radio waves are being transmitted from the station, located at the top of Hantarsm's tallest building, Halicarnassus Tower. There are no guards — it is simply a radio station run by a brainwashed staff who know nothing of the hypnosis device. If the characters investigate the station, they will find the "weird science" transmitter built into the control panel in one of the sound studios. It has been booby-trapped and a *science* or *scholar (demolitions)* total of 12 is required to deactivate the bomb. If the bomb is triggered, it explodes with a damage value of 24. The explosive burst radius is 0-5/15/40.

There are 18 shocktroopers hiding in Hantarsm's sewer station. They have been ordered to remain out of sight and leave people passing through the city alone in order to avoid arousing suspicion. If the Storm Knights are in the city for more than three days, then the shocktroopers will hunt them down and try to kill them. If transmission from the radio station is cut off, they will surround the building. The shocktroops all wear small sound filtration devices in their ears which prevent them from falling victim to the hypnosis device. The ear plugs can be used by the Storm Knights, if they can obtain a set.

File #104: The Blood Cult

The initial report on this situation is accurate. The kidnappings are being committed by an ancient blood cult from Mobius' home cosm of Terra. Since the cultists are now in a new cosm, they are anxious to see how powerful a demon they can summon to do their bidding.

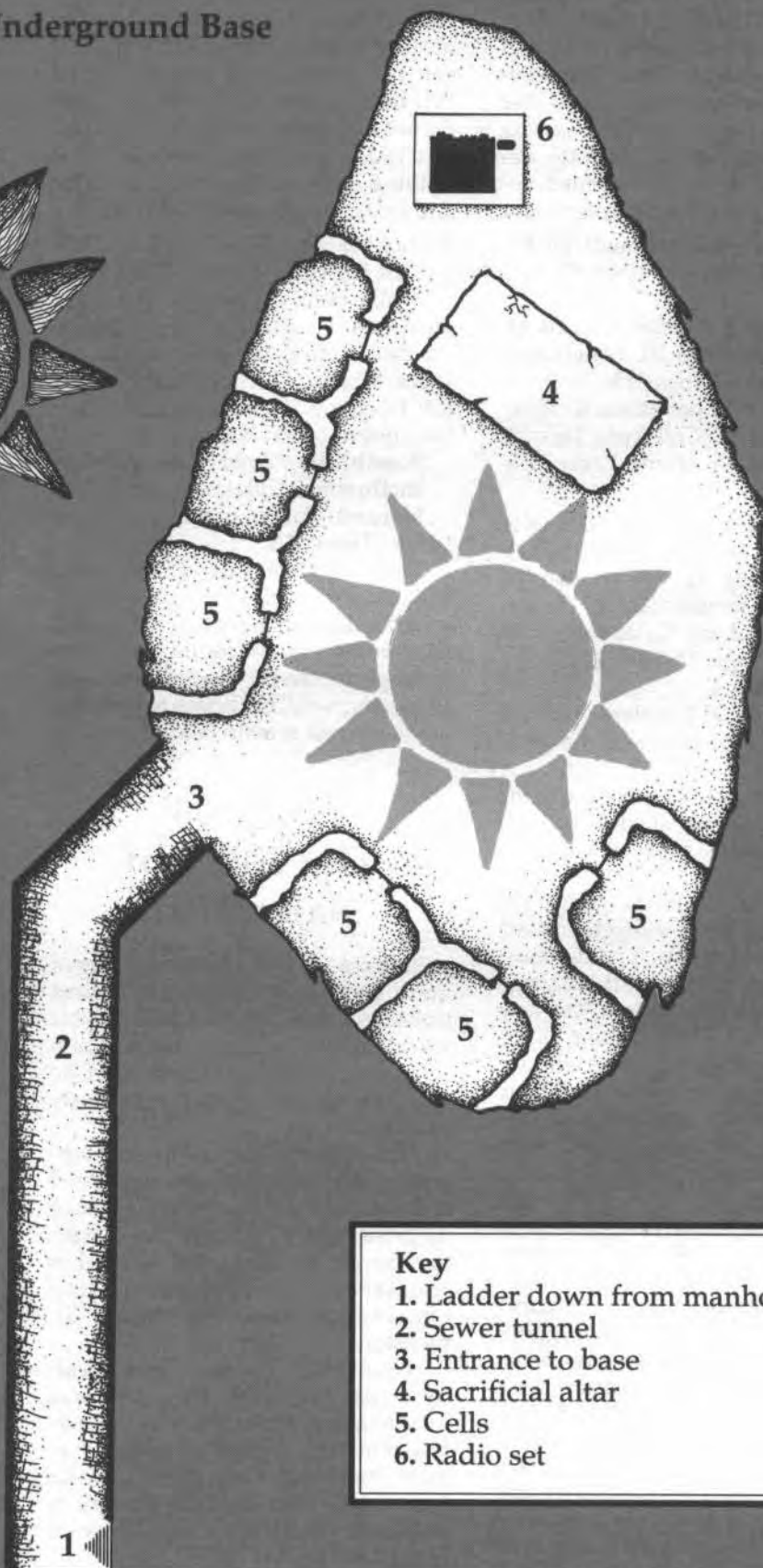
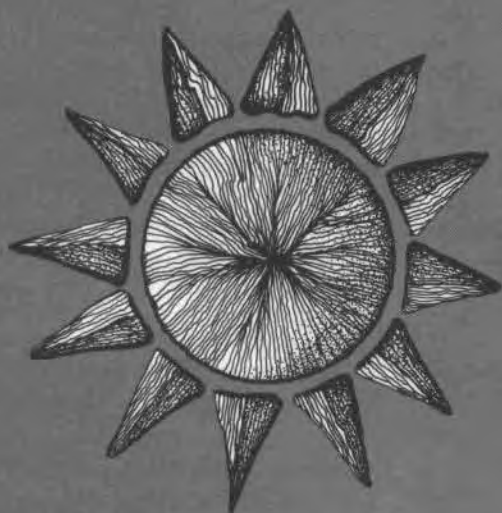
The cult is made up of 30 acolytes, and they perform a sacrifice an evening in an effort to "gate" in a demon. The cultists often kidnap several people at a time, so they do not need to gather more victims each evening. The demon-worshippers wear blood-hued, hooded robes when seeking out victims or performing sacrifices.

The Blood Cult's base is located





Cassandra File 104:
The Blood Cult Underground Base



Key

- 1. Ladder down from manhole
- 2. Sewer tunnel
- 3. Entrance to base
- 4. Sacrificial altar
- 5. Cells
- 6. Radio set

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beneath the 14th precinct police station, and is entered through a manhole in an alleyway two blocks from the station house. The cult is presided over by Tal Achmedi, who is also the Chief Inspector in charge of the 14th precinct. The investigation into the kidnappings has so far been unsuccessful because he has secretly destroyed evidence and prevented detectives from following pertinent leads.

Chief Inspector Tal Achmedi: DEX 9, STR 9, TOU 9, PER 10, MIN 9, CHA 9, SPI 11.

Skills: reality 12, fire combat 11, stealth 11, climbing 10, conjuration magic 12, faith 13, focus 13.

Possibilities: 2 per Storm Knight.

Equipment: .45 Colt Auto, Tech 20, damage value 16, ammo 7, range 3-10/15/40.

Blood Cult Member: DEX 10, STR 9, TOU 9, PER 9, MIN 10, CHA 8, SPI 11.

Skills: reality 12, fire combat 11, stealth 12, unarmed combat 11, maneuver 12, climbing 10, languages 15, conjuration magic 14, faith 14.

Possibilities: 1.

Equipment: .38 Revolver, Tech 20, damage value 14, ammo 6, range 3-10/25/50.

Spells: The cultists make use of the *extradimensional gate* spell to try and bring in a demon. See *Rulebook*, page 117.

The cultists zealously guard the Book of Blood Sun, a magic artifact which is used in rituals. A reader must chant through the difficult language of the book for at least an hour (*language difficulty* of 13). Then, as long as the reader keeps chanting, those who listen throughout the entire ritual are given the arcane knowledge of true knowledge 8. As soon as the chanter stops, the true knowledge is lost.

The cult has already called in what it believes to be a "demon." In truth, what they have brought to this cosm is a Terran Martian, minus its "chameleon belt" or any of its other equipment. It is therefore in its natural form, that of a spider-like creature with bulbous eyes. (See *The Nile Empire Sourcebook*, page 108.)

Because Terran Martians always travel in pairs, being isolated has caused the creature a great deal of emotional distress, and the cultists

have had to keep it chained. The Martian will lash out at anyone who comes near it, even if that person is trying to free it. It has not attempted to communicate with its captors, and it refuses to eat. The cultists have judged it to be evil based upon its appearance, and do not understand why their demon-lord is displeased with them. It wants nothing more than to return to Terra and other members of its species.

Terran Martian: DEX 9, STR 11, TOU 12, PER 15, MIN 14, CHA 8, SPI 4.

Skills: reality 10, dodge 10, energy weapons 11, stealth 11, unarmed combat 12, find 16, land vehicles 16, space vehicles 17, trick 17, science 17, test 15, charm 10, persuasion 10, taunt (14), intimidation (14).

Possibilities: 2 per Storm Knight.

Inclination: Unknown.

Natural Tools: pincers, damage value STR+4/15.

There are always two guards in the cult complex, and on evenings when a sacrifice does not have to be procured, all 30 cultists can be found there from midnight to dawn. If a victim is needed, 10 members will be chosen to find one, while the rest remain behind.

