

An Adventure for *TORG: Roleplaying the Possibility Wars*™

TM

TORG

THE DESTINY MAP

Includes
Gamemaster
Screen



Part One of the Relics of Power Trilogy

TORG BENCHMARK CHART

Value	Time	Weight	Distance
0	Second	1 kilo	1 meter
2			Tallest human
3		Human baby	
9	Minute	Human female	
10		Human male	Football Field
11		Lion	City block
12		Brown Bear	
15		Small Car	Kilometer
16		Large Car	Mile
17	Hour	Elephant	
18			
20		Empty Truck	
22		APC	
23			Marathon race
24		Loaded Truck	
25	Day	Blue Whale	
27		Boeing 747	
28		C5A Galaxy	
29	Week	Tramp Freighter	
30		Destroyer	Length of Great Britain
32		Six-flat building	Paris to Moscow
33		Fully loaded train	
34			New York to L.A.
35			New York to London
38	Year		London to Tokyo
39		Battleship	Circumference of Earth
41		Aircraft Carrier	
45		Loaded Oil Tanker	

SKILL LIST

CHARISMA	PERCEPTION
Charm	Air vehicles
Persuasion	Alteration
Taunt	magic
	Divination
DEXTERITY	magic
Acrobatics	Evidence
Beast riding	analysis
Dodge	Find
Energy	First aid
weapons	Land vehicles
Fire combat	Language
Flight	Scholar
Heavy	Space
weapons	vehicles
Lock picking	Tracking
Long jumping	Trick
Maneuver	Water
Melee	vehicles
weapons	
Missile	MIND
weapons	Apportation
Prestidigitation	magic
Running	Artist
Stealth	Conjuration
Swimming	magic
Unarmed combat	Medicine
	Science
SPIRIT	Survival
Faith	Test of Will
Focus	Willpower
Intimidation	STRENGTH
Reality	Climbing
	Lifting

Skills listed in **boldface** cannot be used unskilled.

DIFFICULTY NUMBER SCALE

Description	#	Modifier
Very Easy	3	-5
Easy	5	-3
Average	8	0
2:1 Against	10	+2
Difficult	12	+4
10:1	13	+5
Heroic	15	+7
100:1	18	+10
1000:1	22	+14
Never Tell Me the Odds	25	+17

THE AXIOMS OF THE COSMS

	Magic	Social	Spirit.	Tech.
Core Earth	7	21	9	23
Living Land	0	7	24	7
Aysle	18	18	16	15
Nippon Tech	2	22	8	24
Cyberpapacy	10	18	14	26
Orrorsh	15	20	17	19
Nile Empire	12	20	17	21

BONUS CHART

Die			3	5	7	9	11	13												21	26	31	36	41	46
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5				
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1				

ACTION SUMMARY

Tactic	Attribute
Intimidate	Spirit
Taunt	Charisma
Test	Mind
Trick	Perception

COMBAT OPTIONS CHART

	Action Value	Damage Value
RANGE MOD		
Point Blank	M1	0
Short	0	0
Medium	-3	-3
Long	-5	-5
FIRE OPTIONS		
Burst fire as single	0	-3
Full Auto	+3	+3
Single fire as multi	0	+3
ATTACK OPTIONS		
Aim	+3	0 (a)
Vital Blow	-8	+4
All-out Attack	+3	+1 (b)
Sweep Attack	+5	-5
Opportunity Attack	-3	-3 (c)
Location Attack	0	0 (d)
DEFENSE OPTIONS		
Active Defense	M1	na
Aggressive Defense	-4	0 (e)
CONCEALMENT		
Partial	-3	**
Medium	-5	**
High	-10	**
SITUATION		
Blindside Attack	+3	+3
Complete Surprise		(f)
Normal Surprise		(g)

KEY

M1 = Minimum bonus of one; ** = Use Cover Value chart for damage modifiers; na = not applicable; (a) = Takes one round; (b) = Attacks against are +3/+3; (c) = Holds action; (d) = Holds for location; (e) = Defense total decreased by 2; (f) = Two rounds of cardplay; (g) = One round of cardplay

SKILL CHARTS

ANALYSIS CHART

Physical Evidence	Difficulty
Familiar objects, expected use	8
Familiar objects, uncommon use or unfamiliar objects, common use	10
Uncommon objects, uncommon effect	12
Criminal tried to conceal evidence	+2
Master criminal concealed evidence	+5

LANGUAGE CHART

Situation	Difficulty
Different dialect of own language	3
Language is derived from common language (e.g. Spanish and French)	8
Completely foreign language (e.g. Chinese)	12
Alien language, language from another Cosm	22

ARTIST CHART

Success	Work Quality
Minimal	Good beginner's effort (no minimum time)
Average	Journeyman effort (minimum one hour)
Good	Professional effort (one day)
Superior	Expert craftsmanship (one week)
Spectacular	Masterpiece (one month)

FALLING CHART

Distance Fallen	Difficulty #
1 story (15 feet)	3
2 stories (16-30 feet)	8
5 stories (31-100 feet)	12
Over 5 stories	15

LOCKPICKING CHART

Sample Locks	Difficulty
Typical Interior Door	3
Padlock	8
Wall Safe/Deadbolt	12
Bank Vault	15

STEALTH CHART

Condition Modifier	Difficulty
Rain, sleet, etc.	-1
Dawn or dusk, fog, trees, walls, crowd, etc.	-2
Night	-3
Dozing guards	-3
Dense concealment (jungle, crowd in costume)	-5
Very close scrutiny	+1
Open terrain	+2
Broad daylight	+3

VAULTING/SPRINGING CHART

Obstacle	Difficulty #
Hopping a Fence	3
Grabbing an overhang and swinging over a pit	8
Vaulting or swinging over a tricky obstacle	12
Bouncing off an awning during a free fall to reach a specific destination	15

SURVIVAL CHART

Wilderness Type	Difficulty #
Woods	3
High Mountains	8
Desert	12
Polar Regions	15

CLIMBING CHART

Climb	Difficulty
Ladder	-3
Tree	5
Wall w/handholds, natural rock	8
Smooth stone, metal	15
Darkness	+2
Rain	+5
Ice-covered	+5

TRACKING CHART

Situation	Modifier
Trail is a day old	+2
Trail is a few days old	+5
Trail is a week old	+8
Tracking during inclement weather	+5
Tracking over a hard surface (e.g. cement)	+10
Tracking through mud or snow	-5
Tracking a vehicle	-5

FIRST AID CHART

Wound Level	Difficulty
Wound, K, O, and/or shock	8
Heavy Wound	12
Mortal	15
Dead	No first aid possible

SCIENCE CHART

Complexity	Difficulty #
Simple	8
Average	12
Complex	15
Prototype	18
From cosm with lower tech axiom	-5
From cosm with higher tech axiom	+10
Consists of many integrated systems	+5
Consists of hundreds of integrated systems	+10

INTERACTION RESULTS TABLE

Result Points	Intimidate Test	Taunt Trick	Interrogate	Charm Persuade	Maneuver
S	Unskilled	Unskilled	Enemy	Loyal	Unskilled
1	Unskilled	Unskilled	Enemy	Friendly	Unskilled
2	Unskilled	Unskilled	Enemy	Friendly	Unskilled
3	Unskilled	Unskilled	Hostile	Neutral	Unskilled
4	Unskilled	Unskilled	Hostile	Neutral	Unskilled
5	Stymied	Stymied	Hostile	Neutral	Fatigued
6	Stymied	Stymied	Hostile	Neutral	Fatigued
7	Stymied	Stymied	Neutral	Hostile	Fatigued
8	Stymied	Stymied	Neutral	Hostile	Fatigued
9	Stymied	Stymied	Neutral	Hostile	Fatigued
10	Setback	Setback	Neutral	Hostile	Stymied/ Fatigued
11	Setback	Setback	Neutral	Hostile	Stymied/ Fatigued
12	Setback	Setback	Friendly	Enemy	Stymied/ Fatigued
13	Setback	Setback	Friendly	Enemy	Stymied/ Fatigued
14	Setback	Setback	Friendly	Enemy +1	Stymied/ Fatigued
15	Break	Up/ Setback	Loyal	Enemy +1	Setback/ Fatigued
+2	Player's Call	Player's Call	Loyal	Enemy +1	Player's Call

COMBAT RESULTS TABLE

Ords	Possibility-rated
S	1
1	O 1
2	K 1
3	O 2
4	O 3
5	K 3
6	Knockdown K/O 4
7	Knockdown K/O 5
8	Wnd K/O 7
9	Wnd K/O 9
10	Wnd K/O 10
11	2Wnd K/O 11
12	2Wnd KO 12
13	3Wnd KO 13
14	3Wnd KO 14
15	4Wnd KO 15
+2	+1Wnd

GENERAL AND PUSH RESULTS TABLE

	Success	Speed	Power	Storm
S	Minimal	0	+1(3)	-1
1	Average	+1(4)	+1(2)	-1
2	Average	+1(3)	+1(1)	-2
3	Good	+1(2)	+2(6)	-2
4	Good	+1(1)	+2(3)	-2 Storm x2
5	Good	+2(10)	+2(1)	-3 Storm x2
6	Good	+2(9)	+3(10)	-3 Storm x5
7	Superior	+2(8)	+3(8)	-4 Storm x2
8	Superior	+2(7)	+3(6)	-4 Storm x5
9	Superior	+2(6)	+4(10)	-5 Maelstrom
10	Superior	+2(5)	+4(8)	-6 Maelstrom
11	Superior	+2(4)	+4(6)	-7 Maelstrom
12	Spectac.	+2(3)	+5(10)	-8 Maelstrom
13	Spectac.	+2(2)	+5(8)	Transform (5)
14	Spectac.	+2(1)	+5(6)	Transform (5)
15	Spectac.	+2(0)	+6(10)	Transform (5)
+2			+0(-2)	

LINK DIFFICULTY CHART

Character is in	Character is from						
	Core Earth	Living Land	Aysle	Nippon Tech	Cyber.	Orrorsh	Nile Empire
Core Earth	0	18	11	8	6	8	6
Living Land	16	0	10	16	12	9	9
Aysle	14	20	0	17	11	6	8
Nippon Tech	5	19	11	0	7	8	7
Cyberpapacy	9	21	12	12	0	9	8
Orrorsh	11	17	8	15	8	0	6
Nile Empire	11	16	10	12	8	5	0

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Die			3	5	7	9	11	13											21	26	31	36	41	46
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5			
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1			

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TORG VALUE CHART

Val.	Meas.	Val.	Meas.	Val.	Meas.
0	1	35	1 E+7	70	1 E+14
1	1.5	36	1.5 E+7	71	1.5 E+14
2	2.5	37	2.5 E+7	72	2.5 E+14
3	4	38	4 E+7	73	4 E+14
4	6	39	6 E+7	74	6 E+14
5	10	40	1 E+8	75	1 E+15
6	15	41	1.5 E+8	76	1.5 E+15
7	25	42	2.5 E+8	77	2.5 E+15
8	40	43	4 E+8	78	4 E+15
9	60	44	6 E+8	79	6 E+15
10	100	45	1 billion	80	1 E+16
11	150	46	1.5 E+9	81	1.5 E+16
12	250	47	2.5 E+9	82	2.5 E+16
13	400	48	4 E+9	83	4 E+16
14	600	49	6 E+9	84	6 E+16
15	1,000	50	1 E+10	85	1 E+17
16	1,500	51	1.5 E+10	86	1.5 E+17
17	2,500	52	2.5 E+10	87	2.5 E+17
18	4,000	53	4 E+10	88	4 E+17
19	6,000	54	6 E+10	89	6 E+17
20	10,000	55	1 E+11	90	1 E+18
21	15,000	56	1.5 E+11	91	1.5 E+18
22	25,000	57	2.5 E+11	92	2.5 E+18
23	40,000	58	4 E+11	93	4 E+18
24	60,000	59	6 E+11	94	6 E+18
25	100,000	60	1 trillion	95	1 E+19
26	150,000	61	1.5 E+12	96	1.5 E+19
27	250,000	62	2.5 E+12	97	2.5 E+19
28	400,000	63	4 E+12	98	4 E+19
29	600,000	64	6 E+12	99	6 E+19
30	1 Million	65	1 E+13	100	1 E+20
31	1.5 E+6	66	1.5 E+13		
32	2.5 E+6	67	2.5 E+13		
33	4 E+6	68	4 E+13		
34	6 E+6	69	6 E+13		

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Long jumping	Tracking
Maneuver	Trick
Melee	Water
weapons	vehicles
Missile	MIND
weapons	Apportation
Prestidigitation	magic
Running	Artist
Stealth	Conjuration
Swimming	magic
Unarmed	Medicine
combat	Science
SPIRIT	Survival
Faith	Test of Will
Focus	Willpower
Intimidation	STRENGTH
Reality	Climbing
	Lifting

Skills listed in **boldface** cannot be used unskilled.

COVER VALUE CHART

Type of Cover	Example	Add/Max.
Soft	Bush, car door	+3/15
Medium	Logs, brick wall	+10/25
Hard	Steel, stone wall	+15/40

TRANSFORMATION TABLE

Time	Pure Area Transform	Roll #	Dominant Area Transform	Roll #
1 second	1 / E7	105	2 / E8	130
1 minute	5 / E6	90	9 / E7	100
1 hour	3 / E4	60	5 / E5	77
1 day	7 / 1000	40	1 / E4	72
1 week	5 / 100	26	9 / 1000	38
1 month	20 / 100	18	4 / 100	28
3 months	50 / 100	12	11 / 100	19
6 months	75 / 100	6	25 / 100	17
1 year	93 / 100	3	37 / 100	14
18 months	98 / 100	2	50 / 100	12
2 years	100 / 100	—	60 / 100	9
3 years	100 / 100	—	75 / 100	6
4 years	100 / 100	—	84 / 100	4
5 years	100 / 100	—	90 / 100	3

The "E" notation is shorthand for large numbers. "E7" would be 10,000,000, which is 10 to the seventh power, or a one followed by seven zeroes.

MEASURE CONVERSION CHART

Measure is in units of	Value Modifier
Seconds	0
Minutes	+9
Hours	+18
Days	+25
Weeks	+29
Months	+32
Years	+38

Meters per round	0
MPH	+3
KMH	+2

Kilos	0
Pounds	-2
Tons	+15

Meters	0
Feet	-3
Kilometers	+15
Miles	+16

MULTI-ACTION CHARTS

Many On One

# Char.	Bonus Modifier	How Many Succeed
1	—	DN
2	+2	DN+2
3-4	+3	DN+4
5-6	+4	DN+6
7-10	+5	DN+8
11-15	+6	DN+10

One On Many

# Char.	Toughness Increase	How Many Succeed/Difficulty Increase
1	—	DN+2
2	+2	DN+4
3-4	+3	DN+6
5-6	+4	DN+8
7-10	+5	DN+10
11-15	+6	DN+12

DN = difficulty number; DN + ? means add the listed amount to the difficulty number.

THE DESTINY MAP

By Christopher Kubasik

Part One of the *Relics of Power* Trilogy





Roleplaying the Possibility Wars™

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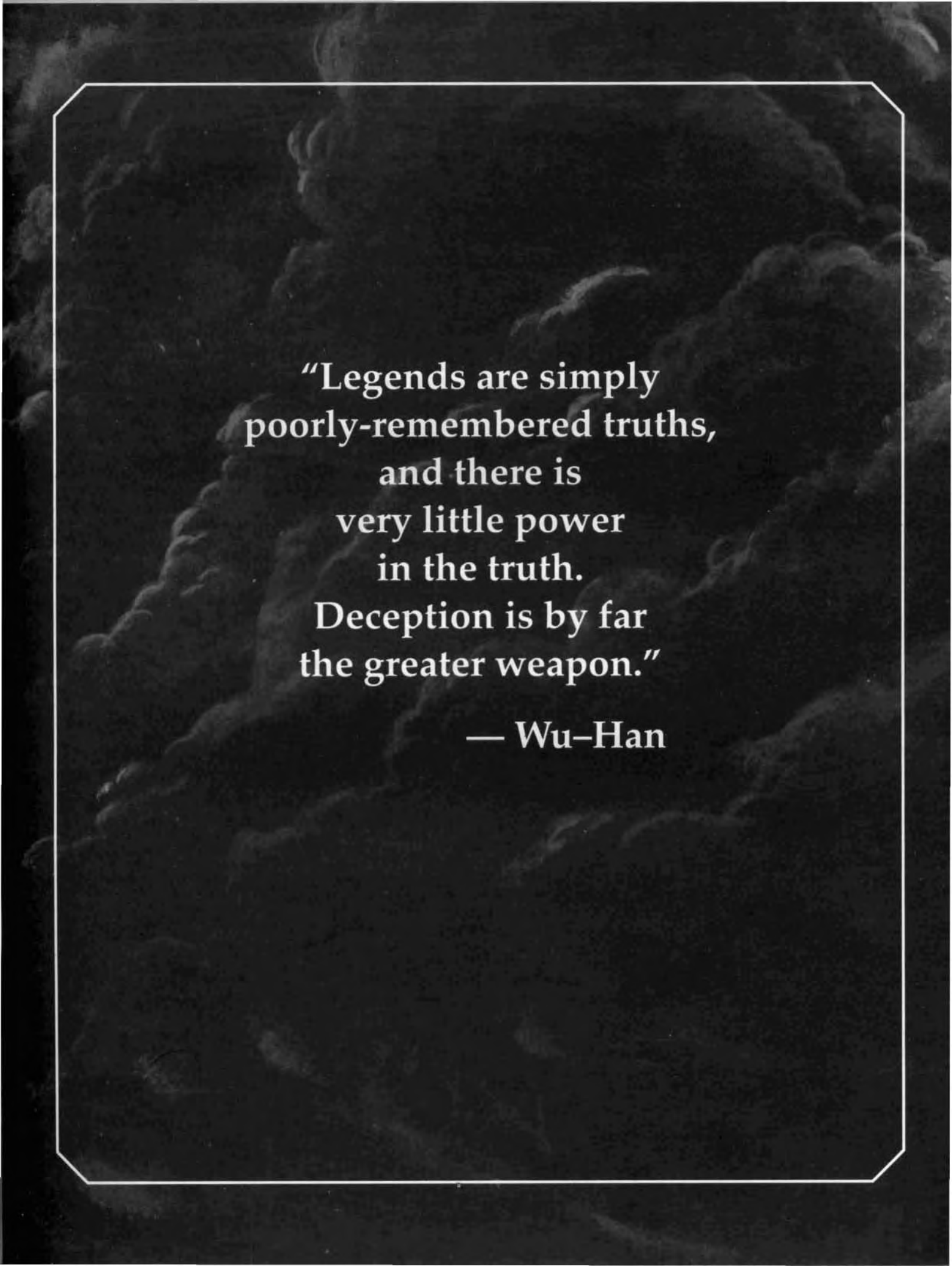


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"Legends are simply
poorly-remembered truths,
and there is
very little power
in the truth.

Deception is by far
the greater weapon."

— Wu-Han

Prologue



r. Mobius sat upon his throne in portentous contemplation. The throne room was like a chamber from a god-forsaken crypt built by the pharaohs of ancient Earth. The light from the torches undulated wildly, throwing long shadows which danced between a horrible red illumination and an even more terrible darkness.

The room's walls were lined with the Pharaoh's servants. At his every twitch and subtle movement, countless minions jerked like the ever-obedient puppets they were, waiting for the moment the vile villain would actually rise from intricate thoughts and issue a command that they might humbly serve — even if it meant their very lives!

Wu-Han glided down the center of this chamber, his movement as delicate as his thinking. The dragon on his back seemed a living thing, writhing and crawling to the gentle flapping of his scarlet robes.

When he reached Dr. Mobius' feet he bowed slightly, obviously uncomfortable with such displays of reverence.