File #105: The Tomb of Natramititi

Natramititi was a powerful king of Terra, Mobius' home cosm, in ancient times. As was the tradition on his world, he was buried in a great tomb upon his death. But shortly after he was interred, his tomb mysteriously vanished.

The explanation for this phenomenon rested with the jewel-encrusted crown buried with Natramititi. One of its gems was an eternity shard with the power of teleportation, and it spontaneously activated, sending mummy and tomb into another dimension.

When Mobius spread Terra's reality across the Earth, the tomb was called back. Natramititi, now a mindless mummy, wanders the desert at night looking for the the world he knew. Although the Nile Empire is similar to Terra, Natramititi knows it is not his domain.

The Storm Knights will have to search the Sahara to find the mummified king and his tomb. On the journey, they will have to contend with the harsh environment of the desert (see *survival* in the *Torg Rulebook*, page 57), shocktroopers, and nomadic tribes.

The shocktroopers have been sent by Wu Han to find the tomb. There are three groups, fifteen shocktroopers in each group, each group travelling the desert in a truck and a jeep.

Imperial Shocktrooper: See *World Book*, page 49.

Equipment: Vickers (mounted on jeep), Tech 20, damage value 23, ammo 20, range 3-100, 500, 1k; M-1 Garand, damage value 20; jeep, Tech 21, speed value 80/50/12, passengers 4, toughness 15; truck, Tech 20, speed value 55/35/11, passengers 15, toughness 16.

Nomadic Tribesman: DEX 8, STR 9, TOU 10, PER 8, MIN 8, CHA 8, SPI 9.

Skills: reality 10, beast riding 9, fire combat 9, melee weapons 9, survival 13.

Possibilities: 9.

Equipment: two-handed swords, Tech 10, damage value STR+7/16; Sharps 1855, Tech 19, damage value 18, ammo 7, range 3-40/250/600; camel, speed value 10.

Inclination: Varies.

Nomadic tribes usually consist of 20 to 60 men, woman and children. Friendly tribes will share information with the Storm Knights about where the mummy was seen last and will trade food and water with for interesting trinkets and weapons. Unfriendly tribes will try to rob and kill the Storm Knights for their goods. Bad nomad tribes will try to kill the Storm Knights and take their possessions.

The Storm Knights can come across the tomb in one of two ways: they can encounter Natramititi and follow him back to his tomb at daybreak, or they could simply stumble across it on their travels. If they meet up with Natramititi in the middle of the night and slay him, they have lost a valuable lead and will have to find the tomb on their own.

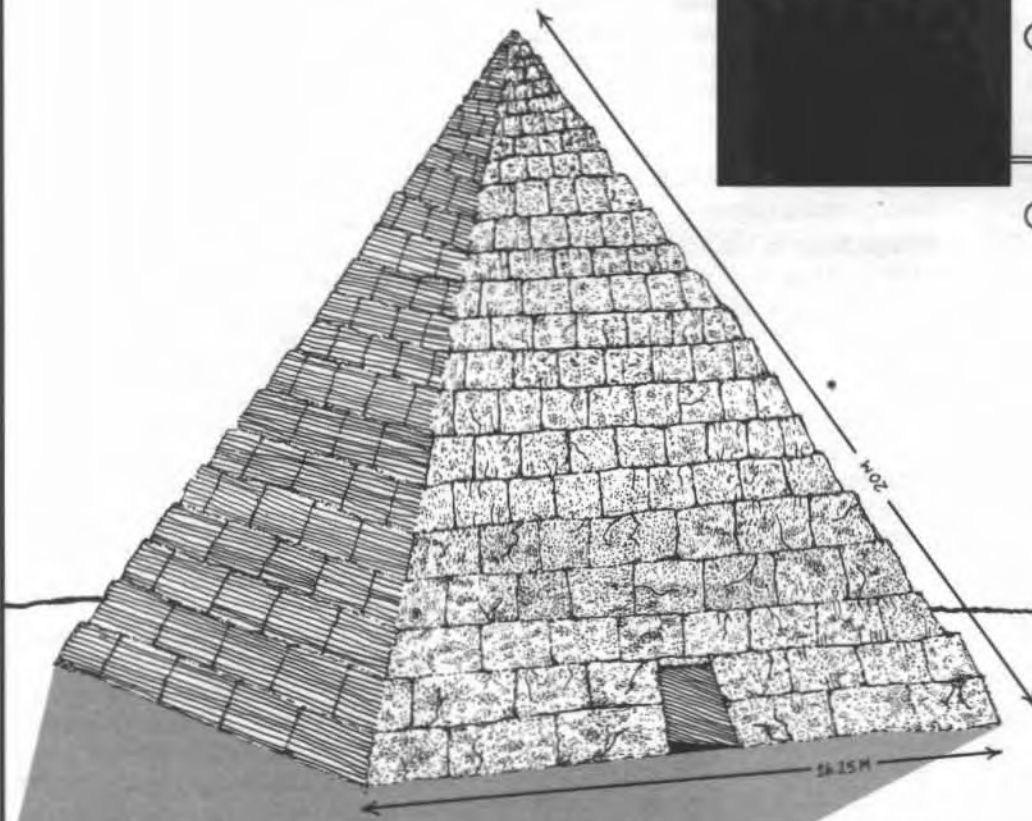
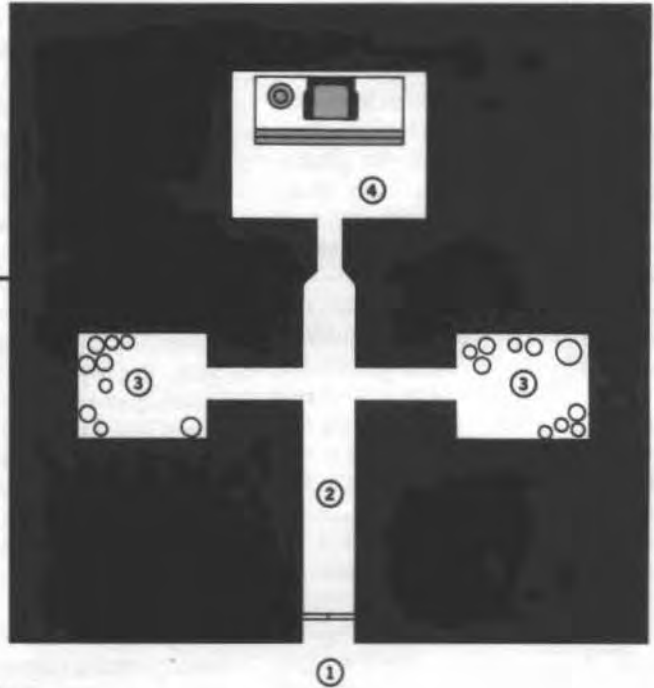
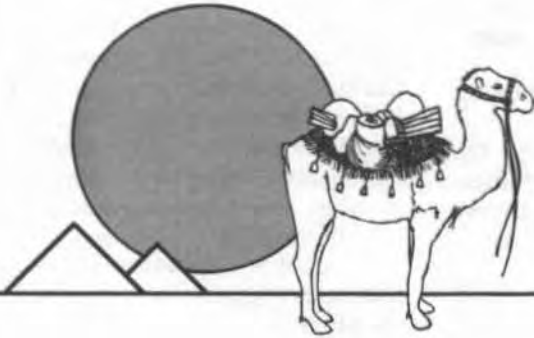
Natramititi: DEX 8, STR 16, TOU 22 (10 against fire), PER 5, MIN 7, CHA 5, SPI 15.

Skills: reality 16, intimidate 20, unarmed combat 13, fear 14, taunt (15),





Cassandra File #105: The Tomb of Natramititi
Map of the Tomb



1. Entrance to tomb
2. Corridor
3. Chambers for goods storage
4. Burial chamber with throne and crown



test (15).

Fear is a power described in the *The Nile Empire Sourcebook*, page 70. Fear is used against the *Spirit* of the target. Any effect less than *spectacular* lasts for a number of rounds equal to the success level. *Good* success stymies target, *superior* gives a -5 to all totals of target, and *spectacular* result kills, as Natramititi is evil.

Inclination: Evil.

Possibilities: 4 per Storm Knight.

The tomb can be found with a *find* total of 21 or above. Let the group make the roll once a day. Help from nomad tribes and mummy tracks will lower the difficulty number substantially.

The mummy stands 2.5 meters tall and is wrapped in bandages covered with dirt and dried blood. He is aware only on the primal level and will not respond to questions put forth by the Storm Knights. He will attack if the Knights attack him, try to halt his wanderings, enter his tomb or take the crown. If the crown is stolen, Natramititi will follow the thieves. Because he is not very fast, the Storm Knights will be able to maintain a good distance between their pursuer and themselves, and might not even realize he is after them. If the Storm Knights retain possession of the crown, Natramititi might appear in the middle of another adventure to try and reclaim what is his.

The eternity shard, a gem in Natramititi's crown, is located in the burial chamber of the tomb.

Natramititi's Crown

Cosm: Nile Empire

Possibilities: 21

Tapping Difficulty: 18

Purpose: To protect the owner of the crown from danger.

Power: Teleportation; often used to remove the wearer from a hazardous situation. Teleportation has a range of 100 kilometers (value 25) and takes the user to a place of refuge, defined as the safest place within range. The crown can only teleport once before it must be recharged, but is automatically recharges every time the planet Horus naturally configures with the magic in the crown, which happens every seven days.

Group Power: *Shift Possibility*

File #114: Missing CGA Members

All five of the missing Common Ground Association members were assigned to travel with different tribes — ones the CGA believed to be friendly. But each actually remained loyal to Baruk Kaah, and used the non-Jakatt humans as a means of gaining information about Core Earth.

When the tribes realized the the CGA members had discerned their true purpose, they dropped all pretense, took the "dead ones" prisoner and began torturing them.

Eileen Morris is in charge of assigning human observers to Jakatt tribes. She knows that five of her people have disappeared without a trace. When questioned by CGA teams, the tribes insist that the humans had been escorted to the Core Earth border and were safe when last seen. Although Morris suspects foul play on the part of the Jakatts, she fears revealing her suspicions because it might destroy the progress made in changing the image Core Earth Americans have of Jakatts and edeinosaurs.

Eileen Morris: DEX 8, STR 8, TOU 8, PER 10, MIN 11, CHA 10, SPI 11.

Skills: find 11, evidence analysis 11, scholar (anthropology) 13, willpower 12, charm 12, persuasion 13, faith (Unitarian) 13.

Morris' office is in CGA Headquarters in Houston. She has a safe in her office that contains files on the missing members and tribes to which they were assigned. The safe has a lock picking difficulty of 13, and toughness of 20.

The missing CGA members had been with the Venktok, Upursta, Borl, Aortal, and Spendat tribes, respectively. No one is currently assigned to any of those tribes. If questioned, Morris starts as *hostile* and tries to avoid giving away any information. Remember that Morris doesn't know what happened — she only has suspicions.

The files give the general areas that the tribes travel in (gamemaster's discretion), and with this information, the Storm Knights can begin an investigation. Each of the tribes contains 30 edeinosaurs, five stalengers, and three

benthes (see page 23 of the *Worldbook*.) If they can spy on the edeinosaurs without being spotted, they will eventually see the tribal gotaks make contact with representatives of Baruk Kaah. This should confirm that the CGA members ended up with Living Land denizens who were far more dangerous than was originally suspected.

How the Core Earth press treats this story depends largely on the Storm Knights. If the Knights rescue the CGA members and reveal the truth about the events leading up to their captivity, they could severely damage the credibility of the Common Ground movement. If they rescue the hostages and do not reveal the truth, the CGA members will be painted as heroes who infiltrated enemy camps to gather information.

File #118: Congressional Problems

The crawlspace beneath floor of the Houston meeting place of the U.S. House of Representatives (Crockett Hall) is infested with benthes. They were carried in by human Jakatts loyal to the cause of Baruk Kaah, and hidden in the flooring. When the day's sessions begin, their powers start to affect the congressmen and women. If they sense from the representatives that an important event is about to occur (for example, a bill that everyone knows will help the war effort is about to be passed), they will wildly manipulate the emotions of the legislators to delay passage.

The Storm Knights might spend some time researching the problem in different places before checking the House of Representatives for benthes. But their efforts will prove to be futile until they check the floor of the building itself.

When they finally do begin to pry up the boards, the benthes will sense this and attempt to get the Storm Knights to leave or to attack each other.

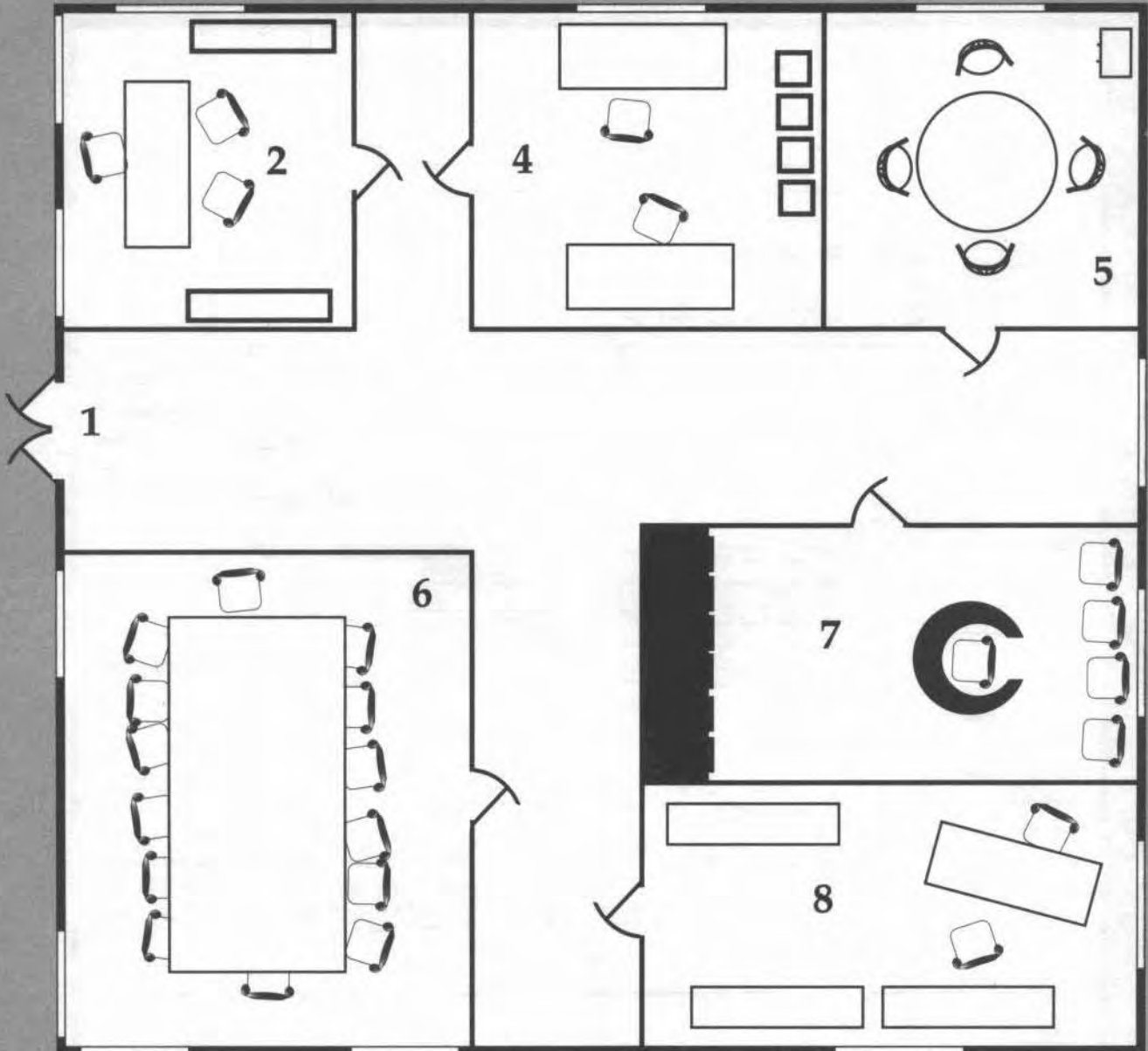
Benthes: DEX 7, STR 7, TOU 12, PER 17, MIN 14, CHA 11, SPI 11.

Skills: reality 13, beast riding 10, stealth 9, evidence analysis 19, find 18,





Cassandra File #114: Missing CGA Members
CGA Headquarters, Houston



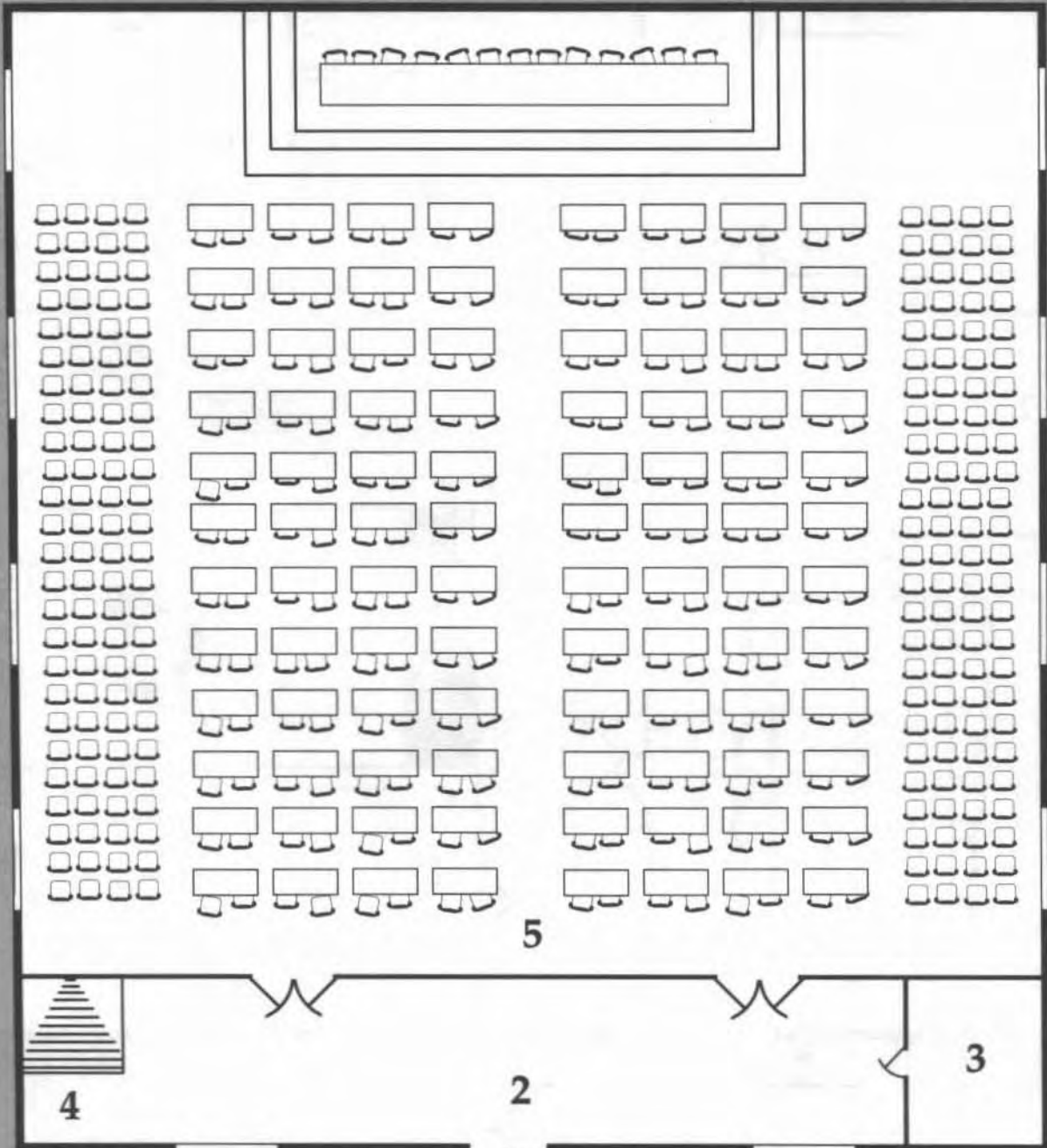
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|-------------------|--------------------|
| 1. Main entrance | 5. Lounge |
| 2. Morris' office | 6. Conference room |
| 3. Wall safe | 7. Monitor room |
| 4. PR office | 8. Records room |