"Ah," came the voice of Dr. Mobius, muffled through the uncanny black hood he wore over the head that housed his overwhelmingly intricate brain.

"Yes," replied Wu-Han. He had served the High Lord long enough to know from a single grunt what thoughts were resting within his master's mind. "I have received a promising report from an agent in the United States. I come to you to humbly request support troops for an expedition into the Living Land."

"What do you hope to find, my servant?" came the level voice that had ordered countless executions.

Wu-Han smiled in his subtly manipulative way, feigning disinterest. "It might simply be another worthless bauble to add to your collection." Then he added the tease. "Or perhaps the very item you need to assure your

victory in the battle for this planet."

The High Lord weighed the proposal, pausing to search for any sign of expectation in Han's face — a face that showed only the continued facade of apathy. Han was a master of subtle persuasion, and Mobius knew it, yet he decided to let the oriental villain think he was successful with the ploy. It was obvious that Han had some stake in this matter, but Mobius didn't know what. Perhaps nurturing a little overconfidence could prove useful should the scheming Han ever harbor the absurd notion of matching wits with him in the future. And besides, such a performance deserved to be rewarded.

"Very well, Wu-Han. It shall be so." The Pharaoh clapped his hands twice, and was instantly attended by a hand-servant bearing a quill and papyrus. As he wrote the orders authorizing Han's expedition, Mobius added a final afterthought. "I trust I need not caution you about failure ..."

Han lowered his gaze. "I bow, O Master, to your superior cruelty."

Both men smiled, one openly and one from behind a black mask ...

The receipt started in Cairo — the shipment of a large number of men and weapons along with several tons of tools and a few large trucks. The clerk in Cairo, who was also secretly on the Kanawa Enterprises payroll, picked it up out of the pile only because of the destination — a secret drop into the Living Land. The clerk had orders to report any inter-realm activity, no matter how trivial. He forwarded a copy of the receipt to Japan.

Yabu Tokanda now stared at the handwritten copy of the receipt on his desk. He was once again amazed that Mobius was capable of constructing time-travel devices and disintegration rays but had yet to develop something as simple as an office copier.

The ornately decorated rice paper of the traditional door slid open before him. Strangely, it didn't clash with the stainless steel office interior. Osato

stepped inside. "I may be of assistance to you?"

"You honor me with your diligence." Yabu gestured to a chair. "Please. Sit down." Osato crossed the steel-blue carpet and took a chair. The automated retinal scanner verified Osato's pattern, silently flashing its report on Yabu's desk monitor. It saddened Yabu that such measures were necessary, but security must be maintained, even among such trusted men as Osato.

"I recall a report from your department," Yabu said. "A representative from the Nile arriving in Atlanta, Georgia, United States?"

Osato thought for a moment, then nodded. "Yes. One Mameluk Al-Mu'in. He has been there for some time. Our operative there tells us Al-Mu'in appears to be making preparations for a departure."

Yabu was quiet for several minutes, contemplating his next move in this chess match. The anatomical monitors hidden in Osato's chair sprang to life on Yabu's desk screen. Quickening pulse, increased perspiration: the tell-tale signs of nervousness; yet Osato remained absolutely motionless, revealing nothing. Yabu smiled inwardly. He had trained Osato himself.

Finally Yabu said, "Al-Mu'in does not leave until we know why he was there. I have a feeling that Dr. Mobius, or at least one of his servants, is pursuing the same trail that we are, concerning the matter of the map. Find out which one of Mobius' lieutenants is involved, and put him in contact with me. Perhaps we can bargain for what we seek."

"Should Al-Mu'in live?"

"If it becomes necessary, he and all those he has associated with in the United States should be closed without hesitation ..."

"Hai, Yabu-sama."

"And, Osato ... I want you to see to this matter personally."

With that, Yabu rose, carefully removing the ninja sword from the



wall mount behind him. He handed the sword to his subordinate, who bowed low as he accepted the blade.

Dawn had just cracked the sky over Paris, hanging blood red over the city. The junkie could barely focus on his surroundings. The world tormented him. The grains of the pavement stood out in astounding detail. The morning's air cut him like needles of cold silver.

He needed to get out of the world. He wanted the saviour back. He needed god's presence inside him once again.

He stumbled up the first two steps of the chapel and clawed for the iron railing that ran up to the front door. He crashed into the marble steps, dull pain flooding his right arm.

"Oh, Jesus, oh, Jesus, oh, Jesus ..." he mumbled again and again, a simple prayer for his arm. He cradled it like a baby, rocking gently on the steps. He'd already forgotten the assignment that the priests had given him. All he could think about was the overwhelming sensation of life. There was too much of it.

Someone called his name, but he couldn't bring himself to look for its source. There were footsteps and then Father Verchon was beside him, kneeling down. The priest draped his arm around the junkie's shoulders.

"Alex," the priest said with sadness.

The priest was young, no older than Alex. His face, unlike Alex's, was smooth and happy. He shone with hope.

"Did you find out anything?"

Alex meant to mention something about his arm, but all that he could stammer out was, "What?"

"You said you were going to talk to some of your friends. In the underground. About the map ...?"

An image danced before Alex's eyes, a picture of a man ... dark skin. From the Empire of the Nile. "Yes. Oh, yes, I remember now. I found what you needed. But Father ..."

"Yes my son ...?"

"I need Jesus. I don't think I can remember it too clearly without ... god's help."

"Of course, my son," Father Verchon said as he fingered the input plug at the back of Alex's neck. "Let me help you inside and I'll give you communion ..."



Introduction



he *Destiny Map* is an adventure for *Torg: Roleplaying the Possibility Wars*. Adventures for *Torg* take place on Earth in the Near

Now. Earth has been invaded by six powerful beings from other realities. These invaders, called *High Lords*, have the power to conquer the reality of our universe and impose their own truth in its place.

In North America, humanoid lizards pray to their god for miracles — and receive them — while dinosaurs roam free. In Northern Africa, the world operates just like the fiction of our 1930s pulps, and a new pharaoh has risen to revive the glories of ancient Egypt. In England and Scandinavia, wizards cast fireballs and burly dwarves walk the streets. In France, a perversion of Christianity, reminiscent of the horrors of the Inquisition, has been fused with cyberotechnology to produce a religious ruling class that enforces its will with micro-circuitry. In Indonesia, terrors of the night — vampires, mindless oozes, mad scientists and other unspeakable horrors — run rampant over the land and water. And in Japan, a subtle corporate network is dominating its way quietly to world domination through high-tech espionage.

Our world was invaded because it was discovered by the High Lords that Earth is rich in *possibility energy*, a spiritual force that courses throughout every human, every creature, and even through the land itself. It is the goal of each of the High Lords to steal that spiritual energy from Earth — a theft that will eventually destroy the planet and the human race.

It is this same energy which is responsible for the existence of *Storm Knights*, a select group of heroes who are the only true opposition to the power of the Possibility Raiders.

Although the High Lords worked together to bring about the invasion of Earth, the disappearance of their leader, the Gaunt Man, has allowed

each of them to pursue his own goals unchecked. Each High Lord is now competing against the others to gain enough power to claim the Gaunt Man's self-proclaimed title of *Torg*.

One way for the High Lords to gain this power is to collect the numerous *eternity shards* scattered throughout the world. These mysterious relics come in an infinite variety of shapes and sizes. Their power allows their owner to shape the nature of reality itself. Many of the pieces are tied directly to Earth's own ancient history (the sword Excalibur, for example) and the High Lords have been very busy digging into our world's past in an attempt to find obscure clues that might lead them to these objects — objects that will enable them to rise above the others to rule the world.

The Destiny Map follows one such pursuit of an eternity shard. It is the first third of a larger story called the *Relics of Power*. Although this adventure can stand alone, it leads directly into two other adventures that eventually take the Storm Knights on a colossal quest for an ancient and hidden city whose inhabitants might be able to aid the citizens of Earth in their struggle against the oppressors.

Adventure Format

Aside from certain props, the contents of this adventure are for the gamemaster only. Anyone reading this book who is going to be a player in the adventure is ruining the adventure for themselves and everyone else in the group.

The gamemaster should read the book completely before attempting to run the adventure. By doing this, he can familiarize himself with the various factions involved in the adventure and the motives that drive them. This way if the players have their characters do something unexpected during the course of the adventure, the gamemaster will be able to handle it in a

manner that will not conflict with later details of the story.

Torg adventures follow a standard format that makes running adventures easy for the gamemaster. It is assumed that the players will often have their characters do things that neither the authors of the adventure nor the gamemaster could possibly have anticipated. Because of this, the format is set up to allow the characters to leave the established path for a while but eventually, out of necessity, return to the basic storyline of the adventure.

Following this section on the adventure format, you will find a section called "Background," which gives information on events leading up to the start of the adventure.

After the Background is an "Adventure Synopsis." The Adventure Synopsis gives an overview of *The Destiny Map*, outlining what happens from the start of the adventure to its conclusion.

This Torg Adventure

Torg adventures are broken down into large sections called "acts." *The Destiny Map* has four acts. Each act starts with its own synopsis, called "The Major Beat," which outlines what it is that the player characters (or Storm Knights) must accomplish before they can move on to the next act. Within an act the Knights can move about rather freely, perhaps even skipping over some scenes or encounters — but until they finish the "The Major Beat," they cannot move forward in the adventure. In this way, the gamemaster can be confident that if things seem to be getting out of control, that lack of control is kept to a discrete section of the adventure.

Acts are broken into smaller segments called "scenes". Most scenes are defined as either *standard* or *dramatic* and this determines which Conflict Line of the Drama Deck is used for conflict resolution (see *The Torg Rule Book*, page 59). The scene type will appear at the beginning of "The Situation". Each scene section



begins with "The Situation" and is followed by "The Action". If applicable, a scene also may contain sections entitled "Events," "Flags," "Variables," and "Cut To ..."

"The Situation" section gives the gamemaster the basic information for the scene that the players have at hand. Parts of this section can be read out loud to the players or paraphrased by the gamemaster.

"The Action" section describes what is going to happen in the scene and gives details to be revealed to the players as the scene unfolds. This is the part of the adventure that covers *what happens*.

"The Action" outlines what happens in a scene in a linear sequence. Sometimes, however, it is convenient to have events occur in a more fluid manner. In these cases, the "Event" sections cover new bits for the scene that can happen at almost any time within a scene, although "The Action" usually gives guidelines as to when within a scene the events should occur. Events are always optional, and it is up to the gamemaster to decide whether or not to use them.

"Flags" are like events, but they are triggered by something specific. The triggers can be in the same scene or be carried over from a previous scene. For example, if the Knights beat a man up in one scene and then are captured by the man's thugs in another scene, they will be treated harshly; if they had left him alone, they might have been spared.

The beating is the trigger. The response of the man and his thugs would be listed under as a flag of the scene in which the Knights are captured. Flags are often triggered by the playing of a subplot card from the Drama Deck, and these will be noted throughout the adventure.

"Variables" give tips on how to keep a scene running smoothly. As mentioned above, the players often come up with ideas not covered directly in the adventure. The role of the gamemaster is not to discourage the imaginations of his players, but to deal creatively with how they play their characters. "Variables" help the gamemaster keep the adventure on track without frustrating the players.

At the end of some scenes there may be several options for the players

to take. "Cut To ..." lists the different actions the Storm Knights can take and the name of the scene that lets them follow through on that choice. It is possible that some scenes will be completely passed over by the Knights. If there is only one scene to go to, only one scene will be listed.

Between acts there are sometimes "Interludes." These are usually points in the adventure where the players have some information to sort out or their characters have a lot of traveling to do. When a long passage of time takes place in a movie (let's say while traveling from the United States to Nepal) that doesn't have much to do with the story, a quick montage of pictures is used to suggest that a lot of time and distance goes by. An Interlude is like that. You can assume that the time between acts goes by or, if you wish, you can play it out.

For example, in the Interlude between Act Two and Act Three, the Knights go from Atlanta to just outside Wu-Han's archaeological dig in the middle of the Living Land. If you wanted to, you could use *The Living Land Sourcebook* to fill in the gaps, and play out the journey through Baruk Kaah's realm, but you don't have to since that journey doesn't directly affect the adventure.

On the last page of the adventure is a section entitled "Stacks." Stacks are scenes that are not covered in the adventure text, but may occur at any time, regardless. Stacks are keyed by the subplots in the Drama Deck (see *The Torg Rule Book*, page 66). The stacks section will outline some suggested guidelines on how to use these subplots within the context of the adventure, should they arise.

Throughout the adventure, maps will appear that apply to specific scenes, as well as descriptions of the key gamemaster characters. There may also be various props, to be seen by or handed out to the players. The text will tell you when to show the props to the players. These props can be photocopied, cut out of the book, or the book itself can simply be passed around from player to player (make sure to cover up everything else if you choose this last option).

Besides listing their statistics the first time they appear in the adventure, we have gathered the gamemas-

ter characters at the end in a Gamemaster Character Records section for easy reference.

Finally, every act ends with a section describing its awards, and the adventure itself ends with awards for completing the entire story.

Adventure Background

William Stevenson was an English soldier who served with the British Army during the 18th century. While stationed in India with the East India Company in 1766, Stevenson stumbled across an ancient temple that was guarded by faithful warriors. Driven by curiosity, he was able to sneak his way into the temple, avoiding the guards. Eventually he came across an ancient stone map, divided into nine tiles and mounted on the wall. Four of the tiles portrayed the map itself, while the other five contained writing that Stevenson couldn't decipher.

He decided to take the tiles as souvenirs. Working as quickly as he could, Stevenson managed to pry five of the tiles off before he was discovered by a guard. He beat a hasty retreat out of the temple, carrying the five tiles with him and leaving four behind on the temple wall.

A few days later, Stevenson showed the tiles to his good friend Robert Clive, who was currently serving as Great Britain's administrator in India. Clive was very impressed with the detail of the maps and mentioned them in his diary. However, less than a year later, in 1767, the British rule in India was threatened as the sub-continent was plunged into chaos. Clive was called back to England. Back home, his diaries were scrutinized over and over again as Clive defended his administration in India before the House of Commons. The reference to Stevenson's tiles was one of many pages set aside and lost during the investigation.

A few years later, Stevenson was recalled from India and sent to Boston to deal with the Empire's upstart colonies in the New World. He arrived the day after the Boston Tea Party. Two years later, the American Revolution was in full swing. Stevenson fought



bravely for the British until 1780 when he was among the British troops who surrendered at the Battle of Cowpens. Having seen the Americans' courage and continued idealism in the face of such overwhelming odds, Stevenson underwent a change of heart. He decided to turn his back on Great Britain and strike off on his own. When the war ended, the colonials set him free; he then traveled west in an attempt to leave the conflict behind.

He eventually married and settled in the lands that would one day become the state of Indiana. To his children he passed on the ancient tiles he had stolen from a temple in a land on the other side of the world. His descendants became prosperous farmers and the Stevens family (in the American tradition their name had shortened with time) became well known throughout the state for their generosity and wealth.

That all ended in the 19th century when an earthquake shook the mid-west. Although the quake was not tremendously powerful, a fault that ran under the Stevens farm cracked open and swallowed the farm whole. Everyone and everything on the farm, including the tiles, was lost under a thick layer of soil.

The Stevens farm and the family's ancestors would most likely have been completely forgotten if Earth had not been invaded by the Possibility Raiders. However, the temple that Stevenson entered in 1766 was actually a stepping stone, pointing the way to an ancient artifact called *The Possibility Chalice*. This fabled chalice is actually a powerful eternity shard, imbued with tremendous possibility energy.

The minions of several High Lords, using research and mystical devices, have traced pieces of the chalice's history and know that the only way to find its resting place is to gather the tiles together once again and bring them back to Stevenson's temple. The only problem, however, is that none of the raiders knows where the temple is or, up until recently, what happened to Stevenson after he arrived in North America in 1773.

Because every High Lord wants desperately to acquire eternity shards, they have their servants working round the clock to accumulate clues and artifacts that might lead to a

shard's acquisition. Of the High Lords, Kanawa, Dr. Mobius, and Pope Jean-Malraux I are the best able to coordinate the gathering of information. When the adventure begins, all three have representatives on the trail of Stevenson's tiles.

One of Dr. Mobius' minions, Wu-Han, sent Mameluke Al-Mu'in to the United States to secure the services of Jonathan Barker, a well-known genealogist in Atlanta, Georgia, in an attempt to discover if Stevenson settled in the United States. Barker was able to track down Stevenson's descendants and their history in Indiana.

Meanwhile, Kanawa's people followed a different trail and dug up Clive's journal entry that referred to the tiles. Although the high-tech spies were a step behind the pulp villain in discovering the location of the tiles, they knew more about the tiles than Wu-Han did because of the journal entry. Still, they need the tiles themselves if they are to harbor any hope of acquiring The Possibility Chalice.

With this in mind, Kanawa's people have made a bargain with Wu-Han. Seizing on the pulp villain's thirst for power, they have gotten Han to agree to exchange the tiles (once he finds them) for the equipment and instructions necessary for the construction of a circa 1930 atomic bomb. In truth, neither party plans on going through with the deal, as both are afraid of the consequences, but they will play along with it in the hope of eventually double-crossing the other.

In the Cyberpapacy, a priest was able to obtain information about Wu-Han's operation in the United States from a junkie so desperate for a simulated beatific vision that he betrayed some of his friends in the French underground. The Cyberpapacy, however, knows the least about the chalice, and has sent a cyberknight to Atlanta simply to find out what is happening and make a report.

Just prior to the beginning of the adventure, Kanawa's ninja mercs went to Barker's home in Atlanta in an attempt to steal the information he uncovered for Wu-Han. Although Kanawa's people have struck a deal with Wu-Han, the deal would become unnecessary should they discover the location of the tiles on their own.

The ninjas found Al-Mu'in making

his last payment to Barker. The Nile official put up a fight and the ninjas ended up killing Al-Mu'in, Barker, and Barker's family. They retrieved the information, however, and discovered the whereabouts of the Stevens' farm.

Meanwhile, Wu-Han is already at the site of the Stevens' farm, which is now in an area conquered by Baruk Kaah. Han is in the process of trying to find the tiles lost in the quake.

In Atlanta, the cyberknight is attempting to find out who killed Barker and Al Mu'in. This is where the Storm Knights enter the picture.

Adventure Synopsis

The adventure begins the day after the slaughter at Barker's home. The papers are full of news about the incident and highlight not only the peculiar nature of the deaths (involving high-tech weaponry) but the fact that the papers in Al Mu'in's wallet identified him as a citizen of the Nile Empire (a nation that only recently came into existence). Mu'in's citizenship is enough to make the national news and also enough to garner any Storm Knight's interest. Thus, the player characters start the adventure looking for the murderer and the motive.

When Act One opens, the Knights have a clipping about the murder and a tip that somebody who might well be from the Cyberpapacy is currently living in a tenement in Atlanta (the use of high-tech weaponry in the killing definitely makes someone from the Cyberpapacy a suspect). The Knights begin their investigation, checking out the tenement, the police, or the murder site, in whatever order they wish.

While investigating the murder, the Storm Knights acquire several clues as to what is going on. The Kanawa people become leery of the Storm Knights' involvement and have their ninjas ambush them in a climactic battle. After the fight, the Storm Knights get a clue that leads them to the next act.

Act Two takes place at a research park recently acquired by Kanawa Enterprises. There the Storm Knights discover a copy of Clive's journal entry about the tiles, details about Stevenson's life, and information about Wu-Han's excavation in Indiana. They



also discover the diagrams for the atomic bomb promised to Wu-Han. Although the ninjas seem to be out of the picture, Mobius' servant is currently very active and the next stop is the Living Land!

In Act Three the Knights discover that the Nile soldiers have been en-

slaving primitives of the Living Land to help in the dig at the Stevens' farm.