Cassandra File #118: Congressional Problems

Crockett Hall, Houston — Current meeting place of the U.S. House of Representatives



Key
1. Main Entrance 4. Stairs to basement
2. Corridor 5. Main hall
3. Cloakroom

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tracking 15, trick 19, survival 15, test 16, willpower 17, focus 12, faith (Keta Kalles) 13.

Natural Tools: pheromone manipulation (see *The Living Land Sourcebook*, page 80-81). Benthe generates *Perception* total against target's *Perception*. Good success stops target, who revels in emotion; superior success makes target act on emotion, as long as the action is not completely foreign to the target's personality; spectacular success makes target act on the emotion regardless of will or force of personality. Breaking free of emotional control requires target and Benthe to generate *Spirit* totals; high total wins.

Possibilities: Group total of 6 per Storm Knight, divided among the benthe.

There are a dozen benthe in the crawlspace.

The Storm Knights cannot blow up the chamber, and must try to keep damage to a minimum in the building. Remember that the Knights are firing blind and that the floor offers soft cover

(TOU+3 /15) to the benthe.

The crawlspace under the floor is a half-meter high. It is dark and dirty — and if any Storm Knight attempts to enter it, the benthes will try to fill him with fear.

File #120: Vivrelectronique In Quebec

Rodan and Christopher were Vivrelectronique employees who became terrified by the policies of the Cyberpapacy. They forged an alliance to escape from France and contacted the Underground for help. It was their plan to bring the technology used to tap into the GodNet to Core Earth, hoping that it could be used to construct a computer net with which to battle the High Lords. They chose Quebec as their destination because of the shared language.

The Inquisition, however, found out

about their efforts. Rather than attempting to stop the heretics, the Council of Bishops decided to encourage their escape. Their rationale was, since Canada had refused the Cyberpapacy's overtures, let the GodNet be smuggled in on the backs of heretics. Pope Jean Malraux has plans to expand the GodNet and eventually use it to take over computers in Core Earth and other realms — if net technology were already in place in Canada, it would make his goal that much easier to attain.

To help the plan along, the Inquisition put Marie D'Arveud, a loyal member of the Cyberpapacy, in contact with Rodan and Christopher. She claimed that she wanted to escape also, and earned their trust by saving them from a Cyberpriest "ambush." In fact, her assignment was to accompany the heretics to Quebec and see to it that any net technology passed to Canadian authorities would contain elements which would aid in the eventual expansion of the GodNet. Since she



would be the primary technical advisor on the project, this would not be difficult for her to accomplish.

Of course, such a plan would only work if Rodan and Christopher were removed from the net technology design team and thus rendered incapable of spotting D'Arveud's additions to the blueprints. So after the trio reached Quebec, Rodan and Christopher were assassinated by Cyberknights. Not only did this put D'Arveud in charge of the project, but it greatly reinforced her credibility.

The reason that Quebec's polygraph tests have failed to pick up on D'Arveud's deceit is that she has had special cyberware put in her body that controls the rate of some of her physiological functions. No matter what her emotional state, she can keep her blood pressure and rate of breathing at a certain level. This equipment does not function during or immediately after strenuous physical activity, but can be used during relatively passive activities such as lie detector tests.

This adventure consists of two parts. The first concerns the Storm Knights trying to determine whether or not D'Arveud is telling the truth. This means checking the veracity of her claims with methods other than those her cyberware have been specifically designed to counter. This can be accomplished by magic, use of the *persuasion* skill, or by breaking in to a government research center and making a closer examination of the equipment she is constructing.

If the Storm Knights wish to get Marie D'Arveud to confess her plot through a *persuasion* roll, keep in mind that she was picked for her job because she is fanatically devoted to the Cyberpope. Because of this, she is *hostile* to every person who is not a Cyberpapist (although she hides this fact *very* well). In order to raise her attitude, a Storm Knight must convince her that he believes in the Cyberpapacy. Only in this way will she eventually come to trust the Knight enough to confide any information.

Marie D'Arveud: DEX 8, STR 8, TOU 8, PER 11, MIN 11, CHA 9, SPI 11.

Skills: reality 12, unarmed combat 10, scholar (computers) 14, test of will 13, persuasion 11, faith (Cyberpapacy) 13.

Possibilities: 10.

Equipment: slicers, damage value STR+2/10; metabolic regulator, MIN+3, neuracal (connects slicers only).

Cyber Value: 3.

Description: Marie D'Arveud is a petite brunette. Her fiery loyalty to the Cyberpapacy is hidden by her charming appearance and good-natured smile. Although there is often a darkness in her eyes and she can appear quite edgy, most Core Earth people attribute this to her supposedly horrible experiences in the Cyberpapacy. D'Arveud is quiet and withdrawn, and usually immersed in the problems involved in bringing net technology to Core Earth. This distant, distracted quality tends to attract the men around her — but she has no interest in any man who is not a part of Malraux's church.

D'Arveud is currently guarded by four Canadian Secret Service agents. She spends most of her time at her apartment or at the University of Quebec, where she teaches classes in computer programming.

Canadian Secret Service agent: DEX 10, STR 10, TOU 11, PER 10, MIN 8, CHA 9, SPI 8.

Skills: fire combat 12, unarmed combat 12, evidence analysis 11, tracking 11, trick 11, test 10, persuasion 10, taunt 11, intimidation 10.

Equipment: 9mm Beretta, Tech 22, damage value 15, ammo 9, range 3-10/25/40.

File #123: The Ghost Ship

The *Merry Time* was a pirate ship that sailed the seas 200 years ago. It sank to the bottom with no survivors off the coast of Java, after coming under the guns of an English warship.

The *Merry Time* and its ghastly crew remained undisturbed in their watery grave until the reality of Orrorsh spread over Indonesia. The restless spirits of the crew began to walk and were discovered by Thratchen, who had the ship raised as part of a plan to draw new victims into his realm.

The pirate ghosts have spent the

last two centuries re-living their last moments of life over and over again. Thratchen has promised to release them from their torment if each ghost provides him with 100 souls for each of the 200 years they were at the bottom. There are 18 spectral crewmen, which means 360,000 people must be brought to Orrorsh for the pirates to be free. While luring that many people to Orrorsh will take a long time, the ghosts agree that it will be far less time than they would have spent bound to this plane if Thratchen had not made his offer.

Besides the "standard" ghostly properties of the crew (listed below), Thratchen's magicians have imbued the the *Merry Time* with a spell to help the ghosts with their task. Anyone who spots the *Merry Time* is attacked by the spell. If the attack is successful, the victim's mind is filled with images of horror and death — and the feeling that only by following the ghost ship can these images be removed.

The Curse of the *Merry Time*

Axiom Level: 17

Skill: *conjunction/living forces* 21

Backlash: 18

Difficulty: 13

Effect Value: 18 (variable)*

Bonus Number to: duration

Range: 15 (one kilometer)

Duration: 35 (nine months)

Cast Time: 31 (two weeks)

Manipulation: control, duration, state

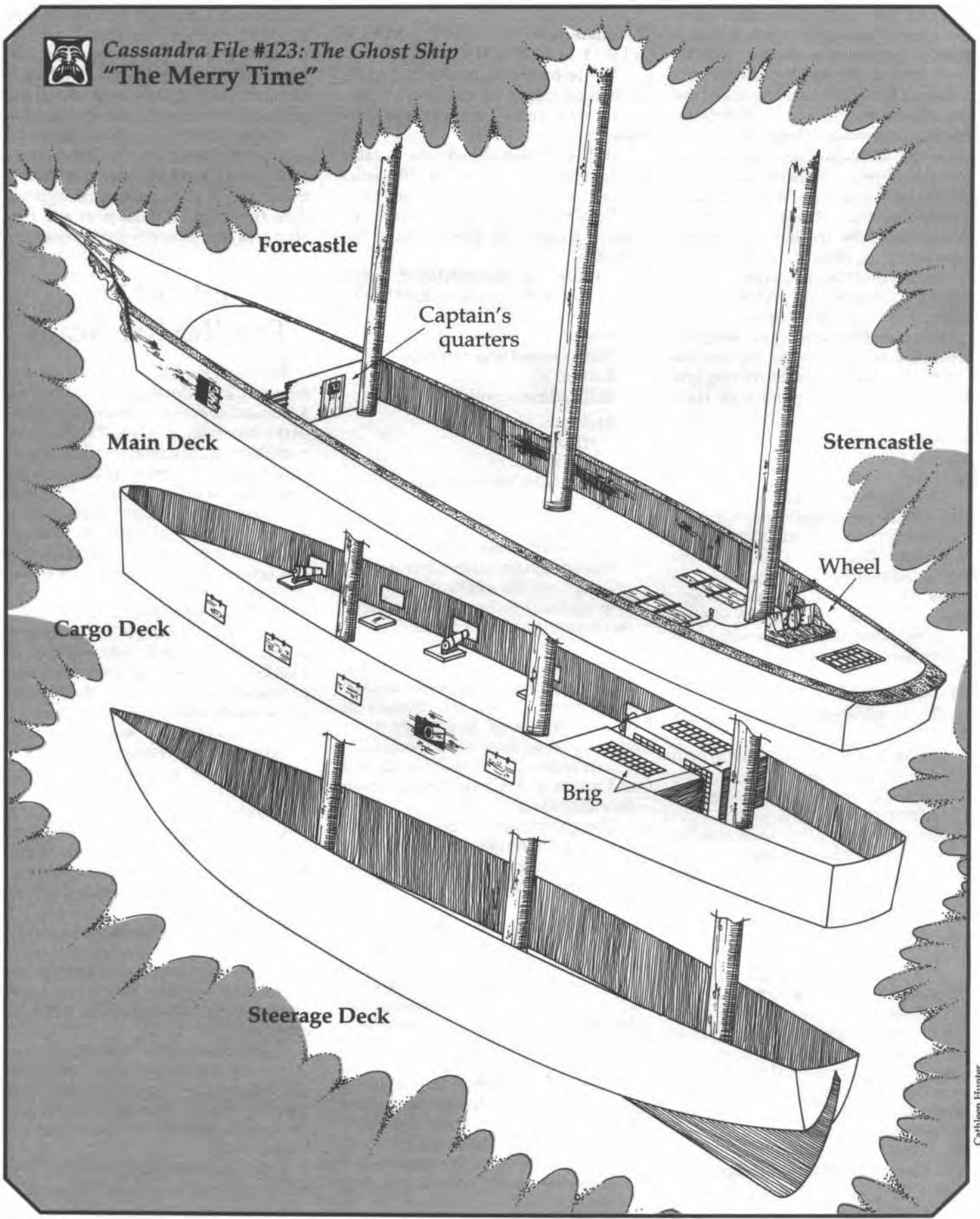
(*The effect value of the curse is linked to the ghosts on board the ship. The greater the number of ghosts on the ship, the more powerful the curse. The increase in power is exponential (the whole of the unearthly power is much greater than the sum of its parts), with each ghost adding one to the effect value.)

When a victim first sees the *Merry Time*, an effect total is generated for the curse. If the total exceeds the victim's *willpower*, the victim willingly follows the *Merry Time* wherever it goes for the duration of the effect. The duration of the effect is a number of days equal to the success level of the spell, i.e. a *good* success has three days duration. Of course, should a victim shake off the spell before his vessel





Cassandra File #123: The Ghost Ship
"The Merry Time"



Forecastle

Captain's quarters

Main Deck

Sterncastle

Wheel

Cargo Deck

Brig

Steerage Deck

Cathleen Hunter



reaches Orrorsh, he need only look at the *Merry Time* again, even accidentally, to be subject to another attack.

A person affected by the curse is aware of his actions and aware of the situation but is obsessed with following the pirate vessel. Therefore, a ship's crew sail with complete competence and passengers eat their meals in the dining halls as always. However, each victim's waking and sleeping moments is consumed by the horrible visions planted by the sight of the *Merry Time* — visions that the victims believe can only be dispelled by following the *Merry Time* to its destination.

If opposed by beings unaffected by the spell, victims try to explain the mental torment they are suffering and beg that no one interfere with their pursuit of the ghost ship. If this method fails, the situation may well become violent, as the spell drives its targets to the brink of insanity.

The ghosts will lead the ship with the cursed passengers into Orrorsh and beach the Core Earth ship in shallow water. The *Merry Time* then sails off in search of more victims. As soon as the *Merry Time* moves out of range, the curse wears off and the victims discover that they are trapped in Thratchen's dark realm.

The Merry Time: Tech 15, speed value 40/25/10, passengers 220, toughness 30.

The *Merry Time* is a floating Orrorsh hardpoint, so anyone boarding the vessel will be subject to the axioms of the horror realm. Although it is still a material construct, the magic used to raise it from the bottom and restore it served to increase its toughness and speed. In addition, should the pirate ghosts complete their mission or abandon the ship, it will immediately sink.

As an added defense against attack, Thratchen's wizards taught the pirate ghosts a *materialize/dematerialize* spell, which allows them to alter the state of the vessel and themselves when necessary. When immaterial, the ship can pass through solid objects, its ethereal cold inflicting damage value 8 on any living being it touches.

The Pirate Ghosts: (immaterial)DEX 3, STR 1, TOU 11, PER 11, MIN 10,

CHA 9, SPI 15.

(material): DEX 9, STR 9, TOU 9, PER 11, MIN 10, CHA 9, SPI 15.

Skills: reality 16, stealth 22, find 20, alteration magic 14, tracking 13, persuasion 11, trick 11, taunt 11, intimidation 23.

(When materialized, the pirates have *unarmed combat* at 10, *melee weapons* at 12, and *maneuver* at 10.)

Possibilities: Group total of 6 per Storm Knight, divided among the ghosts.

Equipment (materialized only): cutlass, Tech 10, damage value STR+7/16.

Spells:

Materialize/Dematerialize

Axiom: 10

Skill: alteration/entity 17

Backlash: 16

Difficulty: 10

Effect Value: 14

Bonus Number to: duration

Range: touch

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Manipulation: state, control

Once cast, the entity may change from material to immaterial at will; the change is a simple action.

Description: In their immaterial state, the ghosts have a greenish glow about them. They are dressed in striped shirts, rags, and baggy pants and have their cutlasses in scabbards at their sides. Their "flesh" is bloated and rotten and seaweed hangs from their shoulders.

The ghosts cannot be harmed by physical attack (unless the attack form is magical) while immaterial, but can be injured or destroyed when material.

The Storm Knights might also try talking with the ghosts. The pirates are thinking beings that have made a deal with Thratchen to end their eternal torment. However, the reason that the ghosts were trapped in their hellish cycle to begin with is because they were afraid of being judged for their crimes by the Powers-That-Be. If the ghosts would allow themselves to face the punishment for their sins, they would be able to leave the physical plane and pass on to the next level.

Since the ghosts were Europeans

and have a Christian background, it might be possible to get them to repent for their crimes. The ghosts start out hostile to the Storm Knights, and a yes result will be required for the Knight's persuasion attempt to be successful.

If only some of the ghosts agree to repent, then they will vanish and the remaining ghosts will stay to continue their task. If the entire crew agrees, then they will all disappear and the ship will sink beneath the waves.

File #127: The Reality Scam

REAL-PEP was cooked up in the research and development wing of Kanawa Corp. after extensive studies of the American lifestyle. The Nippon sociologists discovered that most Americans like their solutions simple and easy to swallow. A REAL-PEP pill is no more than an aspirin laced with some peculiar chemicals. These chemicals are only Tech Level 23 and can function in the Core Earth environment.

The first part of this adventure concerns the Knights' investigation of the matter. If the Storm Knights examine a REAL-PEP pill and generate a *science* or *scholar (chemistry)* total of 15, they will learn the following, depending on the amount of result points:

Minimal or Average: The pill contains the basic elements of aspirin, along with certain unidentifiable chemicals.

Good: Besides the aspirin, there are three additional chemicals. One of the two activates certain pleasure centers in the brain, giving the user a slight "high."

Superior: The other two chemicals are designed to create an addiction to the first. The presence of both is to ensure that any user, no matter what their genetic make-up, will become addicted.

Spectacular: After breaking down all the chemicals, it is clear that this pill, although a very clever means of making money, can do absolutely nothing to protect the user from an axiom wash.

If the Storm Knights visit the FDA office in Houston and are able to get



access to the records on REAL-PEP, an evidence analysis total of 12 will tell them the following:

Minimal or Average: The Storm Knights discover that within the FDA the decision on REAL-PEP was considered questionable, but since there have been no problems with the product, its approval has not been reconsidered.

Good: The names of three FDA officials appear most frequently in the report: Dave Nyland, Eileen Reedy, William Gitelman.

Superior: The report lists the ingredients of the pill and identifies them as "common and safe." The conclusion of the report is that since the nature of reality is still unknown, there is no way to prove that the product does not work. There is also a study made by Chemcorp listing 545 trials where people entered the Living Land after taking a REAL-PEP pill and were unaffected by the switch in reality.

If the Storm Knights examined the pills, they know that the FDA's conclusions are incorrect.

Spectacular: Nyland met with Chemcorp officials in Japan shortly after the Possibility Wars began.

Reedy and Gitelman, two of the FDA employees who signed their names to the REAL-PEP approval, are typical bureaucrats and have no suspicion of any wrongdoing on the part of their bureau. Both have an 8 in every Attribute and a 10 in *scholar* (chemistry), and both start out *neutral* to the Storm Knights. Both of them know and like Nyland, but will mention that he has seemed very withdrawn lately, and has even stopped eating lunch in the cafeteria.