The Storm Knights learn more about Wu-Han's plans and eventually discover the location of the tiles. At that moment, some new mercenaries hired by Kanawa Enterprises show up. It's a mad rush for the possession of the

truck containing the tiles, with the heroes, the shocktroops, and the high-tech mercs from Japan all battling it out during a climactic chase through the jungle.

The act closes with the Storm Knights now in possession of the tiles. They sort the tiles out and discover a clue that leads them to the location of Stevenson's temple.

The fourth act begins at a cafe in the town of Tezpur, India and leads to the Temple of the Destiny Map. Wu-Han, making use of his intricate spy network, is hot on the trail of the Storm Knights and traps them in the temple.

While in the temple, the Knights encounter a cyberknight, who has also followed them this far. Following an all-out battle with the knight, they complete the map by adding Stevenson's tiles to those still mounted on the wall. By doing this, the Storm Knights learn what the next step is to acquire the chalice.

After somehow making sure that the High Lords won't get a look at the map (by destroying it, perhaps), the Storm Knights must figure out how to escape the Nile soldiers who surround the temple. They could fight their way out, or perhaps make a bargain with the insidious Wu-Han. There's no love lost between Wu-Han and the shocktroop captain, and if the Knights have the plans for the atomic bomb, Wu-Han is willing to give them almost anything. The deal, if negotiated successfully, lets the Knights escape with nary a wound.

Once they have escaped the temple, the Storm Knights can continue the search for the chalice. That quest is covered in the second adventure of the Relics of Power trilogy, *The Possibility Chalice*.

Starting The Destiny Map

To start *The Destiny Map*, make sure the players have their characters prepared and ready, show them the newspaper clipping on page 11 and give them the information in the sidebar on this page.

Because every group of Storm Knights is going to begin in different situations (obviously a team of vam-

S ome Basics

To get things rolling quickly, *The Destiny Map* begins with the player characters already curious about what Mameluke Al Mu'in was doing in Atlanta, Georgia, and why he was apparently murdered, along with US citizens.

For this to make sense, keep the following points in mind and make sure your players are aware of them as well:

First, the world of the *Torg* is a war-time setting. Earth has been invaded, and invaded by forces that are still very mysterious. It is assumed that all the player characters are either concerned about the fate of Earth (for example, someone from Earth) or want to put the High Lords out of business (for example, characters who have rebelled against their cosms' High Lord).

As such, any news about mysterious murders involving one or more agents from invading realms should pique the curiosity of all Storm Knights. Characters concerned with only making a buck or saving only a local area will have a tough time keeping up with what's going on.

Second, the Knights have already decided to work together before the adventure starts. The Knights might be working for an organization (such as the Delphi Council), or perhaps they were hired by a wealthy backer to fight the High Lords, or maybe they were even working on their own. All that matters is that when the adventure begins, the Knights are already hot on the trail of the murder. See *The Torg Rule Book*

for details on how to set up groups.

Last, it is imperative that the players be curious. Not the characters (though that will help) but the players. The mystery of *The Destiny Map* starts with most of the pieces missing from the puzzle: What was Al-Mu'in doing in Atlanta? Who killed him? Why? When those pieces are found, they are found alongside even more holes: What is the Possibility Chalice? Where is it? Why are three High Lords after it?

The last question is the most important and drives the entire adventure. By the end of the first act it is clear that Jean-Malraux I, Dr. Mobius, and Kanawa all have agents tracking the chalice down. Even if the Knights don't always know what's going on, the importance of the search should keep them going.

It is not until the second half of the adventure that *The Destiny Map* takes on the structure of a straight quest. Before that, the adventure is a bit of mystery. All the Knights have to go on is that they've stumbled across something big.

If the group gets stuck during the first half of the adventure, remind them that they are one of several factions that are presently attempting to gather facts. Apparently the agents of the High Lords only have pieces of the puzzle as well.

If they get stuck and aren't sure as to what to do, remember that's what Idea cards are there for.



pires and werewolves is going to start with a different perspective than a group working for the United States' Delphi Council) you, the gamemaster, will have to give a bit of thought as to how the adventure should start. Is the group in an office in Montgomery getting instruction from a US senator? Are they already in Atlanta? Were they just passing through, or did one of the player characters with a mystical nature receive a premonition that something of vast importance was going to take place in Atlanta?

We suggest that you start the group in Atlanta. Come up with the rationale as to how the Storm Knights got there — whether they were sent by a government agency or heard about the murder last night on the news and bought tickets that morning to Atlanta — and just tell your players quickly how it came about. This way you don't spend a lot of time sitting around talking, but jump right into the action.

You might even ask your players to help you work out the details. They often like having a chance to flesh out the narrative.

The source of the information in the sidebar can come from a government agency, a tip from the underground, or be overheard in a bar in Atlanta, or at, let's say, the airport when the Storm Knights arrive. It all depends on how you decided your group got involved in the adventure in the first place. In any event, we suggest that you don't

Hot Tip on a Strange Guy

(Present this information to the Storm Knights to start the adventure.)

You get a tip that someone with souped-up technology is living in a tenement in Atlanta. Two punks wandered into his apartment after knocking on the door several times and getting no answer. They thought the guy, who was a pretty snazzy dresser, wasn't home, and that they might just look pretty cool in threads like that.

But when they walked inside, they found some guy with a wire leading from the base of his skull into a keyboard. The board was hitched up to some sort of antennae system. He seemed to be in some sort of trance. One of the guys got spooked and just took off.

As the second thief stood there in surprise, the guy in the trance slapped a button on the board, reached for a really *big* gun on his desk and whirled toward the punk.

There was a huge bang and the thief who'd run for the door saw parts of his partner splatter down the hall. He managed to get out of the apartment without making a sound, so he figured that's why he lived.

A bit of legwork gets the address of the tenement: 1130 W. Spring St. The guy lived somewhere on the third floor.

bother running the scene where the info was passed on to the Storm Knights, unless you feel it might be interesting or fun.

The tip refers to an incident that occurs the day after the murder. The Storm Knights should arrive in Atlanta the same day and hear about the incident at the tenement just a couple of hours after it happens. This begins Act One.

If they decide to go to the tenement, turn to the "Scene One: Storming the Cyberknight." If they want to check out the murder site, turn to "Scene Two: The Murder Site." If they want to speak with the police, turn to "Scene Three: Talking with the Police."

The cyberknight scene takes place in a seedier section of Atlanta, about five miles south of the police precinct in scene three. The murder site is three miles west of the police precinct (about seven miles from the seedy section of town).

Act Two takes place at the Magnolia research facility, 12 miles out on the northwest outskirts of town.





Gamemaster Prop
Newspaper

45¢

The Atlanta Chronicle



Business: The Dow plunged; recovered but still closed down 10.82 at 2,654.90. PAGE C1



Forecast: Windy with rain, possibly heavy at times. Today's high in the mid 50's; tonight's low around 40. PAGE B2

"GANGSTER STYLE" KILLING IN ATLANTA U.S. AND NILE VICTIMS

OPENS UP "WHOLE NEW CAN OF WORMS."

ATLANTA—Earlier this evening, neighbors reported hearing shots coming from the townhouse of Mr. William Barker, 47, a noted and respected genealogist. When police arrived they found the dead bodies of Barker, his wife Helen, 45, their daughter Cynthia, 19, and a man identified only as "a citizen of the New Empire of the Nile."

According to police, there were no signs of forced entry and nothing was removed from the house. Detective Carlson of the Atlanta Police Department stated that at least some of the deaths seemed premeditated. "The killers wanted some of those people dead, and others were killed because they just happened to be there."

A policeman was quoted as saying "I'm not sure how they were killed. It looked like some sort of burn — maybe something from one of those other realities." Carlson later denounced the accuracy of that statement, and said that "the department will issue accurate information when the autopsies have been completed."

Barker was a well-liked member of the community who had handled many wealthy clients for the past decade in his work as a genealogist. He worked from an office in his home. Police will not yet speculate as to whether Barker's work had anything to do with the murders.

OWNERS OF RESEARCH PARK REMAIN A MYSTERY EMPLOYEES NOT CONCERNED

ATLANTA— Speculation continues as to the identity of the anonymous "mystery corporation" which recently purchased the Magnolia Station Research Park.

Rumors are rampant concerning the highly-questionable purchase, and economists fear that the rash of recent hostile corporate takeovers is merely a glimpse of what is on the horizon for struggling U.S. corporations.

Dr. Barry Wasserman, head of the Economics Department at Emory University, sees the new trend as "potentially devastating. In their current state, U.S. corporations are virtually defenseless against such attacks. I believe that these tactics originate from some overseas market, possibly Europe or Japan."

Cynthia Barker had just returned from Atlanta University the day before for a short visit. Carlson speculated that she died in her sleep.

Authorities would not divulge any information about the citizen of the New Nile. They only suggested that it "opens up a whole new can of worms."

—see COVER STORY, Page 2

Employees of the Magnolia Station facility see the change in ownership as nothing more than a "new sign going up outside." This new sign is a giant chrome depiction of the greek letter Kappa (K), the cryptic logo of this mystery corporation. According to research physicist Carl Skutch, who, along with most Magnolia Station employees, sees the change as "a

—see OWNERS page 6

WELLS' ASSASSIN STILL AT LARGE

DELPHI COUNCIL CALLED IN

The Federal Bureau of Investigation announced earlier today that "no new progress has been made" in the search for the assassin of President Jonathan Wells. A nationwide manhunt was commenced, following the murder of the President two weeks ago, but has failed to turn up even the most remote leads concerning the identity of the killer.

Acting President Dennis Quartermain, disappointed with the efforts of the FBI, has removed the bureau from the case and delegated it to the Covert Activities and Investigations branch of the Delphi Council. Council leader Ellen Conners pledged that "[The assassin] will be brought to justice. The Delphi Council cannot and will not allow the terrorist activities which have plagued this nation to continue unchecked."

—see ASSASSIN page 3

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Act One

Dead Man's History

The Major Beat

The Storm Knights are presented with the murder of three Americans and one citizen of the Nile Empire. They must find out why these people were killed and who killed them.

They are given several leads to investigate, and along the way discover that agents of the Cyberpapacy, the Nile Empire and Kanawa Enterprises are all involved in the situation — and are apparently competing with each other for some common goal.

The act ends when the Knights find a magnetic card key that leads them to the Magnolia Station Research Park, which is where the next act takes place.

SCENE ONE: Storming a Cyberknight

The Situation

Standard. Run this scene if the Knights follow up on the "Hot Tip On a Strange Guy." You can skip over the travel to the building on Spring Street, and begin the scene by reading or paraphrasing the following:

You're on Spring Street, looking down toward the corner where apartment building 1130 is. The neighborhood is run down, with old, beat-up cars lining the streets and children with worn clothes playing in the shower of an open fire hydrant.

1130 Spring Street is on the corner of Spring and Belmont. There's an alley on the other side of the building, between Belmont and apartment building 1132. The back stairs run along the face of the building into the alley.

The Action

The two maps on pages 14 & 15 show the layout of DeVris' apartment and the area around the building. Let the Knights make their plan for the approach to the building and then play it out.

DeVris is in the apartment watching Spring Street from behind a thin curtain (a *Perception* or *find* total with a 15 difficulty is needed to spot him from below).

Approaching the Building

As long as the Storm Knights are cool and don't look too odd (no edeinosaurs or wizards in tall, pointy hats, please) they can walk right up to the front door of the building without tipping DeVris off. The Knights can also come around the back alley from the other side of the block and avoid being seen.

If they do look odd, DeVris will quickly pack up his bag and take off through the back exit for the stairs into the alley. He has a car parked and waiting for him at the far end of the alley. If the stairs or exit are blocked, he'll go up the stairs to the roof and lead the Knights on a rooftop chase across the connected buildings to the north. Keep in mind that DeVris has



cybernetically enhanced legs (see his statistics below) which allow him to spring and bound over long distances and jump from high places (yes, even from the rooftop of a four-story building) with a minimum of trouble.

DeVris' Apartment

Inside the room, DeVris has a bed, a table and a chair. Above the bed is a crucifix from the Cyberpapacy. The cross is made up of circuit chips. A figure of Jesus is on the cross. Instead of nails there are wires, like input wires used for cyberdecks, driven into the

The Cameo Man

Try to allow DeVris to escape this encounter with the Storm Knights if possible. This will enable you to use him as a continuing gamemaster character, making convenient cameos from time-to-time throughout the adventure, wherever you see fit. Of course, should the Knights get lucky, have an "associate" of DeVris pick up where he left off (using the same stats, just to keep things simple).

DeVris has been using ammunition which has a slight radioactive coating. If any of the Storm Knights is hit by a slug from his gun, DeVris can track the group by using an omni-directional finder built into his car. The finder is keyed to the slight radiation trace left by the slugs. If none of the Knights is hit, a more conventional tracking ensues, and you should allow the Storm Knights an occasional *find* or *Perception* total to see if they notice DeVris, who follows their every move at a reasonable distance.

The cyberknight (or his associate) ultimately appears in the last act, arriving at the temple before the Storm Knights in order to provide a tense climactic battle.



figure's wrists and ankles which then coil around his body and lead into to the chips of the cross.

If DeVris is in the apartment when the Knights arrive, they also see an Eden 2500 Cyberdeck and a small antennae unit. The deck is linked to DeVris' heartbeat—if DeVris dies, the circuits of the board melt down (the Cyberpapacy doesn't want its technology falling into hands outside of its theocracy).

The antennae can bounce the cyber-signal from the board up to a satellite the Cyberpapacy has orbiting the earth. They will be able to pick up transmissions from deck after one hour of game time from the start of the adventure.

Next to the deck is a briefcase. There is styrofoam molding in the case to snugly hold the deck. There is also a manila folder. If the Knights examine the folder, give the players the dossier on Al Mu'in and the info on Wu-Han (see page 16).

If the Storm Knights trap DeVris in his apartment before he has a chance to escape via conventional means, he first takes one of his "Painblocker" pills (see below), and starts emptying the magazine of his Herod IV pistol at the Knights. If pinned down, DeVris will not hesitate to leap from the window of his apartment and across to the

window of an adjacent building. His cyberlegs allow him to do this with relative ease.

One of the walls in the apartment is splattered with blood. A corpse—its left shoulder torn off from an explosive shell—is stretched out on the bed. This is the thief who bought it earlier in the day.

Since DeVris' slip-up of getting caught off guard earlier, he's been on edge. When the Storm Knights arrive he's in a chair by the window, his gun in his lap, looking out onto the street from behind gauze curtains.

If the Knights chased DeVris out of the flat, he'll be carrying his deck, the antennae and the manila folder, all of which fit into his briefcase.

Pierre DeVris (Cyberknight): DEX 12, STR 13 (19 for kick damage), TOU 12 (16 w/armor), PER 12, MIN 10, CHA 9; SPI 10.

Skills: reality 12, fire combat 14, melee 14, unarmed combat 13 (15 for kick attacks), land vehicles 13, trick 13, test 11, dodge 14, jumping 14, running 14.

Possibilities: 14.

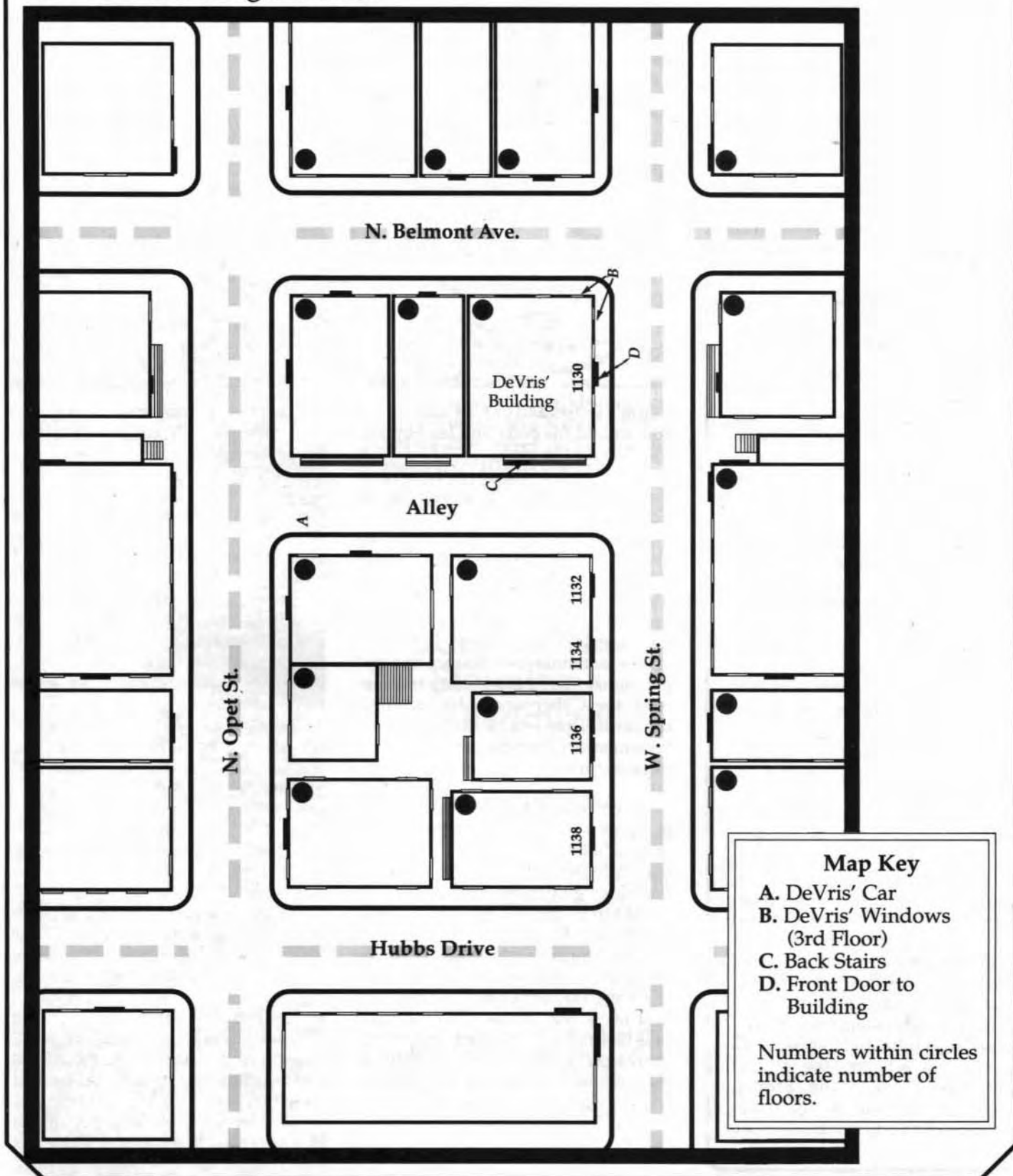
Note: DeVris' unusually high attributes reflect not only gathered experience but heightened reflexes and strength due to cybertechnology.