Nyland is actually no longer himself. Although his body returned from the trip to Japan in one piece, the Kanawa folks kidnapped him during his stay and implanted a mechanical "present" in his brain. Nyland is currently carrying a Hitawana 7000 inside his cranium. The device is a small AI unit of limited ability, and resembles a small, mechanical octopus. Rather than having its own personality, it forms a symbiotic relationship with its carrier. If the Storm Knights ever get a chance to examine Nyland, they'll see a thin scar at the base of his neck. The device will also show up on an X-ray.

Each Hitawana 7000 is programmed for a particular carrier and cannot be used by any other person. The machine's central body is a sphere two centimeters across, with five thin tentacles which electrically trigger certain portions of the brain. In emergencies, the machine can trigger the secretion of adrenaline, making its host stronger and more resistant to pain than he normally would be (STR+2 and TOU+2).

The reason Nyland has been eating

alone is because the machine accidentally damaged a portion of his brain. He has little desire to eat because he always believes himself to be full. Because the machine knows that Nyland must eat to continue functioning, it continually stimulates his hunger centers. This leads to a great deal of confusion for Nyland, who keeps eating and then feeling he's gorged himself. The results are sometimes ... unattractive.

Dave Nyland: DEX 8, STR 8, TOU 8, PER 12, MIN 12, CHA 10, SPI 8.

Skills: unarmed combat 9, evidence analysis 14, find 14, scholar (chemistry) 15, science 13, persuasion 12, intimidation 10.

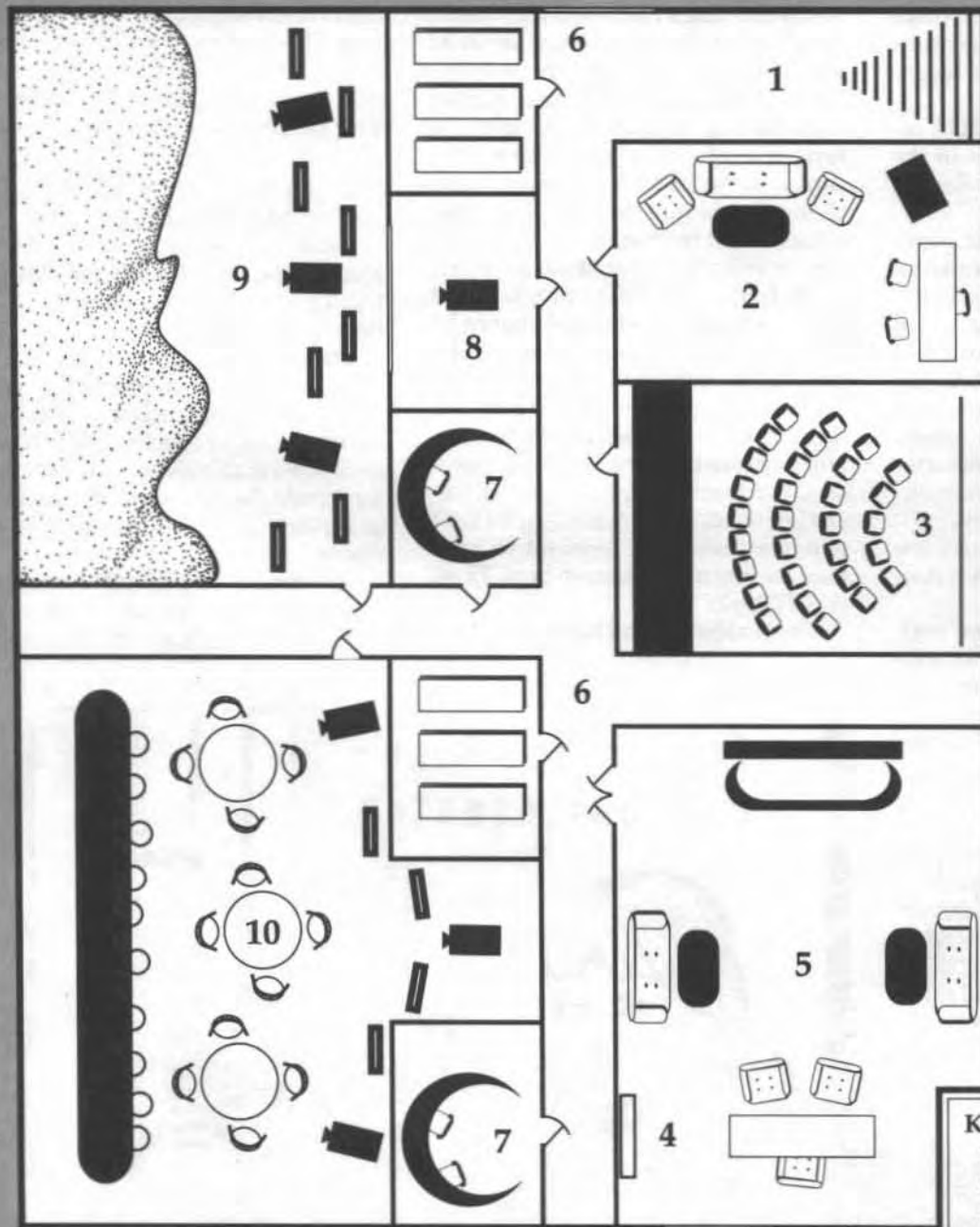
Description: Dave Nyland is a middle-aged bureaucrat with graying hair. He is unmarried, with few close friends, so there is no one close to him to notice a major change in his behavior. While the Hitawana is implanted in his brain, he will be *hostile* to the Storm Knights.

To get REAL-PEP off the shelves (and thus cut into Kanawa's multi-million dollar business), the Storm





Cassandra File #131: The Movie Menace
Langston Studios — Second Floor



Key

- 1. Stairs
- 2. Casting director's office
- 3. Screening room
- 4. Wall safe
- 5. Producer's office
- 6. Wardrobe
- 7. Sound room
- 8. Enclosed camera chamber
(for production of silents)
- 9. Desert set
- 10. Saloon set





Stephen Schwartz

File #131: Movie Menace

Kabar is indeed in the employ of Dr. Mobius, and is in Hollywood working on one of the Pharaoh's most ingenious plans. With the aid of a spell that, in ancient times, was used to give life to hieroglyphic figures, the sorcerer is working at bringing celluloid images to life.

Kabar has been given 60,000 feet of 32mm film (approximately two hours worth) which has had a *maat matrix* installed, containing a spell to bring images to life when projected on a screen. The spell is a variation on the *imbue with mystic energy* rite used by engineers in the Nile Empire, with the primary differences being a lessened backlash, a lessened duration, and a lessened difficulty.

Images captured on this celluloid can be given form and mobility when projected through the use of this spell. In addition, the image retains the truth of the film, i.e., if the movie pictures a vampyre, a true vampyre, with all the attendant abilities, will take form.

The project is an experimental one, and as the use of the *maat* requires an

expenditure of possibilities, Mobius has given Kabar a limited amount of time to produce results. That is why Forever Films has concentrated on the horror genre, allowing fearsome creatures to be brought to life (most of whom now guard the studio by night.) To conserve the precious film, Kabar has taken to shooting only one scene in a movie with it, and using standard celluloid for the rest. Then he splices the ensorcelled film into the print, guaranteeing that at some point a monstrous creature will literally leap off the screen.

Kabar: DEX 9, STR 8, TOU 9, PER 12, MIN 10, CHA 9, SPI 10.

Skills: reality 11, dodge 10, maneuver 10, alteration magic 15, scholar (hieroglyphics) 13, engineering 12, charm 10, persuasion 12.

Possibilities: 10.

Inclination: Evil.

Equipment: .38 revolver, Tech 20, damage value 14, ammo 6, range 3-10/25/50.

Spells:

Animate Figures

Axiom Level: 10

Skill: alteration/unliving forces, engineering, 12

Knights have to either get a new study of REAL-PEP to Reedy and Gitelman and *persuade* them to reconsider the original verdict, or show that Nyland has been controlled by Kanawa. This can be most easily done by getting the AI unit out of Nyland's brain, which will require a *medicine* or *science (surgery)* total of 13.

Once that is done, Nyland will remember being kidnapped in Japan and have vague memories of being controlled. He will **not** remember compiling the REAL-PEP report except in the vague way one remembers a dream. Once freed from the Hitawana 7000, he will be quite willing to re-examine the pill and give a new report.



Backlash: 20
Difficulty: 17
Effect Value: 15
Bonus Number to: duration
Range: touch
Duration: 32 (one month)
Cast Time: 25 (one day)
Manipulation: unknown

The roll of film has 10 Possibilities as a result of the spell. However, since the animation process has been used three times, only seven remain available.

Binding Spell

Axiom: 12
Skill: engineering, 12
Backlash: 18
Difficulty: 11
Range: touch
Cast Time: 9 (one minute)

The binding spell requires an expenditure of one Possibility per year to remain in force.

Description: Kabar is a short, overweight man who can move surprisingly quick, considering his bulk. He wears a fez on his head and smokes a cigarette in a holder. He tries very hard to emulate the behavior of the stereotypical Hollywood movie mogul (big parties, lavish spending, etc.)

Most of the Forever Films site looks like any other old movie lot. However, the Landstrom Studio and the surrounding "City" backlot are within the area of effect of a Nile Empire hardpoint, a large statue of Tutankhamen which Kabar brought with him. At night the area is patrolled by three werewolves, loyal to their creator, Kabar. During the day, it is patrolled by six shocktroopers dressed as security guards.

The film is stored on the second floor of the Landstrom studio, in a wall safe in Kabar's office. If the Storm Knights obtain the film and wish to use it for their own ends, inform them that only characters of evil inclination can make employ the film, since it entails the creation of soulless beings

— tampering with the forces that man was not meant to tamper with, etc. If they destroy the film, anything created with it will cease to exist, for if the image is destroyed, so is its animated version. It is doubtful Mobius will wish to invest the expense and Possibilities in further research.

Werewolves: See *World Book*, page 16. Each werewolf has three Possibilities. If the film is destroyed, they will vanish.

Shocktroopers: See *World Book*, page 49.

Possibilities: 2.

Equipment: .45 Colt Auto, Tech 20, damage value 16, ammo 7, range 3-10/15/40.

File #133: Chopper Remains

Kanawa agents are currently traveling the Alps looking for the Common Market reports. Because security has been beefed up around the copies still in the possession of the European governments, Kanawa decided that it would be a better investment of time to seek out the remains of the chopper that Interpol shot down. They have reason to believe that the reports survived the crash, because they had been stored in a specially-reinforced steel case.

The Storm Knights must travel across the Alps and beat the Kanawa agents to the wreckage of the helicopter. If a Connection card is played, Interpol can give them the approximate location of the crash (within a five mile radius). Otherwise, they will have to get the information in another, more dangerous manner (tapping into Interpol's computer system, breaking into a branch at night). The Kanawa agents do not have this information, but they have been searching for a while now and are getting close to the wreckage.

What's left of the chopper is buried under several feet of snow on the mountain's peak and will not be noticeable from the air. To find it, the Knights will have to travel on the

ground. The manner in which the Storm Knights get to the area of the crash (by foot, by dog-sled, etc.) will vary depending on the group's ability and resources.

Once they get to the area of the crash, use the map provided. The climbing difficulty of reaching the peak is 14, with the final 2000 meters ice-covered for a +5 modifier, and an additional +2 modifier is the climb is attempted at night.

As the Storm Knights are climbing, the Kanawa agents will also be closing in on their goal. Every fifteen minutes of game time, have the Knight with the lowest *stealth* value in the group generate a total, using the highest *Perception* value among the Kanawa agents as the difficulty number. If the roll fails, the Knights have been spotted by the Kanawa agents. (Do the opposite process as well — if the Kanawan roll fails, they have been spotted by the Knights.)

If the Kanawa team spots the Storm Knights first, they will attempt to follow the Storm Knights and stay out of sight, actively avoiding being seen.

Once the Storm Knights have reached the top of the mountain, have them make a *find* roll. If the total is 12 or above, they discover the wreckage. If the roll fails, let them keep trying once a round, as they dig and root through the slush, snow and ice.

Once the wreckage is found, a *find* total of 14 is required to spot the case underneath.

There is one Kanawa agent per Storm Knight. They will attack as soon as the case has been found.

Kanawa Agents: DEX 10, STR 10, TOU 10, PER 11, MIN 10, CHA 7, SPI 8.

Skills: reality 9, dodge 13, fire combat 11, martial arts (judo) 12, missile weapons 13, find 12, tracking 12, survival 11.

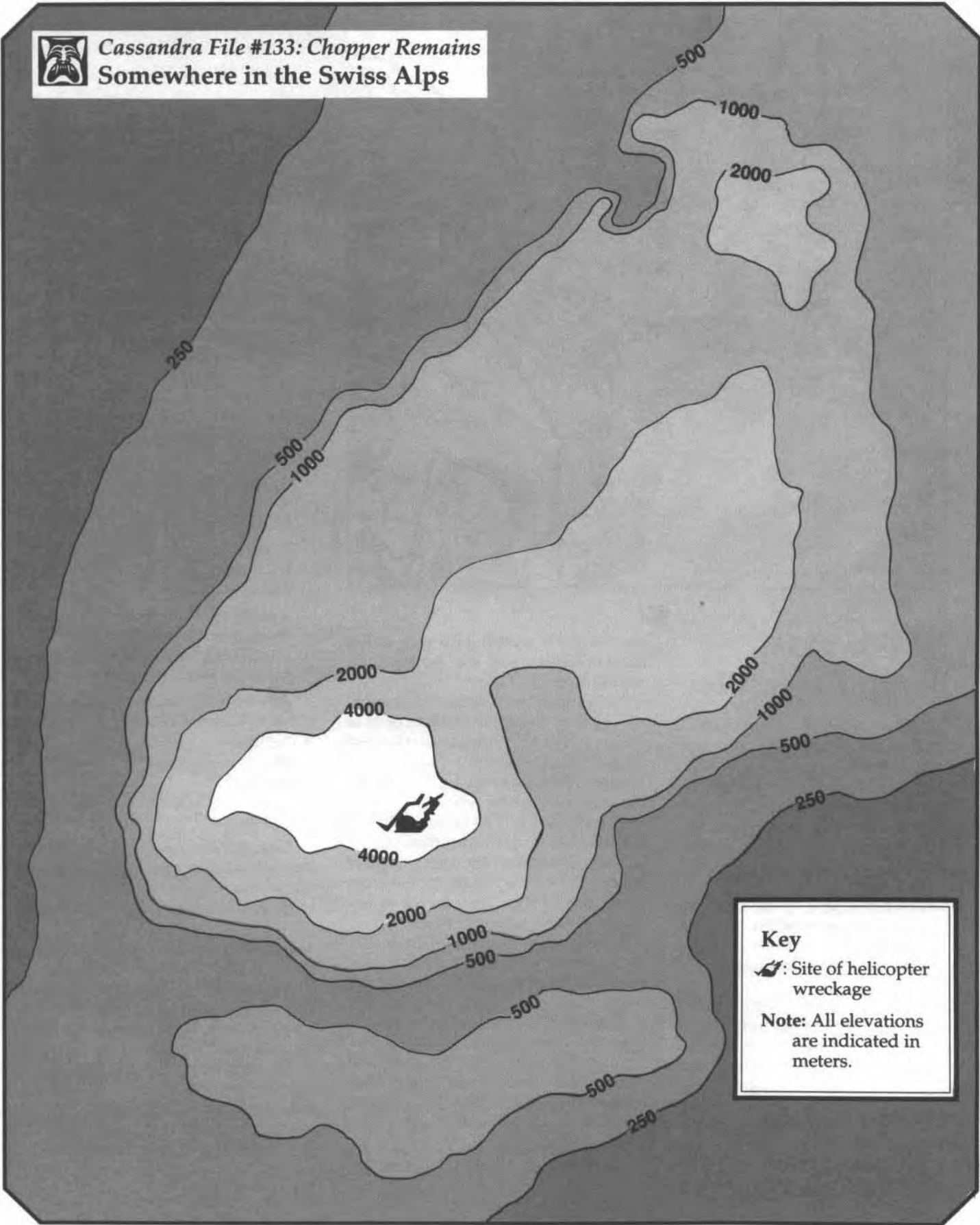
Possibilities: 5.

Equipment: white camouflage outfit (+3 to *stealth* value); hemp rope (100 meters); throwing dagger (3), Tech 7, damage value STR+3/13, range 3-5/10/15; 13mm Chunyokai (with silencer), Tech 24, damage value 18, ammo 9, range 3-10/40/50.






**Cassandra File #133: Chopper Remains
Somewhere in the Swiss Alps**



Key

: Site of helicopter wreckage

Note: All elevations are indicated in meters.

Stephen Crane





Thomas Bova

File #136: Berlin Cinephile

The murderer, William Johanson, a vampyre from *Errorsh*, has been sent to track down the original print of *The Golem*. The film, a seminal work in the history of the cinema and credited with beginning a parade of countless horror films throughout the world, is now an eternity shard and is sought by Thratchen.

Johanson has been questioning all those who might know where the print rests today, and killing them when he has gotten whatever information they had to give.

The print is currently in the possession of Elaina Wegener, Paul Wegener's grand-daughter. Elaina does not know that she has it, for it was given to her parents and stored in the basement of the house when she was but a little girl. She is aware of the recent rash of murders in Berlin, but does not connect herself to them. Johanson has not approached her yet

because he is working his way down the family trees of the people connected with *The Golem*.

To find Elaina, the Storm Knights will have to check the birth records at Berlin's city hall. With a *scholar* total of 13 or above, the Knights discover that Wegener has one living heir, a 23 year-old grand-daughter who still lives in the family home. The heirs of all others involved in the film are dead, many of them victims of the recent murder spree. (The roll may be attempted more than once.) When they arrive at her home, Johanson attacks them.

Even after they dispatch the vampyre, they still may not know why he was killing people. To find out the truth, they will have to search the house. When they check the basement, they will come across a canister containing the print. The Knights will immediately sense great power, and should realize that they have before them an eternity shard.

William Johanson: DEX 12, STR 16, 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 15, find 14, language 15, scholar (arcane lore) 16, trick 16, test 23, willpower 23, charm 26, persuasion 21, faith 12, intimidation 17.

Possibilities: 12.

Natural tools: fangs, damage value STR+2/18.

Spell: Shape-Shifting (wolf)

Axiom Level: 10

Skill: alteration entity 17

Backlash: 14

Difficulty: 10

Effect Value: 0

Range: self

Duration: 18 (one hour)

Cast Time: 2 (2.5 seconds)

Manipulation: control

As a wolf, the vampyre retains all of his stats, with the following exceptions:

- The wolf has a STR 20 and a TOU 20.
- The damage value of his fangs increases to 22.
- The wolf cannot use *charm* and *persuasion*.

Description: Johanson is tall, dark-haired, and has a moustache and beard. He is roughly 200 years old, and is currently in the employ of Thratchen.