Equipment: DeVris is packing a Herod IV. The gun is a large and bulky





Map 1 DeVris' Neighborhood



Map Key

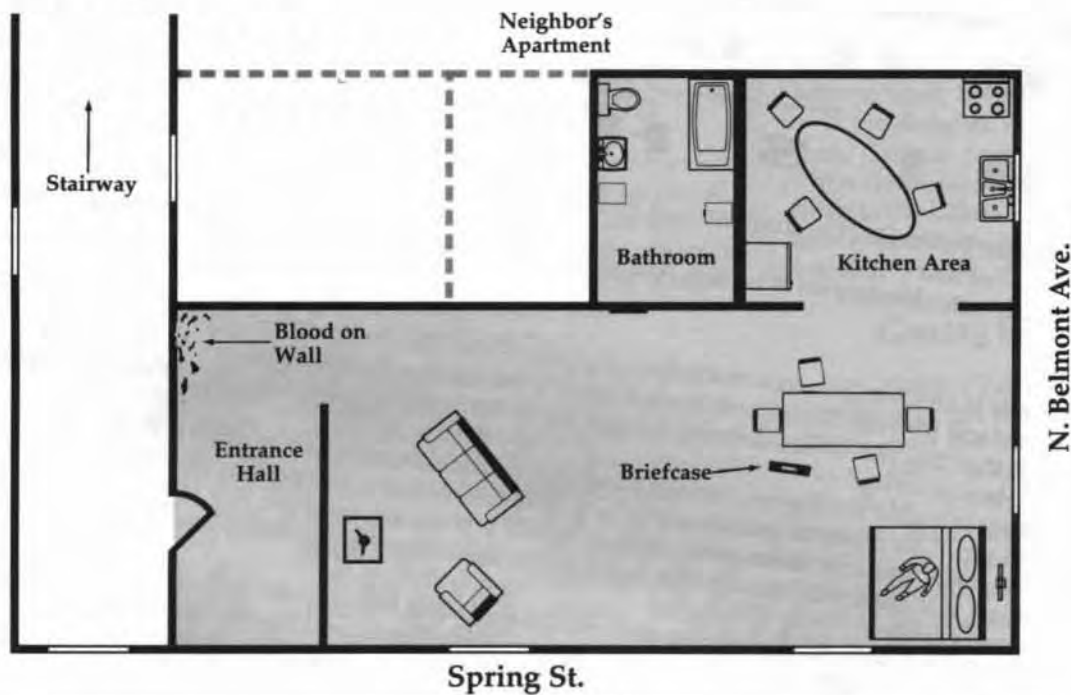
- A. DeVris' Car
- B. DeVris' Windows (3rd Floor)
- C. Back Stairs
- D. Front Door to Building

Numbers within circles indicate number of floors.





Map 2
DeVris' Apartment



Jacqueline M. Evans

automatic pistol which would require negative modifiers to fire if DeVris' eyes weren't cybernetically linked to the pistol's aiming device. The damage value of this hand weapon is 19.

He wears a plexiflex chest and abdomen casing which fits skin-tight beneath his street clothes. The casing adds four to the wearer's *Toughness* total for purposes of determining damage (for a total of 16 in DeVris' case).

He also carries a small container of Painblocker pills. When swallowed, these gelatinous capsules eliminate all "K" results taken by the user and reduce all wound levels taken by one (while the effect lasts). The effect lasts for 20 minutes. Taking multiple pills does not increase the time or potency of the effect. DeVris has four pills.

DeVris also has cybernetically enhanced legs. They add +3 to his jumping and running limits, and +6 to his *Strength* damage for a kicking attack.

Description: Pierre DeVris is a 24 year old Earth native who has sold out to the Cyberpapacy for a fast lifestyle and warm toys. He was born in the States, but moved to France when he

was 16. His black hair is cut short to the sides, and his gray eyes don't look very human any more.

He was sent by Cyberpapacy officials to find out what Al Mu'in was doing in Atlanta. DeVris arrived only two days ago — just in time to hear about his lead getting blown away on the next night's evening news.

DeVris is waiting in his flat until nightfall, so he can go check out the murder site. He only saw one of the thugs in his building (the one he killed), so he doesn't know that word of his cybertechnology got out onto the streets.

He's a pious member of the Cyberchurch and is willing to die for the cause of the Cyberpope. He is quite arrogant in his faith and believes that anyone who stands in the way of the Cyberpapacy should be killed without hesitation.

Event: An Innocent Bystander

If DeVris' apartment is the Storm Knights' first stop in the adventure,

they might well assume, after seeing his files, that he was responsible for the murders and decide that further investigations are useless. Since this line of thinking is not only wrong but brings the adventure to a crashing halt, a gamemaster character wanders into DeVris' apartment to clear DeVris of the murder charges.

Her name is Susie May, and she was with DeVris at a bar the previous night — at the very time that the murders took place.

Susie May (DeVris' Alibi): All attributes are 8.

Skills: None important to this scene.

Description: Susie May is an attractive 22 year old woman who met DeVris at a neighborhood bar. When they parted last night, he gave her his address and told her she should stop by. She is a sweet but none-too-bright lady who knew that DeVris was from France, but knew nothing about his cybertechnology.

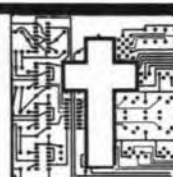




Gamemaster Prop Dossier



C O U N C I L of B I S H O P S



To: Cyberknight Pierre DeVris, congregation code AA216
From: Bishop LaFleur
Subject: Composite dossiers on Wu-Han, Mameluke Al-Mu'in

Wu-Han

Subject heretic is an Overgovernor in the New Empire of the Nile, believed to be working on recovery of sacrilegious artifacts for Nile High Lord. He is known to be seeking the *Possibility Chalice*, a highly sacrilegious artifact that the council has deemed dangerous to the collective congregations. Recovery of said artifact is thy *highest priority*.

Subject heretic is highly intelligent, though misdirected. His obsessive nature often puts him at odds with the Nile High Lord. Our research indicates that he is obsessed with the weapons technology of other realms, particularly Nippon, but it is unknown whether this is a personal quirk or if it is part of some greater sacrilegious plan. A thirst for ultimate power is evident in subject heretic, and is believed to account for many of his sacrilegious actions.

Subject heretic is extremely dangerous and encounters with him should be handled with the utmost caution. Thou shalt report any and all activities concerning this heretic and his operation in the United States.

Mameluke Al Mu'in

Subject heretic is, as far as we know, a native of the New Empire of the Nile. He is essentially a glorified money runner for Wu-Han, traveling the globe and securing the services of those that the the heretic Han finds important. Subject heretic arrived in Atlanta several weeks ago and made contact with Barker. It is believed that subject heretic is also engaged in sacrilegious activities concerning the Possibility Chalice. Thou art to capture subject heretic and obtain confessional concerning his recent activities. Thou art granted permission by the council to repent subject heretic if necessary.

Subject heretic is usually armed, but not considered dangerous.

Identification Key

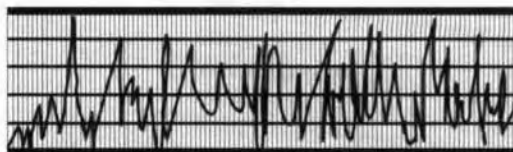
Wu-Han

Al-Mu'in, Mameluke

Retinal
Scan:



Engram
Waveform:



Fingerprint:



Flag

• If the Storm Knights do not go to DeVris' apartment within an hour of their arrival in Atlanta, they run the risk of missing him entirely. Once DeVris is able to get word to France that he is moving to a new location (he already has a new flat picked out on the other side of town), he'll be taking off.

• If either the *Suspicion* or *Mistaken Identity* drama card is played prior to or during this scene by a Knight from Nippon Tech only, DeVris immediately assumes that this character is the assassin who killed Al-Mu'in. Upon making this assumption, DeVris *does not* open fire on the Knights as stated. Instead, he bargains with the Storm Knights in an attempt to get his hands on what they found in Barker's Townhouse. In return DeVris offers them some information that only he has (the dossiers on Al-Mu'in and Wu-Han that he has in his briefcase).

Variables

Because the Storm Knights don't know which apartment is DeVris', they'll have to spend sometime knocking on doors unless they've got mechanical or magical help to gain the information. The neighbors won't want trouble and will tell the Knights where DeVris lives if they describe him. Keep the pace moving, though. It should be like the opening of a crime movie where the heroes are tracking somebody down and then, suddenly, shots are fired.

Cut To...

If the Storm Knights want to go talk to the Atlanta police about the murder, go to scene two. If they want to go straight to the town house where the murders were committed, go to scene three. If they have already done all of these things, go to "Scene Four: The Ambush."

SCENE TWO: Talking with the Police

The Situation

Standard. Use this scene if the characters follow up their murder investigation through official channels. The police are giving out no information over the phone; the Storm Knights will have to go to the station.

Describe the scene:

You enter the station house and see a desk sergeant consumed in paperwork. Fans on the ceiling are whirring busily in an attempt to drive the heat away. A man dressed in a jacket and tie steps up to you and puts out his hand. He's wearing a frayed navy blue sport coat and is holding a manila file folder. "Detective Carlson," he says. "Can I help you?"

Before you answer you notice that the file he's holding is labeled "Barker, William T." A uniformed policeman walks by and Carlson hands him the file. The cop walks down a hall and opens a door marked "file room." Carlson looks at you expectantly.

The Action

First off, remember that if any of the Knights look like anything from outside of Core Earth they will be greeted with mistrust and caution. After all, Earth has been invaded. In such cases Carlson's question will be uttered in a tone which suggests a brush off. If the Knights all look like Core Earth humans, the gamemaster characters begin at *neutral* for the purposes of interaction. If the Knights don't look Core Earthish, the gamemaster characters start at *hostile*.

Second, even though less than a day has passed since the murders at Barker's town house, the Delphi Council (see *The Living Land Sourcebook*) has already sent word to the city's police that not a word about the case is to be spoken to anyone. The slaughter has the fingerprints of inter-realm politics

all over it and they want to have first dibs on the info that comes from the police.

Unless the Knights are working for the Delphi Council (which they might well be) Carlson and the rest of the police are going to keep their mouths shut—the Storm Knights are going to have to work to get the information.

If the Knights ask about the murders, Carlson politely ignores them. ("We don't want to give away anything to the killers—when the papers know, you'll know. Thanks for your interest.")

Getting to the File

The Knights have several options to pursue to get the file. They could simply grab the file and run with it while Carlson is handing it off to the policeman. They could try to persuade someone to let them see the file. They could try to persuade the officer on duty in the file room to let them see another file and then cause a distraction while one member of the party sneaks off to see the Barker file. If they are a working for the Delphi Council, they could call the central office in Houston and get permission to see the file.

The accompanying map shows the layout of the precinct house's first floor and the positions of the policemen when the Knights enter. Standard policeman statistics follow. Carlson has the same attributes and skills as a standard policeman. Anyone caught skulking about will of course be questioned by a policeman as to what he's doing.

The file room is a large room with a lot of metal filing cabinets. There is a police officer who sits at a desk at the door and must clear anyone going into the room.

Standard Policeman: DEX 10, STR 11, TOU 10, PER 11, MIN 8, CHA 8, SPI 8.

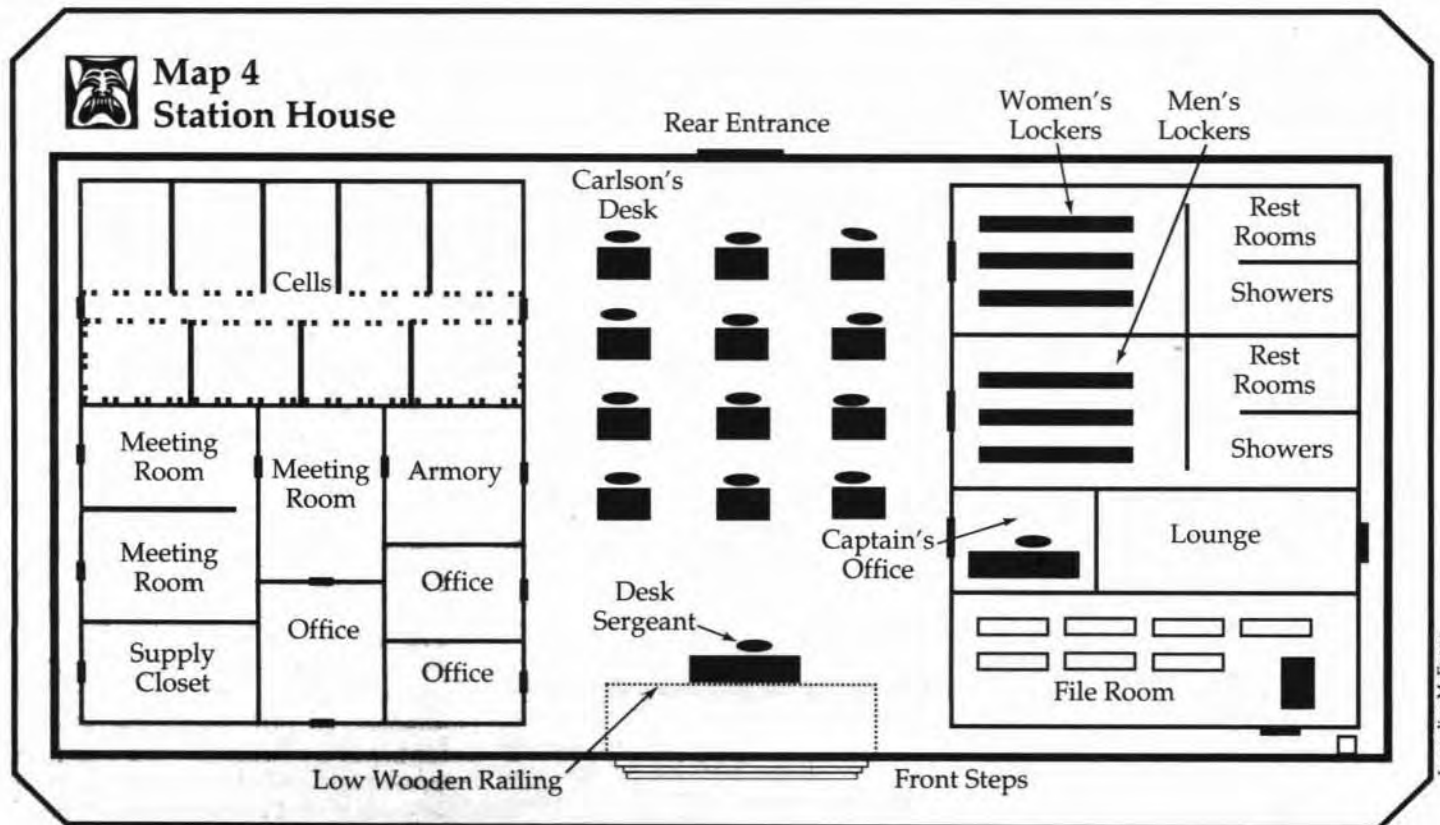
Skills: dodge 11, fire combat 12, unarmed combat 11, evidence analysis 13, find 12, land vehicles 12, willpower 10.

Equipment: .38 revolver, damage value 14. Nightsticks, damage value STR+3.





Map 4 Station House



Jacqueline M. Evans

Asking For Help

Persuading anyone to voluntarily go against the orders of the Delphi Council is very tough to do—add five to the base *Mind* or *willpower* value of the target for purposes of *Persuasion*. And if the Knights do convince somebody in the department that they should be given a peek at the files, it had better be done out of earshot of anyone else in the station house, or that gamemaster character will certainly step in and ask “What the heck is going on?” Use the multi-action rules for *Persuasion* in this case (*Torg* Rule Book, page 45).

Persuasion results against the policemen are as follows:

Negotiated agreement: This only works against Carlson—who is in charge of the case and is the only cop in a position to bargain (any bribe attempts will get the Knights arrested). Carlson will share information from the Barker file in exchange for information about DeVris. He didn’t know somebody from the Cyberpapacy was in the States, but that would make a great tidbit for the Council.

Yes or vow: If this result is obtained,

then Carlson or any other policemen gets the file for the Knights and lets them peruse it.

The Barker Case File

The file is in a manila folder and is marked with a sun radiating daggers (the symbol of the Delphi Council) and “Priority Clearance Only.” Within the folder are all sorts of sheets of information about the victims of the shooting, most of which was covered in the articles about the murders in the newspapers. The only bit of information new to the Knights is the identity of the murdered Nile citizen. His name is Mameluke Al-Mu’in, and his place of residence is listed as Cairo, in the Nile Empire. There is nothing more on him in the file.

A piece of paper that catches the attention of the Storm Knights is the coroner’s report. The report states that all four victims were apparently killed by “what can only be described as very precise welding torch burns, which seem to penetrate in clean lines like a bullet.” What the coroner doesn’t know, but is attempting to describe in

the only terms familiar to him, is that the wounds were the result of the impact of high energy against the bodies—in other words, lasers—which of course don’t yet exist as portable weapons under Core Earth technology. The coroner wasn’t able to make sense of the wounds he found and is simply guessing.

The report isn’t laid out as a prop for the players, so paraphrase the above information for them.

This should indicate to the players that the murderer(s) are apparently from another cosm—but advanced technology could mean the Nile, the Cyberpapacy, or Nippon Tech. More investigations will have to be performed to get more information.

The file also contains pictures of the wounds. If any of the Knights are from:

- The Nile: a *Perception*, *evidence analysis* or *weird science* total that beats a 12 difficulty lets him determine that the weapon that did the damage is not from the Nile. Wounds from weapons of the Nile do not look so realistic.

- The Cyberpapacy: a *Perception*, *science* or *evidence analysis* total surpassing a 12 makes him fairly certain that the wounds were not made by a





known weapon of the Cyberpapacy.

- Nippon Tech: a *Perception*, *evidence analysis* or *science* total exceeding 10 lets him declare that the technology now available in Japan would be able to build a weapon that leaves that kind of a wound.

Variables

The scene is a standard encounter about sneaking around *out in the open*. This is a tricky scene because the Knights have lots of options — but don't panic. The opening of the scene gives them a specific goal; the Barker file. After that, simply listen to the plans that come out of the players' mouths and let them act on them.

For example, they might try to distract Carlson while one of them goes off for a drink of water and tries to slip into the file room. That Knight then encounters the clerk and has to get by him. It can go on like this for a while. In such situations, keep cutting back and forth between the two (or more) scenes. Have Carlson about to go for a drink of water himself, for example, and the Knights who are with him having to stall him a bit longer.

The only weird thing that can happen is if the Knights attempt to grab the file out of a cop's hand or simply storm the file room. They stand a very

good chance of taking out some policemen if they do that and will, of course, be sought by the police for the rest of the adventure.

To keep the pace of the adventure going, let the Knights avoid getting caught (this shouldn't be too difficult considering the difference in skills and attributes). However, if a policeman takes any damage, award no Possibilities to the Knight at fault at the conclusion of this act.

Flag

If a *Connection* drama card is played by any of the players during this scene, that player's character spots an old friend sitting behind a desk in one of the glass enclosed offices. That friend is Craig Fernandez, now working as an Investigator with the Atlanta PD. How the Storm Knight knows him is up to the gamemaster to decide, but once contact is made, Fernandez is more than happy to use his clout to get the Storm Knights access to the Barker file.

Cut To...

If the Knights haven't yet gotten to DeVris' apartment they can go now, but most likely will have missed him and only find a corpse on the

apartment's bed (DeVris is only there for the first hour of the adventure). By the way, should they ask, tell them that the wounds on the punk who was toasted by DeVris are quite different from those in the coroner's report (as they were not made by an energy weapon).

If they want to go to the site of the murder, go to the scene three.

If they've already been to the murder site and they've gotten the file, it's time for scene four.

SCENE THREE: The Murder Site

The Situation

Standard. If the Knights want to investigate the murder site, they will have to do so "on the sly" — Carlson will *not* allow them into the Barker home, even if they work for the Delphi Council. He wants time for his men to finish going over the evidence. If the Storm Knights go to the Barker home on their own, this is what they find:

Barker's house is clearly marked by the squad car that sits out in front of it, and the bright yellow plastic strips marked "POLICE LINE — DO NOT CROSS" that are stretched across the brownstone's front stairs.

Two cops sit in the police car. One is drinking coffee and the other is reading a paper. The one drinking coffee seems alert, constantly scanning the street for signs of trouble.

The Action

This scene consists of two parts — getting into the townhouse and then investigating it.