Elaina Wegener: DEX 9, STR 8, TOU 8, PER 10, MIN 10, CHA 11, SPI 9.

Skills: dodge 10, language (English, French, German 12, scholar (film history) 13, trick 12, willpower 12, artist (painting) 13.

Description: Elaina has short, blonde hair and is stunningly beautiful. She is an accomplished painter, and hopes one day to make films like her grandfather. She is currently a student at the University of Berlin, majoring in fine arts.



The Golem Print

Cosm: Core Earth

Possibilities: 55

Tapping Difficulty: 15

Purpose: To remind man of his humble stature when compared to the awesome grandeur of the universe

Powers: If this particular print of the film is watched by people who have been drained of possibility energy, it will re-fill them and inspire them to battle the High Lords, who have set themselves above the laws of the universe

Group Power: Create *Hardpoint*

Restrictions: To be affected by the shard's power, the viewers of the film must be Core Earth natives

File #137: Visions in Philadelphia

The visions in Philadelphia are being caused by microorganisms in the water supply. Roughly one-third of the city draws its water from the Delaware River, and *edeinos* optants have turned the protozoa in that body of water into carriers of an infection that, in extreme cases, fills the victim with an irresistible urge to travel to the Living Land.

Because of the length of the river, over 100 optants must be positioned along its banks to achieve the miracle, with some in the Living Land and some in Core Earth. The miracle itself is a weakened version of the *sensory explosion*, and has been infused into the substance of the protozoa. Anyone consuming the microorganisms runs the risk of feeling the effects of the miracle.

Baruk Kaah's plan is to use this to draw Core Earth humans into the Living Land, where they will become lost in the Deep Mist and their possibility energy can be drained by his Darkness Device. He also expects that some of those affected will convert to Keta Kalles, which will please Lanala.

Increase Sensation

Spiritual Rating: 12

Community Rating: 9

Difficulty: 12

Range: 200 kilometers

Duration: one week**Effect:** heightens all senses.

Increased sensation attacks with an effect value of 7. The symptoms imparted to the consumer of the protozoa varies according to the result point achieved, as follows:

Minimal or Average: The victim feels a sense a peace and well-being.

Good: The victim perceives sensory stimuli in a more detailed manner than usual — the blue of the sky is exceptionally blue, the surface of the concrete pavement seems especially rough to touch and sight.

Superior: The victim is so overwhelmed by his senses that his ability to move or deal with other people is seriously impaired. He sometimes "hears" colors through his eyes or "tastes" textures with his fingertips. Non-living objects take on a sinister, frightening quality, but the victim is thrilled to see, taste, touch or smell living things.

Spectacular: All of the above, but the recipient cannot stand being in an "unliving" area. He screams, cries, shouts in his agony. To compensate, he has visions of a paradise where everything is alive. He knows that the Living Land is where that vision can be made a reality.

The effects of the *superior* or *spectacular* results take place one to ten hours after ingestion. The effects of all categories last for one week.

The ritual must be repeated every week in order for the microorganisms to continue to carry the miracle within them. If even one of the optants is unable to recite the proper prayers at the proper time, the miracle will fail.

With the effect so widespread in certain sections of the city, the Storm Knights may well conclude that there must be some common factor in those areas to account for the situation. If they check municipal of Health Department records, a *find* total of 10 will reveal that all of those sections draw their water from the Delaware River.

If they speak to any of the soldiers surrounding the city, they will hear reports that optants have been sighted near the river banks over the past three weeks. The Storm Knights will have to stop one of the optants from complet-

ing the ritual to prevent further tampering with the water supply. Each optant is protected by three human *Jakatts*.

A *scholar (chemistry)* or *science* check of the water will reveal no foreign agents, but will show a high concentration of protozoa. Given the identity of the enemy, the Knights can assume some sort of miracle has been worked on the water. They can either *persuade* city officials to find an alternate supply of water (with no chemical agent apparent in the water, the officials will be reluctant to accept the suggestion, and will start out *hostile* to the Storm Knights). Another option would be to cast a *sweet water* spell over the city's water purification plants to counteract the effects of the miracle.

Optants, Jakatts: See *World Book*, page 22. All have seven Possibilities.

File # 139: The Living Shard

Baruk Kaah's darkness device alerted the High Lord that there was a living eternity shard in the Eastern Lands. Believing that, because of the nature of his realm, a living shard would be an extremely powerful asset there, the Saar of the *Edeinos* sent out his warriors to track the beast.

Unfortunately for the High Lord, not only does he have no idea what his quarry looks like, but the creature is intelligent and is avoiding his hunters. Baruk Kaah is correct, however, that the beast is more valuable as a source of power in the Living Land than it would be anywhere else.

The creature calls himself Hovton. He sprang full-grown from a mass grave of human corpses in *Orrorsh*, which had been buried secretly to prevent *Thratchen* from using them to make *gospogs*. After a brief time, the reality of *Orrorsh* mingled with the rotting corpses to produce Hovton. However, unlike most of the monsters of the realm, Hovton is not evil — he is the amalgamation of dozens of humans, reborn to deal with the horrors of the Possibility Wars.

Hovton is about two meters tall, with eight arms and eight legs. The limbs are distributed at random on his



body, all of different sizes and flesh tones. The creature's head has three faces, which gaze in three different directions. His eyes, mouths, and noses are just slightly out of place on each face, giving each set of features a disturbing, off-balance quality. His head is completely bald, and the head, as well as the rest of Hovton's body, is laced with thick, throbbing veins.

Shortly after his emergence, Hovton crossed the path of a unit of Victorian cavalry, who attacked him. He left Orrorsh by stowing away on a freighter, and made it the Eastern Land. When he landed in Virginia, he believed that he had traveled far enough from Orrorsh to be safe. However, Core Earth natives, thinking that he was some new horror from the Living Land, chased him back into the Deep Mist. Although the Living Land is a dangerous place, there are fewer beings living there than in Orrorsh, and Hovton felt at peace.

It was soon after this, however, that the first Jakatt hunting party tried to capture him. They were different than the Victorians and the Virginia farmers, not only in appearance, but because they were trying to capture him rather than kill him. But Hovton had had enough of running. He slaughtered the hunting party and swore that he would never again try to escape from those who meant him harm. He came to the realization that day that he could trust no one, for everyone he had encountered had tried to hurt or kill him.

Hovton: DEX 12, STR 14, TOU 16, PER 10, MIN 10, CHA 6, SPI 12.

Skills: reality 13, stealth 13, unarmed combat 14, survival 13, test of will 13, trick 11, willpower 13, taunt 8.

Possibilities: 16.

Hovton is also an eternity shard, although he is not aware of this. He can make use of his own skills and possibilities as listed above, but cannot tap the group power contained within. A Storm Knight must tap his energy, just as with any other eternity shard.

When he speaks, all three of his mouths move at once, and are always slightly out of synch with each other. When having a conversation, Hovton will also turn around slowly so that all three of his faces can get a look at the being he is talking with.

Hovton, the Memory of Humans

Cosm: Orrorsh

Possibilities: 56

Tapping Difficulty: 22

Purpose: To personify the bond that all humans share with each other

Powers: Anyone who touches Hovton in a non-aggressive manner is able to raise his *charm* and *persuasion* for one hour when speaking with any other living creature. The increased skills can only be applied toward cooperation and understanding with the person involved in the dialogue.

The person who touches Hovton generates a bonus; this bonus is added to the character's charm and persuasion. The minimum bonus is +1; if less than +1, treat it as +1.

Group Power: *Comfort* (see below)

Restrictions: Hovton's Possibilities can only be used to augment attempts to bring people together and promote understanding and cooperation

Comfort (Group Power)

Purchase: 15

Use Cost: 10

Coordination: 8

Difficulty: 25

Range: variable

Duration: one day

Effect: allows stories to "take" in an area at a faster rate

The group uses this power to increase their chances of saving people in a conquered area before pulling up stelaes (see *Torg Rulebook*, page 104).

When the power is tapped, the Storm Knights need the number three rows down on the Transformation Table for their story to take (the Transformation Table is on page 86 of the *Rulebook*). Thus, if the characters planted the first seed of their story

three months ago and they use the *Comfort* power, everyone in range of the power is filled with possibility energy on a roll of 12 rather than 19.

The base area of the power is a circle whose radius has a value of 25 (100 kilometers). Each success level adds one to the value, so a *good* success increase the value to 28 (400 kilometers).

When the Storm Knights begin searching for Hovton, they most likely will think he is some sort of Living Land creature. It should take time, with the Storm Knights traveling the Eastern Land looking for clues and hearing stories of a bizarre creature, for them to realize their quarry is highly unusual.

As with any adventure in the Living Land, you should set this up as a quest through untamed lands. Survival rolls and hunting are the order of the day for much of the journey.

They can hear reports of sightings of Hovton from resistance communities and any friendly edeinos they encounter. Keep in mind that an edeinos hunting party is also in the area, attempting to find Hovton for the Saar.

Hovton will be aware that he is being hunted again. He will at first avoid confrontation, then set traps for the Storm Knights and edeinos (see the Living Land Sourcebook, p. 68, for details on traps). If they continue to pursue him, he will stand and fight.

If Hovton is killed, he will no longer function as an eternity shard, so how the Storm Knights deal with him is very important. If they attack him, Hovton will respond in kind. If they attempt to talk to him, Hovton will be initially *hostile*, because of his past experiences with other beings. If they can persuade him they are friendly and mean him no harm, Hovton will gladly accompany the Knights.



THE CASSANDRA FILES

by Christopher Kubasik



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