The Cops

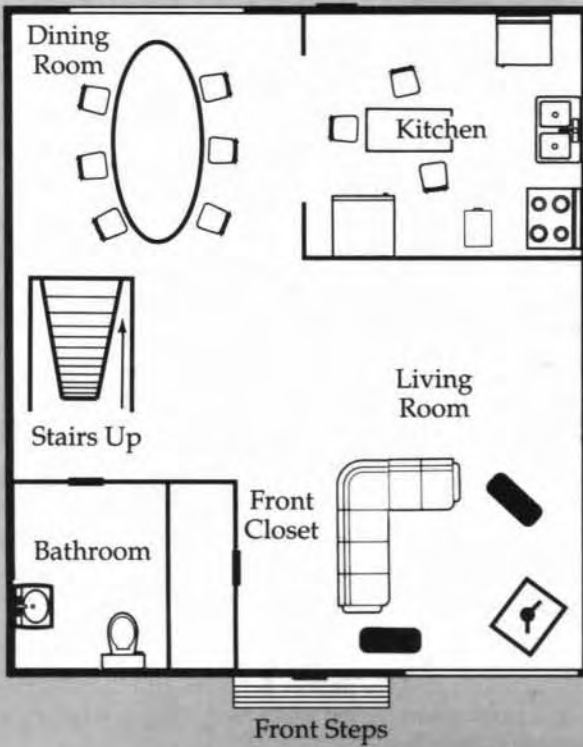
The cops have the same stats as those in the scene two. In order for the Storm Knights to make it past the cops unseen they must each generate *stealth* totals. To determine the difficulty, generate a *find* total for the alert policeman and add three to it (for actively



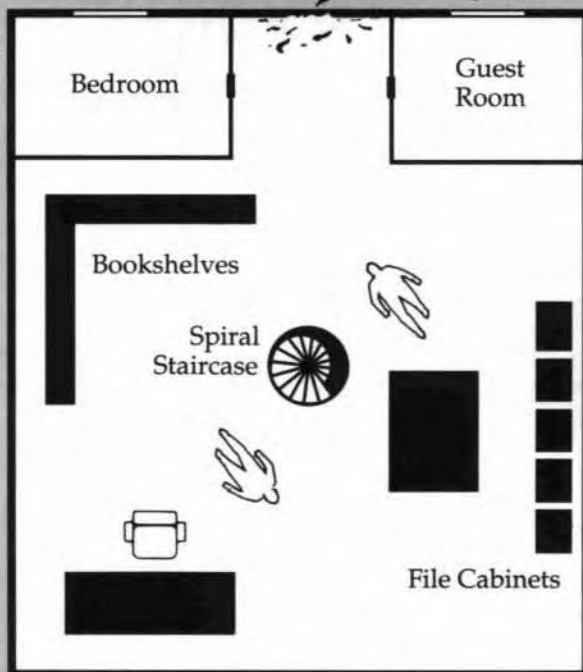


Map 3 Barker's Townhouse

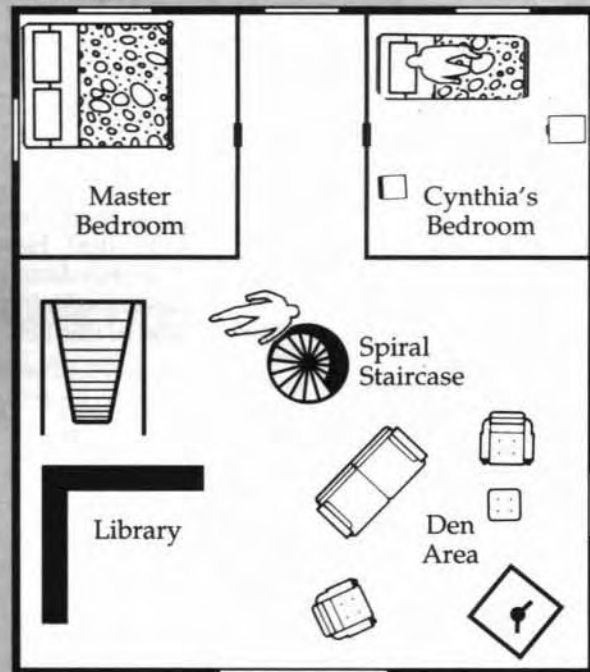
1st Floor



3rd Floor



2nd Floor





looking and having a partner with him).

There is another cop around back (the Knights won't know about him until they go to the back of the town house or make lots of noise inside it). Use the same procedure for getting around him, but only add one to his *find* total (he is alert, but has no partner).

The Townhouse

The townhouse consists of three floors, the rooms of which are marked on the accompanying map. The lights of the house are all out and if the Knights turn the lights on they stand a chance of alerting the cops outside (see the flags below). The Storm Knights will have to use whatever means are at hand to get around (infrared eyes — cyber or mystical, tight beam flashlights, etc.). They have plenty of time to conduct a leisurely search, but see the events below if they take too long.

The apartment's furniture is made of expensive woods like cedar and oak. It is well crafted and hints of money. The only room that has been touched is Barker's office on the third floor. The other rooms are clean and well kept.

The only anomalies outside of the office are the taped outlines of bodies at the bottom of the spiral stairway on the second floor (where Mrs. Barker's body was found) and in Cynthia Barker's bedroom. In Cynthia's bedroom the tape is marked on the sheets. If the blankets are examined, a laser burn can be found. A *evidence analysis* total of 12 or better shows that the shot was fired through the sheets.

The office on the third floor is a mess. Files have been thrown everywhere and a floppy disk box next to Barker's computer is empty. There are two taped body outlines on the floor — one is Barker's and one is Al Mu'in's.

If the file cabinets are examined carefully, a *Perception* or *find* total exceeding 13 reveals that there is a large gap of materials missing in the "P" files. (The file that the ninjas were looking for was listed under "Possibility Chalice.")

There are three bullet holes in the wall, fired from a conventional pistol, and a splatter of blood. Mu'in was able to hit one of the ninja assassins with his gun and these were the shots that alerted the neighbors. This particular killer came through the guest room window and into the office, where he was spotted by Mu'in. The Knights may be able to figure this out for them-

selves but it is not crucial that they do so.

Any Knight who gets a *find* total that beats an 18 (or plays an *Alertness* drama card) spots a glint of metal behind one of the file cabinets. It is a ninja throwing star stuck in the wall. The cops missed it when they went over the room the first time. Finding the star might trigger a flag — see the flags section below.

The star has a high-tech microchip planted in it which delivers an electric shock upon contact with a victim. The shock triggers cardiac arrest in its victim. This is what Kanawa assassins use instead of conventional poison-tipped weapons. (Any Knight from the Nippon Tech realm will know this if they get a *Perception* or *scholar (realm lore)* total exceeding 12.)

The star does a base STR+3 damage when it hits, and it induces an automatic "K" effect. It also does double the normal shock damage and an additional wound level if a wound is taken. The chip has only one charge in it, and therefore the special effects of the electric shock can only be used once. Since this star never made contact with the victim, the chip is still live.



It may now seem obvious to the players that Nippon Tech agents were involved in the killings, but the star is also a link to Wu-Han, one of the men mentioned in DeVris' folder. The file, which states that Wu-Han has a passion for Japanese technology, might mislead the Knights into thinking that perhaps the pulp villain was using Japanese-made weapons. Or perhaps they might realize they have found something (the star) that might intrigue Wu-Han (which is the case, but don't worry if they don't put that together right now).

Flags

- If the Knights never got to scene one (DeVris' apartment), he shows up right after they find the throwing star behind the cabinet. If the Knights have been quiet and careful, he'll be caught off guard to find anyone in the house and will begin plugging away with his Herod IV. His objective is to escape once he sees the Storm Knights, although he came to search for clues, just like they did. See scene one for stats and info on DeVris.

A gun fight in the house will get the attention of the cops outside, who run into the townhouse with guns drawn (they'll call for back-up before doing so, however). The Storm Knights then have to get out of there as quickly as possible. Four more squad cars arrive in three minutes.

- If the Knights turn on lights in the house or make a lot of noise, the cops outside will be alerted and come rushing in, same as above.

Event: Cops Will Be Cops

Even if the Storm Knights are quiet and careful, one of the cops comes in to check out the townhouse. This is done to make the situation a bit tense.

Since the Knights are being really quiet, they clearly hear the door downstairs open and shut. Eventually they hear footsteps coming up the stairs. Let them deal with it. (They wouldn't hear DeVris coming in because he is trying to be quiet, whereas the cop

doesn't care if anyone hears him — he doesn't expect there to be anyone in the house). There is no guarantee that the cop is going to spot the Storm Knights — most of it depends on what the Knights decide to do.

The cop checks each room in turn, but only briefly. Have the Knights make *stealth* totals, using the cop's straight *find* total as a difficulty number.

Killing or harming cops here brings about the same penalty as mentioned in scene two.

Variables

This is a *standard encounter* that requires the Knights to sneak around and get surprised at one point or another by various visitors. The information they get here will confirm certain theories about which realm's people were responsible for the murders and may induce several new leads.

Cut To...

If the Knights didn't go to DeVris' apartment before, but decide to go check out his apartment after encountering him at the townhouse, they find only a blood splattered wall and a corpse on the bed of his tenement flat (he's packed up and moved out).

If they want to go to the cops, see scene two.

If they've talked with the cops and have checked out the murder site, or if they aren't going to talk with the police and are done at the townhouse, then its time for scene four.

SCENE FOUR:

The Ambush

The Situation

Dramatic. The location of this scene has been left unspecific on purpose so that you can place it in whatever location works best for the way your story

is progressing. For example, the Knights might have wanted to get a hotel room upon arriving in Atlanta. Since this scene takes place after other clues have been exhausted, the group might be on its way back to the hotel when it occurs. Or, if the Knights don't have anywhere to go next, the scene could take place a block or two from the police station, townhouse, or DeVris' apartment, depending on which location they went to last.

For the sake of Act Two (which takes place right after this scene), it's best if this scene happens at night. Since the three previous scenes should take place during the same day, it should be night by the time the Knights finish hopping around town.

All that matters is that the scene catches the Storm Knights off guard and hits them before they have time to think about it. Since this scene leads directly to the next act, don't let the players get stuck wondering what to do before throwing this scene their way.

Describe the scene:

You hear the soft padding of delicate footsteps, followed by the swishing sound of bodies knifing through the air. Black shapes cartwheel into view all around you. A sharp voice speaks from out of the shadows:

"Pathetic stormers. I had hoped to meet more worthy and honorable opponents."

You hear the ringing of steel. You see a flash of silver. The voice is closer now:

"Bring me their eyes."

The Action

One of the ninjas who hit Barker's place left his throwing star behind. He's been "retired" by the others now (getting shot by Mu'in also caused him to lose face). The ninjas have returned to recover the star, to avoid leaving any possible trace to Kanawa Enterprises. When they got to the townhouse, however, they found the Storm Knights snooping around the office (the ninjas were hiding in some trees across the street, scoping the place out with Kanawa manufactured Nite-Noks™).

The ninjas believe the Storm Knights have the star (whether the Knights found it or not) and want it back; they



waited before attacking in order to let the Storm Knights get away from police attention.

There is one ninja for each Knight ambushed, plus their leader. Their leader is Osato, a brilliantly-trained specialist who wears a red headband (all the rest are dressed in black from head to toe) to distinguish himself from his hirelings.

Ninja Assassins (one per Knight): DEX 12, STR 11, TOU 10, PER 11, MIN 8, CHA 7, SPI 7.

Skills: acrobatics 13, dodge 13, fire combat 13, maneuver 14, melee weapons 14, unarmed combat 13, trick 12, test of wills 10.

Equipment: Each ninja attacks with an extremely sharp sword. The blades have a damage value of STR+7. This means that in the hands of the ninjas they have a damage value of 18. Osato has ordered his men not to use lasers this time, as they left too obvious a trace as to the origin of the wounds inflicted.

Osato (ninja leader): DEX 12, STR 11, TOU 10, PER 11, MIN 8, CHA 7, SPI 7.

Skills: reality 10, acrobatics 15, dodge 14, fire combat 13, maneuver 14, melee weapons 15, unarmed combat 16, trick 12, test of wills 11.

Possibilities: Two per Storm Knight.

Equipment: Osato uses a special sword which was given to him by his boss, Yabu Tokanda, for use on this assignment. The sword does STR+8 damage, but is also augmented by the same electronic chip as the ninja throwing star found in the townhouse (automatic "K" result, double shock damage and an additional wound level if a wound is inflicted). Remember, the electric shock works only once during combat, but Osato can decide who he will use that power against.

Osato also carries three smoke pellets which, when thrown to the ground, emit a gaseous cloud which envelops a 20 yard area around the pellet. Finding anyone within the cloud requires a *find* or *Perception* total of 20.

Note: Osato has special contact lenses which allow him to see through the smoke, but none of the other ninjas do.

After The Battle

Osato beats a hasty retreat if he sees that his side is losing the battle, using his smoke screen pellets to cover his escape. He'll reappear in the next act.

When the Knights examine the bodies of the ninjas, they find a security card key in a pocket of one of the black ninja outfits. There's a magnetic strip on one side of the card and a chrome symbol of the greek letter Kappa on the other.

If Osato was killed, the Storm Knights find a small envelope on his person, containing a single sheet of paper with a series of hand-scrawled numbers on it: "38-16-7-54-12-3-25". (This is the combination to the vault in the Anderson Building in the Magnolia Station Research Park, though the Knights won't realize it at this time.)

Variables

Make sure that the ambush takes place far enough from the various cops in this adventure that they don't show up right away (at least not until the card key has been found).

The only thing that could go wrong is if the Knights don't search the ninjas for identification. If they don't, have one of the Knights notice the key lying on the pavement.

If the Knights went to Barker's townhouse but never found the throwing star, have it appear on one of the ninjas in the ambush. The Knights can find the star as well as the card key.

End the act with the Storm Knights running from the ambush scene (unless they work for the Delphi Council, having a fight with realm invaders is going to entangle them in red tape that will last into the next decade — feel free to point this out to the players).

Flag

If a *hero setback* appears on the conflict line of the Drama Deck at any time during the ambush, a fresh ninja appears to join the battle.

Awards

Each Storm Knight should receive 3 Possibilities for completing this act successfully. However, if any cops were killed or wounded by a Knight, the guilty party should receive no Possibilities. See the award guidelines in the *Torg Adventure Book* for more information on giving awards.

Cut To...

The next stop is the following Interlude, and then on to Act Two.

Interlude

The Knights have the magnetic card key now, and must learn where it is from. This shouldn't be too hard, however. They'll probably remember the symbol on the card as being the same one mentioned in one of the newspaper articles they were given earlier. If they don't immediately make the connection, the police can be consulted. They have the resources to come up with the Magnolia Research Park as the source of the key card. The police will, however, insist on sending Detective Carlson along with the Storm Knights if any investigation is to be undertaken.

After checking a phone book and a map they can discover that the Magnolia Station Research Park is located at 1 Long Acre Drive, just off Northern Drive at the outskirts of the northwest section of the city. Because this is an interlude, there are no specific areas planned for the encounter. The players simply say, "We want to check a phone book," and you tell them what they find there.

In the next part of the Interlude, the Knights decide how they want to get to the park. Then you simply declare they are on their way. When they arrive at the park, start the next act.

The Knights should be on their way to Magnolia Station at night, right after the ninja attack. If they don't want to go to the research park right away, remind them that when the ninjas don't report back tonight, their bosses will certainly be tipped off that something has gone wrong.





Act Two

Kanawa Calling

The Major Beat

This act takes the Storm Knights to Magnolia Station Research Park, searching for more information about the murders and their own ambush. Once there, they find that the Park is secretly owned and operated by Kanawa Enterprises, a division of the new mega-powerful Japanese conglomerate Kanawa Corporation. They obtain a computer readout of Robert Clive's journal, detailing Stevenson's find, and learn the origin of the Destiny Map. In addition, they learn of Wu-Han's dig in Indiana, and find something that may help them bargain for the map tiles.

And all of this leads to an explosive climax ...

SCENE ONE: A Stroll Through the Park

The Situation

Standard. Assuming the Storm Knights arrive at night, they have the opportunity to perform a covert investigation of the research facility. If they arrive during the day, or with Carlson, you will have to alter descriptions and events.

The research park is made up of nine buildings — one of them is a converted railroad station made of steel and glass, the other eight are identical two-story buildings. Glowing yellow streetlamps line the drives

Magnolia Station Research Park

At the end of the 19th century, Magnolia Station was one of the best known railroad stations in the South. Although not as busy as many of the other stations in Georgia, it was one of the most attractive and classy. The central depot was worked of wrought iron that formed a spiderweb of a shell, and frosted glass filled the gaps of the iron frame. The station seemed more of a small palace than a place for getting on and off trains.

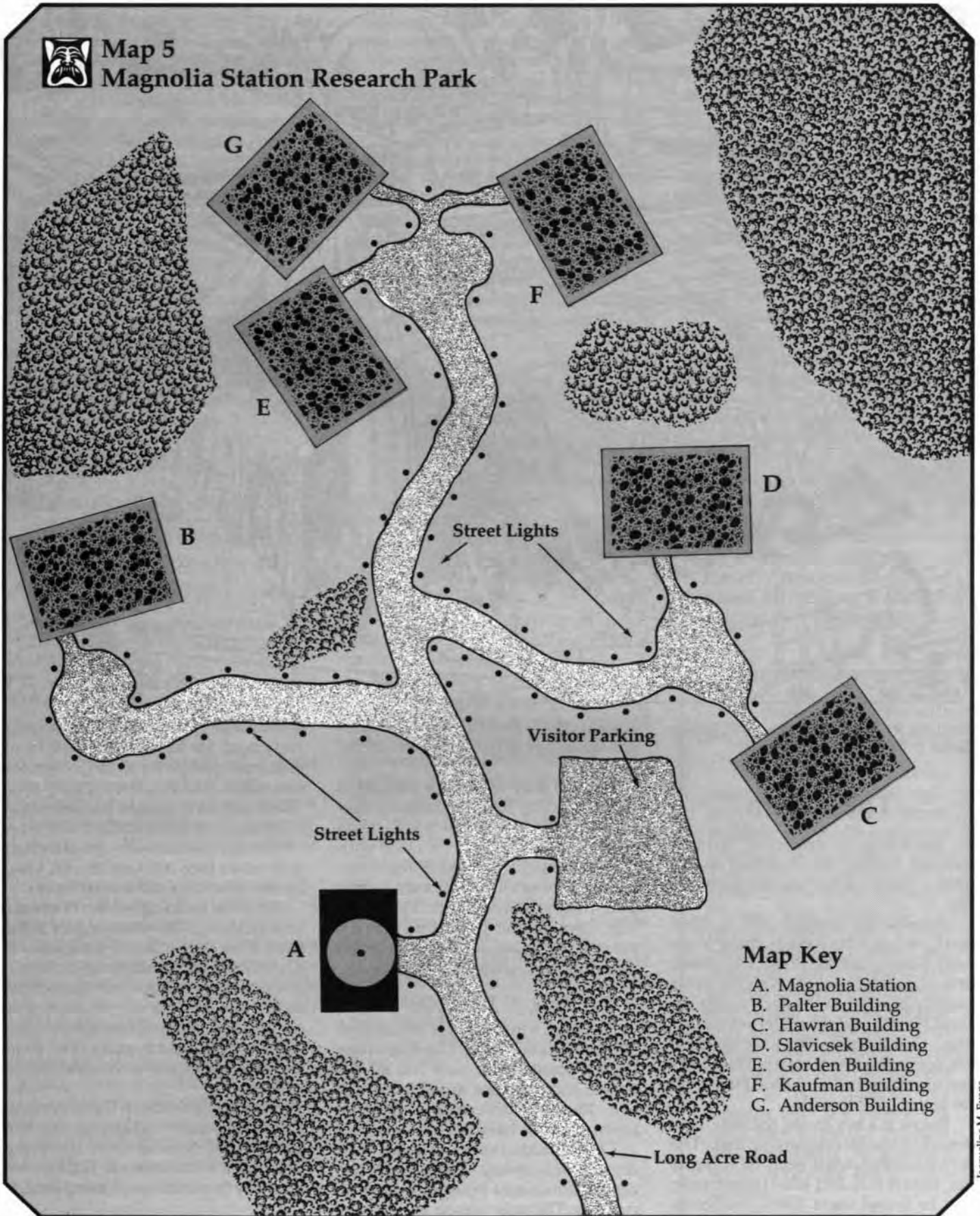
During the Depression, the station fell on hard times, and the elegance of Magnolia Station could no longer be supported.

Later, although the nation recovered from the Depression, the station did not. It sat rusting for decades until the area was purchased by Kanawa Enterprises in order to build a research park. A research park is an area that provides facilities for different companies to come in and do scientific research. The park rents space, facilities and some staff. The station house was refurbished as the park's central offices. There are many other offices and research buildings now situated throughout the park.





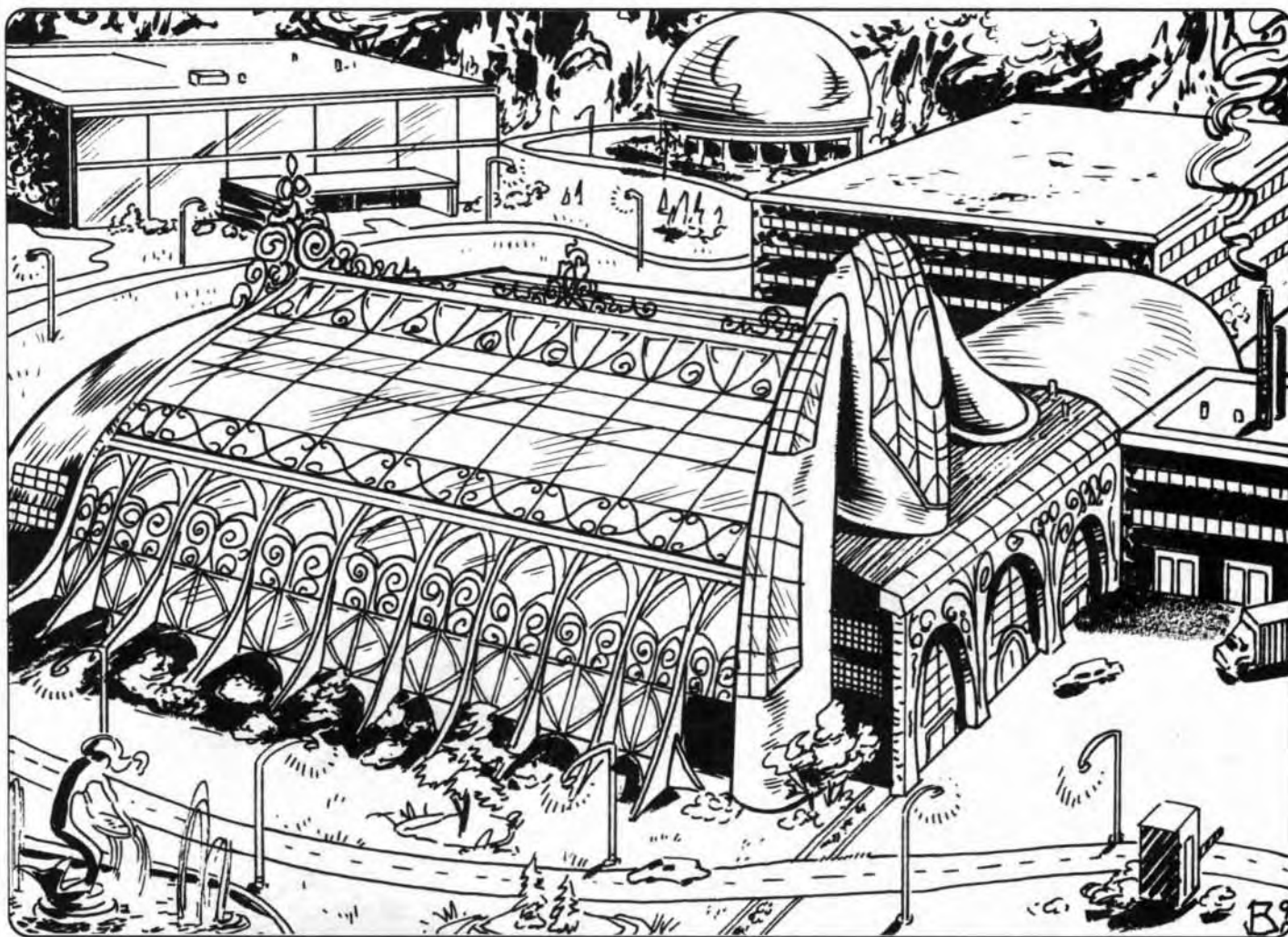
Map 5 Magnolia Station Research Park



Map Key

- A. Magnolia Station
- B. Palter Building
- C. Hawran Building
- D. Slavicsek Building
- E. Gorden Building
- F. Kaufman Building
- G. Anderson Building





leading to the buildings. The park's lawn is thick and black-green.

The Action

The action in this scene revolves around finding the building in the park where Kanawa's agents are holed up.

Because the research park is filled with people who have nothing to do with Kanawa or the Possibility Wars, it is important that the Knights don't simply show up at the park with guns (and wands and whatever else) blazing. In this scene, the Knights get a chance to do some research. They don't have to act upon that chance, but they'll be better off if they do.

Below is a key listing the buildings found on the accompanying map. The key describes what each building is for, who is in it, and what information can be found there. Once the Storm

Knights reach Building G (the Anderson Building), go to scene two immediately.

No one they encounter outside of the Anderson Building knows anything about ninjas, Kanawa, Barker's murder or anything at all to do with the adventure. The Knights might end up frightening a lot of innocent people with threats and violence during the trip through the park, but nobody except the villains themselves (in Building G) knows what's going on.

Building A: Main Offices

The park's main offices are located in the old station itself. The station has been renovated and now has all the charm and splendor it had a century ago. The only difference is that the railroad tracks have been taken up.

On the inside, the building has been divided into many offices, with the central dome area housing a maze of cubicles. The only person in the main

office building after 6:30 p.m. is a security guard. He has a desk by the front entrance, though he tends to wander around the building during his watch. There are two guards for the night shift, but only one is on duty at a time.

Use the statistics for the standard policemen (see Act One, Scene Two) for the guards of the research park.

All of the building's outer doors are locked, though there is a buzzer at the front door that will call the guard. If the Storm Knights call the guard, he'll ask what they want. Since the park is out in the middle of nowhere, few common excuses will really work. But let them cook up any story they want and see if they can persuade him to believe it.

If the Knights sneak in, have them generate *stealth* totals, using the guard's *find* total as their difficulty (the guard's *find* value is 12). Do this for every five minutes of game time. If



the Knights are being very quiet or exceptionally noisy, adjust the difficulty accordingly. Should the guard hear them, he will try to track the source of the noise down. He'll arrive within three minutes of hearing the noise. If the Knights hear him coming, they can hide and try to avoid him.

Since this is the park's bureaucratic nerve center, a lot of important information can be gathered here through the building's computer system.

In order to glean any info from the computers, a character must turn on one of the small systems on any desk in the building and actively search for specific information. For example, he can't just turn on a computer and get information about who owns the research park. He must actively try to call up information using *science* or an equivalent skill.

These are the areas that the Knights can look up through the computer network. Depending on the quality of the success gained about the question, give the players the information for that quality and all the information of the lower quality.

Ownership of the research park: This information tells the Knights who is behind the park.

Minimal. Magnolia Station is owned by the Fress-Hasser Corporation, a technology research company based in New York City.

Average. The park was only bought by Fress-Hasser a month ago.

Good. Fress-Hasser Corporation is owned by Habu Enterprises, a company whose main office is located in Tokyo.

Superior. Habu is in turn owned by Kanawa Enterprises, a division of Kanawa Corporation.

Spectacular. Kanawa Enterprises purchased Habu, which in turn purchased Fress-Hasser, which bought the park all in a three-day period one month ago.

Background on research park and employment records: This information lets the Knights find out that most of the people at the park probably have no idea that their checks are coming from a corporation from another cosm.

Minimal. The value of the company's stock recently tripled.

Average. The park has been in operation for five years and was built by Astra-Tech. Astra-Tech sold the park one month ago. The park was created to do research for other companies whose facilities were stretched too far.

Good. Seventy-five percent of the staff of Magnolia Station, from scientists to security guards, are the employees originally hired by Astra-Tech.

Superior. One month ago, Fress-Hasser authorized and paid for some new employees from Japan. Their payroll does not come from the park's coffers.

Spectacular. The new Japanese employees are housed in the Anderson Building at the end of the park.

The Bill

While the Knights are snooping around, have them generate *find* or *Perception* totals. A total of 10 or better lets a Knight find a curious shipping bill, which was sitting in the "in" pile on the desk next to the computer terminal he is working at. The bill is printed in prop form on the next page, and should be given to the players if their characters find it.

The bill lists several items that were ordered by the park, and to what building they were sent. A large supply of new security devices was ordered at the same time that Fress-Hasser bought the park and sent to the Anderson Building. This information is a clue that the Anderson Building is the Nippon Tech base at the park. This may not occur to the players (and will only be clear if they check out the computer files also) but if they don't get it, it's all right — they'll get to the Anderson Building eventually.

The space for the date has been left blank, because we don't know when in your campaign time you'll be setting the adventure. Just mark it exactly one month before the adventure takes place.

Buildings B - E:

These are basic research facilities. Scientists and underpaid grad students are working in Building B. The plans for the other buildings are the same, floor by floor, as those listed for Building B. These buildings have only their hall lights on. The outside doors of all the buildings are locked, and a security guard patrols the interior of each building (see the event below for details on the guards).

All of the buildings' doors have a slot to the right for plastic card keys like the one the Storm Knights found on the ninjas. It is keyed to open doors only at the Anderson Building. If they attempt to use it at any other door, a red light flashes just above the slot and the door stays locked. The Knights may interpret the red light as an alarm, but it is not — it simply denotes a negative response to the card.

The room descriptions below apply to Buildings B through E. Any reference to people within the building applies only to Building B.

The only information that the researchers in Building B have that's valuable to the Knights is that about a

A Note on the Reality of the Anderson Building

Important: Besides being augmented with various high-tech devices, the Anderson Building is actually under the axiom laws of Nippon Tech. The central computer which is housed in the Nerve Room is a Nippon Tech hardpoint. The field of Nippon reality is pure only in the Nerve Room; the dominant zone extends just past the walls of the building, and covers all floors. Within that sphere, the axioms no longer obey Core Earth reality but instead follow the laws that exist in New Japan. The Knights may not realize this until they enter the building and encounter technology which is beyond Earth's Tech axioms.





Gamemaster Prop Shipping Bill

EASTWAY

CARRIER EXPRESS

The Mark of Exceptional Service

UNIFORM STRAIGHT BILL OF LADING
ORIGINAL --- NOT NEGOTIABLE --- DOMESTIC

Shipper's No. JA 823
Carrier's No. 365

RECEIVED, subject to the classifications and tariffs in effect on the date of the issue of this Bill of Lading.

From Sukai Security Systems, Date _____, 19____
Street TANAKA BLDG City Tokyo State Japan Zip _____ County _____
Consigned to MAGNOLIA PARK RESEARCH Station (Mail or street address of consignee—for purposes of notification only)
Street 1 Long Acre DR City Atlanta State & Zip GA 30331
Route _____ Delivering Address Anderson Bldg

(COD)

COLLECT ON DELIVERY \$

COD FEE TO BE PAID BY:

SHIPPER ☐

CONSIGNEE ☐

No. Packages	HM	Kind of Package, Description of Articles, Special Marks, and Exceptions	*Weight (Subject to Correction)	Class or Rate	Check Column
24		High-Sensitivity Motion Detectors	16 lbs.	A	
18		Touchplate Alarms	24 lbs.	A	
16		Perimeter Defense Implementations	117 lbs.	A	
4		Anti-Intruder Robotics	400 lbs.	A	
31		Poly-Primed Cordite Winkers/Pook Straps	608 lbs.	A	

Subject to Section 7 of conditions of applicable bill of lading, if this shipment is to be delivered to the consignee without recourse on the consignor, the consignor shall sign the following statement:
The carrier shall not make delivery of this shipment without payment of freight and all other lawful charges.

(Signature of consignor.)

If charges are to be prepaid, write or stamp here: "To Be Prepaid."

Received \$ _____
to apply in prepayment of the charges on the property described herein.

Agent or Cashier

Per _____
(The signature here acknowledges only the amount prepaid.)

Charges Advanced:

\$ _____
1 Shipper's imprint in lieu of stamp; not a part of bill of lading approved by the Interstate Commerce Commission.

*If the shipment moves between two ports by a carrier by water, the law requires that the bill of lading shall state whether it is carrier's or shipper's weight.
NOTE—Where the weight is dependent on value, shippers are required to state specifically in writing the agreed or declared value of the property.

The agreed or declared value of the property is hereby specifically stated by the shipper to be not exceeding _____ per _____

1 The Fibre Boxes used for this shipment conform to the specifications set forth in the box maker's certificate thereon and all other requirements of Consolidated Freight Classification.

1 This is to certify that the above-named materials are properly classified, described, packaged, marked and labeled, and are in proper condition for transportation, according to the applicable regulations of the Department of Transportation.

SHIPPER, PER

AGENT, PER

Permanent address of shipper,

(This Bill of Lading is to be signed by the shipper and agent of the carrier issuing same.)

REMIT COD TO: (NAME AND ADDRESS IF DIFFERENT FROM SHIPPER)

COD FEE
PREPAID ☐
COLLECT ☐

COD AMT \$

TOTAL CHARGES \$

NOTE—When the rate is dependent on value, shippers are required to state specifically in writing the agreed or declared value of the property.

The agreed or declared value of the property is hereby specifically stated by the shipper to be not exceeding:

\$ _____ per _____

Subject to Section 7 of conditions, if this shipment is to be delivered to the consignee without recourse on the consignor, the consignor shall sign the following statement:

The carrier shall not make delivery of this shipment without payment of freight and all other lawful charges.

A. Osoato
SIGNATURE OF CONSIGNOR

FREIGHT CHARGES ARE PREPAID UNLESS MARKED COLLECT.

CHECK BOX IF CHARGES ARE COLLECT. ☐

RECEIVED, subject to the classifications and lawfully filed tariffs in effect on the date of the issue of this Bill of Lading, the property described above and in apparent good order, except as noted (contents and condition of contents of packages unknown), marked, consigned, and delivered, as indicated above which said carrier (the word carrier being understood throughout this contract as meaning any person or corporation in possession of the property under the contract) agrees to carry to its usual place of delivery of said destination, if on its route, otherwise to deliver to another carrier on the route to said destination. It is mutually agreed as to each carrier of all or any of said property over all or any portion of said route to destination and as to each party at any time interested in all or any of said property, that every service to be performed hereunder shall be subject to all the conditions not prohibited by law, whether printed or written, herein contained, including the conditions on the back hereof, which are hereby agreed to by the shipper and accepted for himself and his assigns.

This is to certify that the above named materials are properly classified, described, packaged, marked and labeled and are in proper condition for transportation, according to the applicable regulations of the Department of Transportation.

SHIPPER Sukai Security Systems
PER Yoshio Kotohara

CARRIER **EASTWAY CARRIER EXPRESS**
PER _____ DATE _____ PIECES _____

1

MARK "X" IN "HM" COLUMN FOR HAZARDOUS MATERIALS

SINGLE SHIPMENT PICKUP ☐



month ago a lot of construction was done on the Anderson Building and that a new team from Japan moved into that space. Remember, the game-master characters won't blurt this out — the Storm Knights will have to ask the right sorts of questions (ie: "Has anyone new been hired on to the staff lately?").

Room 1. Lounge area with soda and candy machines. A grad student named Randy is dozing with a half-eaten Snickers bar held loosely in his right hand. The minute the Knights look like they might be trouble (Is there an edeinos in the group? Did they bust the door down?) he'll take off for Lab Center One (Room 3) for help.

Room 2. Conference Room A. Empty. This room has a long table and eight chairs. There is an easel board, a VCR and a television.

Room 3. Lab Center One. This room is filled with scientists working on a new circuit board. At the back of the room three scientists stand around a chalkboard, busily going over some formulas. Two other computer designers are at the table in the center of the room testing a circuit board. The group of scientists will be quite taken aback if the Knights stumble across them in the middle of the night, and they will try to hit the alarm button. They won't try anything more heroic, however.

Room 4. Men's bathroom.

Room 5. Women's bathroom.

Room 6. Kitchen area. Ed Harton, a janitor, is here cleaning the kitchen area. He's a cranky and surly old man who doesn't frighten easily. He won't put up a fight, but since Earth was invaded by the Possibility Raiders he doesn't see much reason to cooperate with anyone anymore.

Room 7. Lab Center Two. The lights are all off, but a scientist is sleeping on a stool, her head resting on the central table.

Room 8. Work areas. These little cubicles have computer terminals and limited desk space. They are all currently empty.

Room 9. Supply closet. The closets are filled with computer cables, extra

phones, legal pads, a couple of extra monitors and anything else that might reasonably appear in a building.

Flag

If anyone plays a *Connection* drama card during this scene, make one of the research scientists the connection. The scientist can then help the Storm Knights gain access to restricted areas (but *not* the Anderson Building), and give them a +3 to all totals relating to accessing the computer system, as long as he is with them.

Event: Security Guards

There is a chance that the Knights might be spotted by one of the park's guards while wandering around. Every 10 minutes of game time, get a *find* total from the guard (with a *find* value of 12). Adjust this total according to the behavior and tactics of the Knights. Use this total as the difficulty for each Knight's *stealth* total.

The totals are generated whether the Storm Knights are inside or outside of a building.

If the Knights' *stealth* totals don't beat the difficulty, a guard has spotted the group (or a member of the group if the Storm Knights have split up). You should decide where the guard is in relation to the Knights when he spots them.

The tactics of the guard are as follows: call in for backup from the other guards (stationed in each of the buildings), then approach the Knights to ask them if he can "help them." He will not assume they are enemies unless they have committed acts of violence or have spotted sneaking around suspiciously.

If a guard who called for backup is taken out by the Storm Knights and not heard from again (they kill him, knock him unconscious, imprison him) the next guard who spots them will treat them as dangerous (all the guards in the park will know that something bad is going on). Guards in this situ-

ation will wait for the backup to arrive before approaching the Knights.

This event is in addition to the guard who walks around in the main building, as mentioned earlier.

Variables

This is a scene about sneaking around. There are two directions it can take. One is that the Knights wander around blindly hoping to stumble across the building where the people they are looking for are hiding out. The second is that they will go to the main office building and get clues that lead them to the Anderson Building. (Clues can also be gained from the scientists working in Building B.)

The difference between the two approaches is that if the Knights spend too long wandering around the park, the ninjas in the Anderson Building become aware of their presence and set traps for them. See the flags section of scene two for details.

When the Knights arrive at the park, give them the accompanying map of the research park and let them pick which direction they want to enter from. Then let them show you the path they want to take. Ask them how they are moving across the park. (Are they sticking to the shadows? Crawling on their bellies?) Although the only people who mean them any harm are in the Anderson Building, the Knights don't know that and you should have a knowing smile that suggests that they are about to be jumped at any moment. Every once in a while tell them that their characters hear noises, and flip a card from the Drama Deck so that they think something is up (it's just a squirrel, for example, but they won't know that).

Cut To...

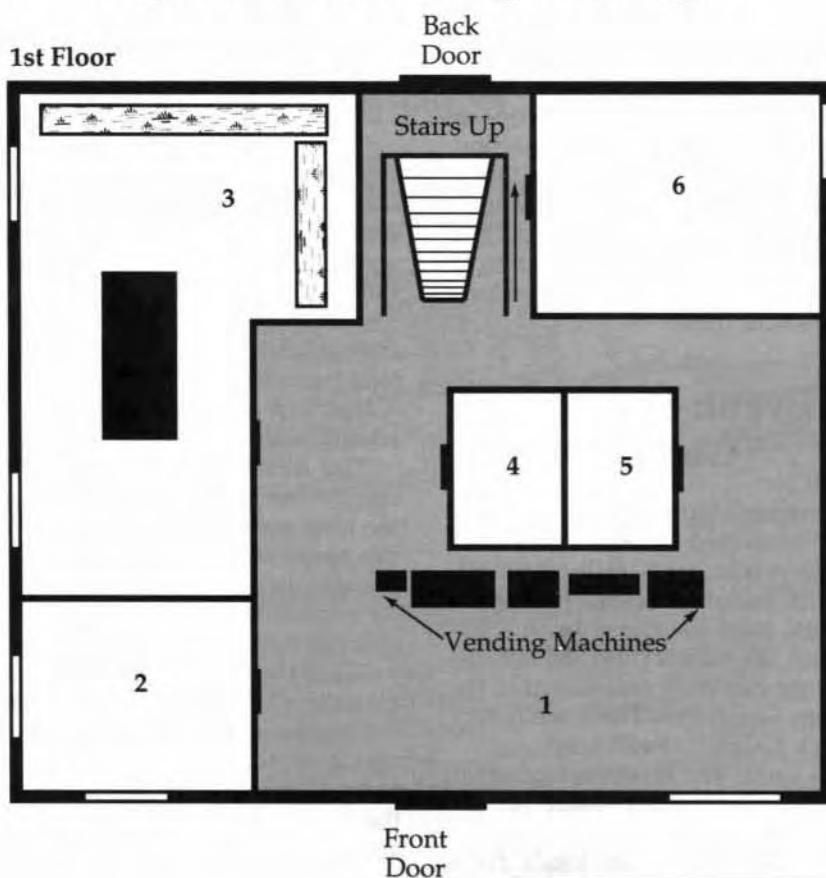
When the Knights approach the Anderson Building (that is, they declare they are going up to the building, not just looking at it), go to "Scene Two: The Assault."



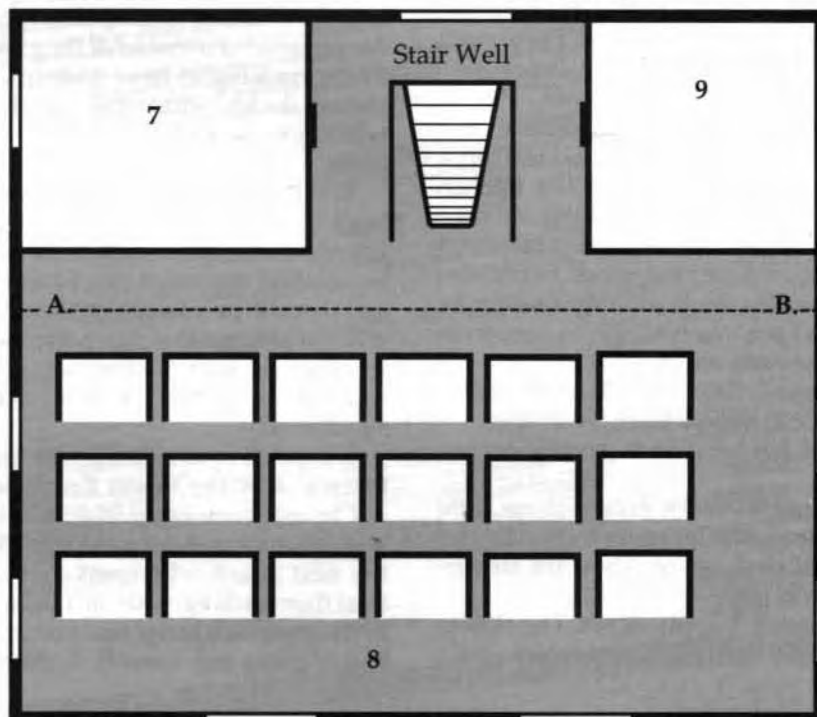


Map 6 Magnolia Park, Buildings B through E

1st Floor



2nd Floor



Map Key

1. Lounge Area
2. Conference Room
3. Lab Center
4. Men's bathroom
5. Women's bathroom
6. Kitchen area
7. Lab Center #2
8. Work areas
9. Supply Closet

In Building G, the steel wall runs from point A. to point B.



SCENE TWO: The Assault

The Situation

Standard. If the Storm Knights decide to raid the building by helicopter or some such, you'll have to modify the description, otherwise, this is the scene when they get to the Anderson Building:

As you approach the building, you notice that the lining around the edges of the windows and the doors is different from that of the other buildings. Each edge is sealed with a thin, black plastic strip.

The Action

The Anderson Building has the same basic layout as the other buildings, but has been rebuilt just enough to catch the Storm Knights somewhat off guard.

The interior is far more high tech than the others, with stainless steel walls, video monitors, and blinking LEDs everywhere. There are also a half-dozen ninja spread throughout the building. They will use the secret

trapdoors and the deep shadows of the building to spring surprise attacks on the Storm Knights as they explore the building. If Osato is still alive after the ambush in the last act, he is here in addition to the six ninjas. See the event at the end of this scene for details on the ninja attacks.

Windows and Doors

The plastic strips around the doors and windows are not only triggers to an alarm system but also to powerful explosives (manufactured by Kanawa Enterprises, of course).

Find or *lock picking* can be used to spot the alarm systems — the target difficulty number is 12. *Find* can also be used to spot the explosives — a target number of 14.

Disconnecting the alarm requires a *lock picking* roll against a 15. Disarming the explosives requires the same skill against a 16.

If the Knights fail their attempts to disengage *either* the explosives or the alarm, or force a door or a window without removing the two devices on the window, the device goes off. (Thus, if the Knights had removed the alarm but failed their roll to remove the explosive, the bombs would go off but not the alarm).

The alarm is a silent alarm that alerts only those people in the Nerve Room

on the second floor.

The explosives have a damage value of 16, and automatically hit anyone within two meters of the window (the explosives are set to blast in a hemisphere around the window). Obviously, even if the alarm is disconnected an explosion will alert the ninjas inside.

If the Alarm or Bombs Go Off

If the alarm goes off, a red light flashes in the Nerve Room and a ninja there hits a switch to power down all the lights in the building. This gives the ninjas an advantage against most people since they have infrared goggles. If the ninja in the Nerve Room (see the flags at the end of this scene) hears a bomb go off, the same procedure is followed.

There are six ninjas in the building. One is in room number one and one is in charge of the Nerve Room. Once the alarm goes off, the other four mobilize throughout the building.

The Front Door

If the Storm Knights have the card key they can go right up to the front door of the building, insert the key, and walk right in without setting off a single alarm.

Trap Doors

The ceiling of every room on the first floor has a trap door leading to the room directly above it on the second floor. This allows the ninjas free access throughout the whole building. They are strong enough to leap up to the ceiling, tap the door open on one jump, and then disappear up through the hole on a second jump. The Knights can spot the trap doors with a *find* or *Perception* total that beats a 14.

Building Key

This building key is based on the map on page 30. The descriptions change, but other than Room 8, the dimensions of the rooms stay the same.

Room 1: What serves as a lounge area in the other buildings is a sentry point in the Anderson Building. There is still a soda and candy machine so as



not to attract the attention of anyone from the park who might wander in.

A ninja sits crouched in the shadows between the two machines and will strike when he can get surprise. He has a switch on his belt that he can touch to set off a silent alarm, warning the other ninjas (see the event below).

Room 2: Conference Room. The door to this room is no longer functional (it has been secured from the other side with steel bars) and is only used as a trap. The room is actually used by the ninjas as a sleeping quarters, but they reach it by coming down through the ceiling from the second floor.

When the doorknob is touched it sets off a row of lasers that fire randomly down the hall.

To spot the heat sensitive pad on the doorknob requires a *lock picking* or *find* total of 13 or better if the Knight is merely reaching for the door knob. If a Knight takes a good look at the knob before touching it, he easily spots the metal circle. A *science* total of 15 will tell a Knight what the circle's purpose is.

If the trap is triggered, one laser for every Storm Knight in the hallway pops out from behind the walls of the corridor. Make one roll for each Knight to see if they've been hit. The average acting value of the lasers is 13 and the damage value is 14.

Room 3: Lab Center One. The Knights find a robot of some sort on the table. Its chest has been opened and wires hang out of it. The robots are described fully in the next scene.

Room 4: Men's bathroom.

Room 5: Women's bathroom.

Room 6: Maximum Security Vault. This room is marked "SECURITY VAULT — AUTHORIZED ACCESS ONLY." The entire room is steel reinforced, with a meter-thick vault door as its only access. Figuring out and opening the lock without the combination requires a *lock picking* total of 20. Inside, the Knights find bond certificates totalling \$300,000. They also find a chrome briefcase with an envelope taped to it. Inside the case is a paper marked "Delivery to Wu-Han upon receipt of Destiny Map Tiles."

This case contains the plans for the atomic bomb, which was part of the deal between Han and the Nippons. The Knights may not realize it, but this

can become an excellent bargaining chip when dealing with Wu-Han later in the adventure.

The combination to the vault can be accessed by using the Nerve Room computer terminal (a *science* or *scholar* difficulty of 14). The combination is also carried on the person of Osato, or if he was killed in Act One, the Storm Knights (though they may not realize they have it).

Room 7: Lab Center Two. Empty.

Room 8: Work area. The work area in this building is obscured by a steel wall. The wall stretches from floor-to-ceiling and the Knights cannot see what is behind it. The area behind the wall is actually the "Nerve Room," the place where all classified computer files are kept. Details on the Nerve Room are covered in the next scene. A door set in the wall is partially open. If the Storm Knights enter or look into the room, they see a large room filled with all sorts of computers and blinking lights. A ninja is within the room, standing beside a keyboard. He jabs his finger at the keyboard and the doors to the room slam shut.

(The ninja is setting the Knights up for a trap but they won't know that until they get into the room.)

The wall and door have a *Toughness* value of 25. Picking the electronic combination lock requires a *lock picking*, *science*, or *scholar (electronics)* roll against a 15. If the Storm Knights get through the door and enter the room, **cut to the next scene immediately.**

Room 9: Supply closet. This has been converted into an arsenal of sorts. There is a rack holding four kendo sticks (one meter long poles), which have electronic "stunners" fixed to each end. These do STR+4 damage and two extra shock points for each blow.

There are two pairs of nunchucks (also electrically charged) which do STR+3 damage and an automatic "K" result.

A box of six throwing stars (without the special "heart attack" microchips) sits on a shelf. These stars have superior aerodynamics which give a +3 to the thrower's *missile weapons* total. Their damage value is STR+3.

There is one pair of infrared goggles which allow the user to see in the dark as if it were daytime, and a complete set of ninja clothes (jet black, of course).

Flags

If the Knights visited more than three buildings in the previous episode before arriving at the Anderson Building, they are spotted by the ninjas from the rooftop of their building. In this event, the ninjas do not come after the Knights directly (because there are not enough of them) but instead set some traps for them.

The first trap involves the front door. If this flag has been tripped, the ninjas activate bombs in the door that detonate when the card key is inserted into the lock. The value of the bombs is the same as listed above, as are the values for noticing the trap and deactivating it.

Second, the ninjas are completely aware of where the Storm Knights are planning on entering the building and set up an ambush accordingly. Whatever point the Knights enter from, there are two ninjas ready to jump them. One more ninja is waiting by a nearby trap door ready to ambush them from above or behind.

Third, the building's lights will already have been turned off.

Event: Ninja Attacks

While wandering through the building the Knights should be attacked, stalled, and harassed by the ninjas. Because the ninjas can appear almost anywhere in the building due to the trap doors, you should feel free to have the ninjas come up behind the Knights whenever you feel like it — even having them appear from rooms that the characters just checked out and found were empty.

You should use these attacks to really bug the Storm Knights. The ninjas will fight to the death to protect the Nerve Room, but they won't simply toss their lives away in a single combat. They will retreat after inflicting a blow or two, and come back when they can surprise the Knights once more.



Coordinate retreats between the ninjas. For example, if the Knights are bearing down on two ninjas, two or three more might come up from behind to distract the Storm Knights, giving the first two ninjas a chance to escape and catch their breath.

Use the ninja stats from Act One for the ninjas here.

Variables

The scene should begin slowly, as a carry over from the previous scene, with the Knights undoubtedly checking for traps. Once they get inside, however, the pace should pick up quickly. The ninjas should come out from left and right, taking pot shots at Knights and then ducking out of sight. Don't worry about keeping track of where every ninja is, except the one ninja staying in the Nerve Room — he never leaves.

There are six ninjas in the building — just mark them off one by one as they are defeated.

The effect you want to get is of frantic and panicked violence — the

Knights should feel as if they've lost control of the situation. Then, when they get through the door to the Nerve Room at the end of the scene and feel as if victory is at hand, they can feel relaxed — and then horribly disappointed when they realized they were set up for a trap!

Cut To...

As soon as the Storm Knights either get the door open to the Nerve Room, or enter it from some other way, cut to the next scene.

SCENE THREE: The Nerve Room

The Situation

Dramatic. The Storm Knights will most likely try to get into the Nerve Room as soon as they see it. If they wait, or if they get in without ever seeing inside (by blowing a hole

through the floor for example) you'll have to modify the situation.

Describe the scene:

Although you saw a man in the room just a moment ago, there is no sign of him now. All you see is a large computer system that fills the entire room.

Glancing at a monitor screen you see the words "System Deletion Sequence Beginning Now" and a clock in the upper right hand corner that reads "03:30" and is counting down.

However, these words flash off the screen and are replaced by the phrase "1% of system deleted" which changes quickly to "2%," then "3%."

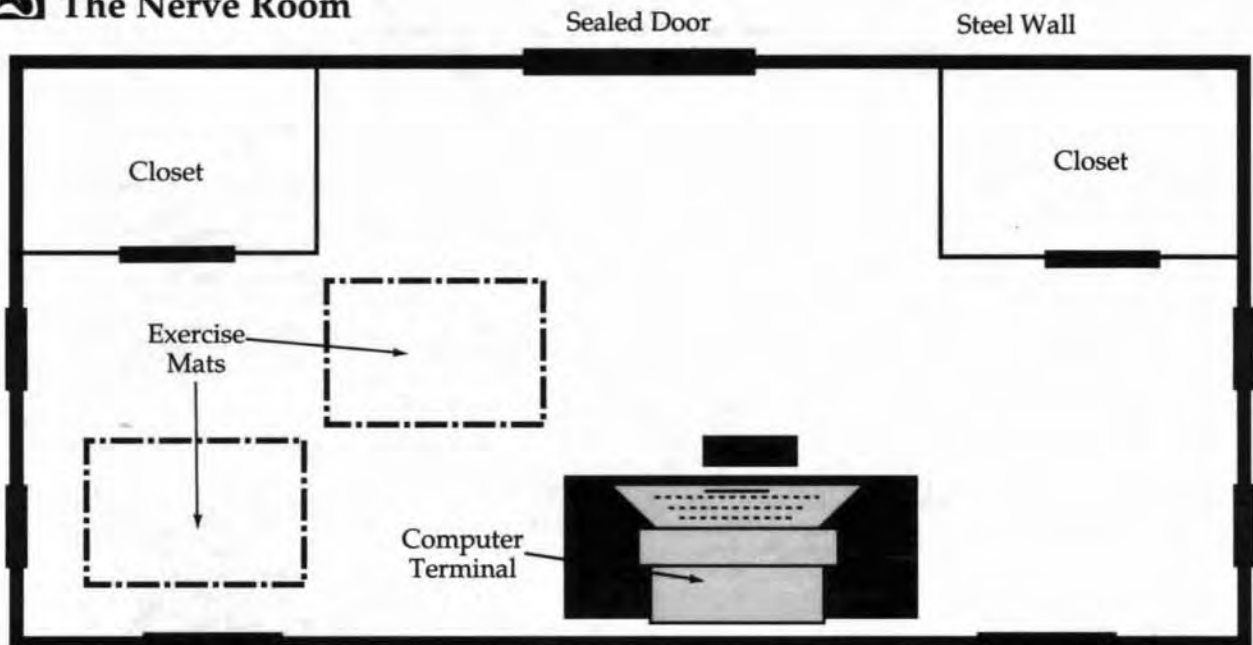
The Action

First, just so you know, the ninja (ninjas) that was in the room took off down a hole in floor and is now sprinting across the lawn of the park with his companions because they've set the building to blow up very soon.

Now then, this scene has three separate elements running simultaneously — one is obvious and two are revealed as the scene progresses.



Map 7
The Nerve Room





Gamemaster Prop Kanawa Computer File

File: Destiny Map
Access: Kanawa High Clearance Only — Agent Osato, writer
Origin: Information compiled on the artifact called "The Destiny Map," which is believed to lead to a powerful Eternity Shard.

Transcript of pertinent page from manuscript acquired in London auction:

From the Journal of Robert Clive, Administrator of the British Empire in India.
 August 8, 1766

Stevenson brought in some tiles today. Said he'd stolen them from an ancient temple guarded by some locals. Four of the tiles have a map drawn on them. The fifth tile has some writing that neither of us could make out. I called in a native specialist and he translated it as follows:

YOU HAVE FOUND THE TEMPLE OF THE MAP
 HERE WHERE THE HUMANS JOIN HANDS
 THE TIME OF POSSIBILITIES HAS BEGUN

Stevenson says that there were four more tiles on the wall, all with writing, but the temple guards came by and he had to make a run for it. He only managed to grab these five.

We acquired the following information from Mr. Barker's files. The report was commissioned by Mameluke Al Mu'in:

William Stevenson was an English soldier who served in the British army in the 18th century. He was apparently a rowdy fellow who enjoyed going off on his own and creating adventures and problems to solve. I have reason to believe he was a good friend of Robert Clive, who was the British administrator in India while Stevenson served in the army.

Stevenson was eventually recalled from India and sent to Boston to deal with the Empire's upstart colonies in the New World. He arrived the day after the Boston Tea Party. Two years later, the American Revolution was in full swing. Stevenson fought bravely for the British until 1780 when he was among the British troops who surrendered at the Battle of Cowpens. He then turned his back on Great Britain and struck off on his own. He eventually married Edna Garther, of the Garther Estates in Pennsylvania, and settled in the lands that would one day become the state of Indiana, near what is now Muncie. The Garther family was quite displeased with the marriage and Stevenson and Edna cut off all ties with the family.

This helped me to track down where the family had spread, for it made the Stevenson family (which later shortened its name to Stevens) very close knit. It became the tradition to build more houses on the land to allow new generations of the family to grow up with the extended family. The family was very prosperous and as far as I can tell, lived quite contentedly together.

This ended in the 19th century when an earthquake shook the mid-west. Although the quake was not tremendously powerful, a fault that ran under the Stevens farm cracked open and swallowed the farm whole. Everyone and everything on the farm was lost under a thick layer of soil. As far as I can tell, no one of the line survived the quake. The trail of William Stevenson ends at the farm his descendants built.

The following information was compiled shortly after our acquisition of the Barker file:

We managed to get access to the 100 year old deeds for the county in Indiana where we expected the farm to be. We found the location: 13.8 miles south-southwest of the western tip of Muncie. The clerk who helped us expressed surprise that there was so much interest in the area's past. When we asked her what she meant she said that just the other day another "oriental" gentleman had been in the office looking through the same records.

Obviously Wu-Han has already made his move for the Stevens farm. We have fulfilled our end of the tentative agreement with Wu-Han. The materials he requires are stored in the Security Vault of the Anderson Building in Magnolia Park. Upon our delivery of the materials, Han is to hand over the Destiny Map tiles to us.



The Computer System

The first element of this scene is that the Nerve Room's computer system has been set to delete all of its information. The action of this scene has the Knights retrieving the information they need before it is lost. They will have to go to the keyboard and use the Dramatic Skill Resolution system (see the *Torg Rule Book*, page 62) to get the data that the ninjas took from Barker's office and put into their computer.

To retrieve the information requires four steps (A-D). Each of the steps represents accomplishing the corresponding task:

A. Beating the system's security programs. Nothing can be done within the computer until this is done.

B. Finding the System Deletion Program.

C. Disengaging the System Deletion Program. (Not only does this insure that the data the Knights want

isn't deleted while they are mucking about, but the deletion program is acting as another kind of lock over all the data — nothing can be accessed until the program is stopped.)

D. Finding and retrieving the data they need.

The Knight at the terminal can use the *science* skill or *scholar* (*computers*). The difficulty number is 13.

If the Knights get to step D, show them the computer readout. This information appears on the screen before them. If they want to have it with them when they leave the building, they must spend one more round printing it off.

While the Storm Knights are working on steps A through C, make sure to keep making up numbers for how much information has been deleted from the system. The counter begins on one percent and is working its way up to 100 percent. By the time a Knight

completes step A, it should be up to 15 percent. By the time he does step B, it reads 30 percent, and step C finishes up with 45 percent of the system's information deleted.

That takes care of the obvious problem in the room. Now for the hidden problems.

Two robots (of the kind the Knights might have stumbled across disassembled downstairs) are waiting in the two closets at either side of the Nerve Room. They have been programmed to kill anyone in the room once the security programs are disengaged (step A).

As soon as the Knight at the terminal has completed step A, the robots come crashing out of the closets. Make sure to point out to the character at the terminal that the defense systems are down and he can proceed with the rest of the skill resolution sequence. The



robots are there to give his companions something to do.

Kanawa Defense Robots (2): DEX 12, STR 14, TOU 20, PER 13, MIN 7, CHA 3, SPI 3.

Skills: fire combat 14, unarmed combat 14, taunt (17), test (17), intimidation (17).

Note: These last three skills are *Parenthetical Skills* (see *Torg Rule Book*, page 80), and as such can only be used defensively.

Equipment: The robots are armed with two small lasers built into each hand. They are able to fire both lasers each turn *without* taking the multi-action penalty (computer processing accounts for this). Damage value for the lasers is 17.

Description: The robots stand three meters tall and are thick and stocky. The metal hull is silver. Gears and hydraulic shafts are mounted all over the surface of the robots and they whir and grind as the robots engage in combat. When they take damage, describe how parts of the robots are breaking down — a lost arm, one leg not moving as well as the other, and so on.

The Bomb

There's still one more problem that the Knights must deal with, and that's the fact that the Anderson Building is a giant bomb and is set to go off very soon now. Like the robots, this is a fact that is revealed after the scene has begun — just one more problem to create tension for our stalwart Storm Knights.

When the Knights enter the Nerve Room, they might think that the clock that's counting down in the upper right hand corner of the screen is keeping track of how long it will take before the data in the computer system is erased. This is not the case. The clock is actually working on an independent program and is counting down the detonation of the Anderson Building.

Since there are 10 seconds in every round, there are 21 flips of the drama card deck from the moment the Knights get into the room until the building explodes. In those three and a half minutes, the Knights must retrieve the information from the com-

puter and then get out of the building and far enough away that they aren't cooked in the blast.

Remember to count down the clock from the moment they enter the room (in addition to the percentage of data deleted, which is also flashing on the screen). Every round knocks 10 seconds off of the timer.

The players (and their characters) will probably not realize what the clock represents until it hits 02:30 (six turns after they enter the room). At that time the words "BUILDING DETONATION SEQUENCE LOCKED. TWO AND ONE-HALF MINUTES UNTIL FACILITY DESTRUCTION" appear just below the timer.

Because task A will probably have been accomplished within the first six turns, and thus the robots will be attacking the Knights, this will come as another piece of bad news for the characters. Things just keep getting worse. But the bomb, unlike the robots, applies a rather harsh time limit on the Storm Knights — if they are not done at the terminal in time, they die.

If the characters want to try to defuse the bomb, point out to them that the chance of finding the control program is almost nil — they have no idea what code words it would be under. If they really want to try, it requires a *science* or *scholar* (computer) total of 25. The attempt also means losing all progress made on retrieving the data (inform the players of this).

If they want to try to find the bomb in the building and defuse it, let them. There's little chance of them succeeding at this task also, for there are actually many bombs in the building, built into the building's beam supports. If they check the beam supports they can find a bomb or two (deactivation with a *science* total of 14) but they'll never get the majority of bombs in time.

The point of all this is that the building is going to blow no matter what the Knights do. They have to sweat out getting the information and escape from the building before then.

The Escape

If the Storm Knights get the information and are running from the building, don't worry about keeping track

of time. Let them escape, but make it feel close. In other words, no matter how far they are from the building, when it explodes in a terrifying ball of orange flame they either suffer no damage or minimal damage, but the sensation should be that they just made it.

If they took an excessive amount of time inside the building after the detonation sequence was activated, then have each character take a wound, "K," and 6 shock points as a result of the blast.

Flags

- If a *hero setback* occurs at any time during this scene, there is a brief power surge (due to the computer system's massive drain) and the Storm Knights lose the last step that they accomplished during the dramatic skill resolution.

And just as a reminder:

- The robots are activated when step A is completed.
- The clock is revealed as a countdown to the building's destruction at 02:30.

Variables

This scene should be played out using the dramatic resolution line of the Drama Deck.

As has been mentioned above, the action of this scene is actually getting the information. The feel should be of ever-impending doom. This mood should begin when the Knights get in the room and realize that all the bad guys are gone. Where'd they go? Why'd they go? Then the Knights have to worry about getting the information before it's wiped out. Then the robots show up. Then they realize that the building's going to blow.

The scene is fairly focused on the information, so the Knights shouldn't spend too much time wandering around. The only thing that might be a problem is if one or more of the Storm Knights wants to track down the ninja(s) that left the Nerve Room. If this is the case, start the ninja in the room below the Nerve Room and let



him run at full speed. If the Knights can catch him, they get him.

If caught, the ninja (or ninjas) does the old cyanide in the fake tooth routine and kills himself. He's of no help to the Knights. If somehow captured, he refuses to talk.

Awards

Award each player character three Possibilities at the conclusion of this act. If anyone seriously harmed one of the scientists, guards or other innocents, give that character no Possibilities. See the awards section of the *Torg Adventure Book* for additional guidelines.

Interlude

The Knights, after getting clear of the research park, can piece together the clues they found. The clues reveal that Wu-Han already has a dig going on in southern Indiana. This interlude assumes that the Knights have arranged transportation to Indiana and have made most of the journey (with perhaps a couple of mishaps, but nothing too damaging).

Let the Knights plot out their journey, what vehicle they want to use and so forth, and then cut to the next scene. The situation of the first scene of Act Three assumes that whatever vehicle the Knights used to get into the Living

Land broke down just before they got to the dig.

This can be easily explained, since the Living Land's dreaded "Deep Mist" (see the *Torg World Book* and *The Living Land Sourcebook*) is so thick along the way that the lack of visibility caused the crash. Since the Knights are going to be choosing on their own what vehicle to take, it's up to you to determine what the effects are of the vehicle breaking down. The only guidelines are that the characters shouldn't get hurt when it stops working and that the crash has already happened by the time the next scene starts. It is necessary for the sake of the adventure that the vehicle be unusable as a means of escape at the end of Act Three.



Act Three

The Indiana Dig Site

The Major Beat

In this act the Storm Knights, Wu-Han's Nile shocktroops, and Kanawa's power-armored mercs all gather in the heart of the Living Land to get the map tiles that Stevenson brought back from India — tiles that will lead whoever possesses them to an ancient temple in India, which will in turn point the way to the legendary Possibility Chalice.

watchful guns of Nile shocktroops. The slaves carefully sift through the stone foundations of what apparently were the buildings of the Stevens farm.

There seem to be about 150 Nile shocktroops, two dozen Edeinos, and just under 100 native humans.

One section of the dig is lined with gray pup tents, where the shocktroops are undoubtedly housed. What catches your eye, however, is a large orange and yellow tent, covered with scarlet dragons and oriental symbols.

SCENE ONE:

Establishing Shot

The Situation

Standard. Describe the scene:

After working your way through the Living Land for hours, eluding the creatures and hostile followers of Baruk Kaah, you come across the archaeological dig mentioned in the computer file from the research park. It lies in a clearing just beyond the tree line ahead and it looks, surprisingly, free of the Living Land's Deep Mist.

Give the Knights a chance to decide who is going to go out of the tree line and up to the edge of the dig to see what's going on. Then describe the situation.

Machines are set off to one side and were apparently used to dig out the site. Natives of the Living Land — some Edeinos, some humans who have become Jakatts — work under the

The Action

Important: The entire dig site is clear of the Deep Mist, which stops six meters from the edge of the dig. Wu-Han has layered the Nile Empire reality over the dig so that he might dispense with the problems of the mist. He has rendered the entire dig site a *hardpoint*.

This is less of a *scene* than it is a chance for the Knights to get a view of what's going on and to consider the options before them.

The event below introduces a bit of danger to the scene and gives the Knights the option of disguising themselves as Nile shocktroops and wandering the dig freely if they wish.

Nile Shocktrooper: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 9.

Skills: beast riding 10, fire combat 10, heavy weapons 10, unarmed combat 10, climbing 10.

Equipment: Each is armed with a Schmeisser submachinegun (damage value 17), and a ceremonial dagger (damage STR+3).





Event: Spotted by Guards

Two guards patrolling the rim of the dig site come across the Storm Knights' location. The Knights could not see them until they went out of the tree line to the rim themselves. Those who did not emerge from the jungle still do not see them.

If the Storm Knights are taking pains not to expose themselves, then allow them to make *stealth* totals, using the troopers' *Perception* totals as a difficulty. Any failure means the Knights have been spotted. If the Storm Knights simply sidle up to the edge of the dig without trying to use *stealth*, then automatically consider them spotted by the two patrolling guards.

If spotted, the troopers who saw them silently signal two others who are patrolling a few yards into the jungle (and are as yet unseen by the Knights). It is a pre-planned hand signal which tells the two troopers posted in the jungle to sneak up on the intruders.

If any Storm Knights have *Perception* or *find* values of 12 or better, they notice the jungle shocktroops sneaking up on them from behind. If some

of the Storm Knights hung back at the tree line, it is possible they will spot these troopers sneaking up on their comrades (have them make *find* or *Perception* totals of difficulty 9).

It's up to the Knights to handle the situation any way they want. They might be able to take the troopers out without a sound or they might have to fight. The two troopers who first spotted them will not attack until the two other troopers emerge from the jungle and make their attack first.

Flags

If the fight with the soldiers produces gun shots or excessive noise, a squad of soldiers down in the dig is alerted and rushes up to the site of the fight. For this encounter, there are two shocktroops in the squad for every Storm Knight in the adventure. The dig is then on alert and the Storm Knights will have to be very careful.

Variables

Let the Knights creep around slowly for a bit, looking things over and coming up with plans. When you introduce the event, it should go very

fast. Simply give them the layout of the dig as they move around, then the opportunity to grab some shocktroop uniforms if they want them.

Some plans they might come up with are:

Disguising themselves as shocktroops and walking around out in the open.

Acting as if they are slaves captured by the shocktroops. A human or an Edeinos player character could roll right down into the slave sleeping area. The slaves will not alert the guards in this event, but will eye the Storm Knights suspiciously.

Simply skulking about, traveling through shadows and behind barriers.

Cut To ...

If the Knights (or some of them) want to check out the dig first hand (whether disguised or not) go to "Scene Two: Into The Dig." If none of the characters decide to explore the dig, go directly to "Scene Three: Unexpected Guests." Make sure you do this before they decide to leave the area.

If you cut directly to scene three,



you should make it clear to the Knights where the tiles are (in the truck), by having the Kanawa mercs head straight for it. Of course, the Knights are not in control of the truck when the scene opens (as it is described in the scene). They'll have to act fast to somehow get control of it.

SCENE TWO: Into the Dig

The Situation

Standard. The Storm Knights know the tiles are somewhere in this area, they just have to find them. Regardless of their exact strategy, if they enter the dig site, this is the situation they find:

As you work your way down the slope, your eye is drawn once again to the grandiose tackiness of the dragon covered tent. And then you spot, at the center of the dig, the man who must surely be the owner of the tent — an elaborately dressed oriental villain who could only be Wu-Han. He is having an argument with a shocktroop captain.

The Action

When the Knights go down into the dig you should show the players the accompanying map of the dig site.

This scene is open ended. In it, the Knights are given a chance to wander around a bit and learn about Wu-Han and his operation. The questions that need to be answered are: has Wu-Han found the tiles and, if he has, how many of them has he found?

In fact, the Jakatt slaves have found three of the four tiles. The three tiles that have been located are already loaded onto the foremost truck at the vehicle area. The last tile will be found at the very end of this scene — its discovery marks the beginning of the next scene.

The following bits of action might be considered scenes in themselves, but for convenience they are all

grouped here. Keep in mind that each of these bits can be taking place at the same time and can even lead one into another. For example, the Knights could go down into the dig in disguise, look around for a bit, get called by Wu-Han, then go to the tent. Or they could go to the tent, then be called by Wu-Han. It's been left open ended so the Knights have more choices.

When the Knights Wander Around the Dig ...

Whether the Storm Knights are disguised as shocktroops or not, as they wander around the dig site they will see the following:

- Jakatt slaves, both human and Edeinos, carefully digging through the earth around the old stone outline of farm buildings. Because Wu-Han has imposed his reality over the dig site, they are disconnected from the land and from Lanala and are very weak. (For more on Jakatt, Edeinos and Lanala, see the *Torg World Book* and *The Living Land Sourcebook*.)

- Nile shocktroops wandering the site, carefully watching the slaves and scanning the edge of the site. All are armed (see stats from scene one).

- If it is evening, there are powerful electric arc lamps that illuminate the site with a blue glow. The generator is not readily apparent, but if the Knights look for it they'll find it behind the trucks.

- The remains of the farm buildings. There is a barn, a farmhouse, and a building where hired hands lived. These are marked on the map.

- There are three trucks parked at one end of a ramp leading out of the dig. The trucks all have canvas canopies over them. The lead truck has three of the map tiles stored in the back for safekeeping. The tiles are wrapped in canvas and sealed in boxes.

The trucks are also equipped with special high-tech gizmos that look like giant fans or propellers (see the *Torg World Book* or *The Nile Empire Sourcebook* for more info on gizmos). These devices are used to dissipate the Living Land's Deep Mist, allowing the trucks to travel without visibility problems.

Ten shocktroops stand alert and on guard around the truck. They have all

been instructed to shoot first and ask questions later.

- Wu-Han's tent contains several important pieces of information. It is filled with silks and pillows of bright red and gold. At the center of the room is a low table with two books on it.

One book is labeled "Progress Report" and is a journal detailing the progress of the dig. Most of it is very boring — records of ammo supplies used for keeping the natives in line, food supplies eaten, and so on. The only really noteworthy item listed is the last journal entry, dated yesterday, which states: "We found the third tile today. I expect that the fourth cannot be far from discovery."

The second book has no title on it. It is Wu-Han's personal notebook detailing his research into Kanawa's weapons. Wu-Han happens to be obsessed with Kanawa's technology — he prefers its more "realistic" nature.

This notebook lets the Knights know that the atomic bomb plans they have (if they have them), as well as any other ninja trinkets the Knights might have taken from the armory at Magnolia Park, are things that Wu-Han wants desperately. This will become important in the next act.

Wu-Han and Captain Achmedi

Wu-Han is in charge of the operation. Captain Achmedi is technically under Wu-Han's command, but in charge of the shocktroops. Because Wu-Han is a pulp villain in the truest tradition of Fu Manchu, he has his own private obsessions (like hunting down Kanawa weaponry) that don't mesh exactly with the wishes of Dr. Mobius. Captain Achmedi, however, is a two-dimensional soldier who does everything by the book.

These differing viewpoints have led Achmedi and Wu-Han to have several arguments during the course of the operation, and when the Knights sneak down to the dig they are in the middle of another one.

If the Knights wish, they can sneak up to Achmedi and Wu-Han and attempt to catch a snippet of the conversation. They hear:





Achmedi: I don't care what you say! This operation was delayed far too long already in order for you to meet with that Osato character back in Atlanta. Just what was that about, Wu-Han?

Wu-Han: That is none of your concern, captain. We have three of the tiles. We are going to find the fourth soon. I do not think Dr. Mobius will be displeased with our progress.

Achmedi: But we could have been out of this filthy reality so much sooner ...!

Wu-Han: If alien axioms bother you, Achmedi, I'm sure the Pharaoh would be more than happy to strip away some of your Possibilities so that you might ... *adjust* more easily.

If the Knights are standing around disguised as shocktroops, listening to the conversation, Achmedi spots them and calls them over. He looks them over and then orders them to go to Wu-Han's tent to retrieve the progress report. (This makes sure that the Knights have a chance to see Wu-Han's notebooks).

When they return with the report, Achmedi orders the disguised Storm Knights to check the perimeter of the dig.

Wu-Han: DEX 8, STR 7, TOU 7, PER 13, MIN 14, CHA 13, SPI 7.

Skills: unarmed combat 10, melee combat 10, charm 14, persuasion 14, reality 10, science 15, weird science 16, trick 15, scholar (master criminal) 15, test of wills 15.

Possibilities: 12.

Equipment: Wu-Han is of *evil* inclination. He carries no visible weapons, but has a poison pin hidden in his robe which he uses as a last resort. The pin inflicts an automatic *mortal wound* within a single combat round of hitting the target. (Note: Possibilities cannot be spent to negate this effect.)

Han also has a personal force-field generator built into his belt. The force field increases Han's *Toughness* by eight (for an armor value of 15) for defensive purposes.

Description: Wu-Han is a horribly crafty villain from the Nile. He serves Dr. Mobius, for he knows he does not have the strength to topple the evil genius (for the time being), but often has his own goals that he works toward while serving his master.

One of his obsessions is to gather as much information about Kanawa weapons technology as possible. He believes that the weapons are more powerful than Nile technology, and more realistic. But most importantly, Han believes that with a bit of work, Kanawa technology can be adjusted to work well within the pulp reality of his home cosm.

Han feels that the deal he has made

with Nippon Tech, in which he intends to get his hands on an atomic bomb, may give him the power to finally challenge the Pharaoh.

Wu-Han will listen to any ideas anyone has to offer. He usually ignores the suggestions, since his subtle mind almost always has a better idea, but he has learned that to make unnecessary enemies is a waste of energy. As he has said, "It is easy to make allies, but an enemy can be made only once."

Captain Achmedi: DEX 10, STR 11, TOU 12, PER 9, MIN 8, CHA 8, SPI 8.

Skills: reality 9, dodge 11, fire combat 13, heavy weapons 11, melee 12, unarmed combat 12, land vehicles 11, persuasion 9, taunt 11, trick 11.

Possibilities: 7.

Equipment: Achmedi is of *evil* inclination. He carries a 9mm Luger (damage value 15 range 3-10, 25, 40).

Description: Captain Achmedi is a tall, strong man. His skin is the color of bronze and his hair is a bright yellow. Because most of the children he grew up with were much darker, he was an outcast and has never forgiven the world. He is fiercely loyal to Dr. Mobius, for it was that mad scientist who gave him a place where he could belong.

Achmedi has a terrible temper and can become violent at a moment's notice. He has never worked with Wu-Han before and finds the villain's calm panache extremely distressing.

Flags

- If the Knights are wandering around dressed as Nile shocktroops, they might be stopped by Captain Achmedi and asked what they are doing. The Knights better come up with something fast. But before Achmedi can really pursue the matter, the captain is called away on an important matter. (This is just to put a bit of fear into the Knights.)

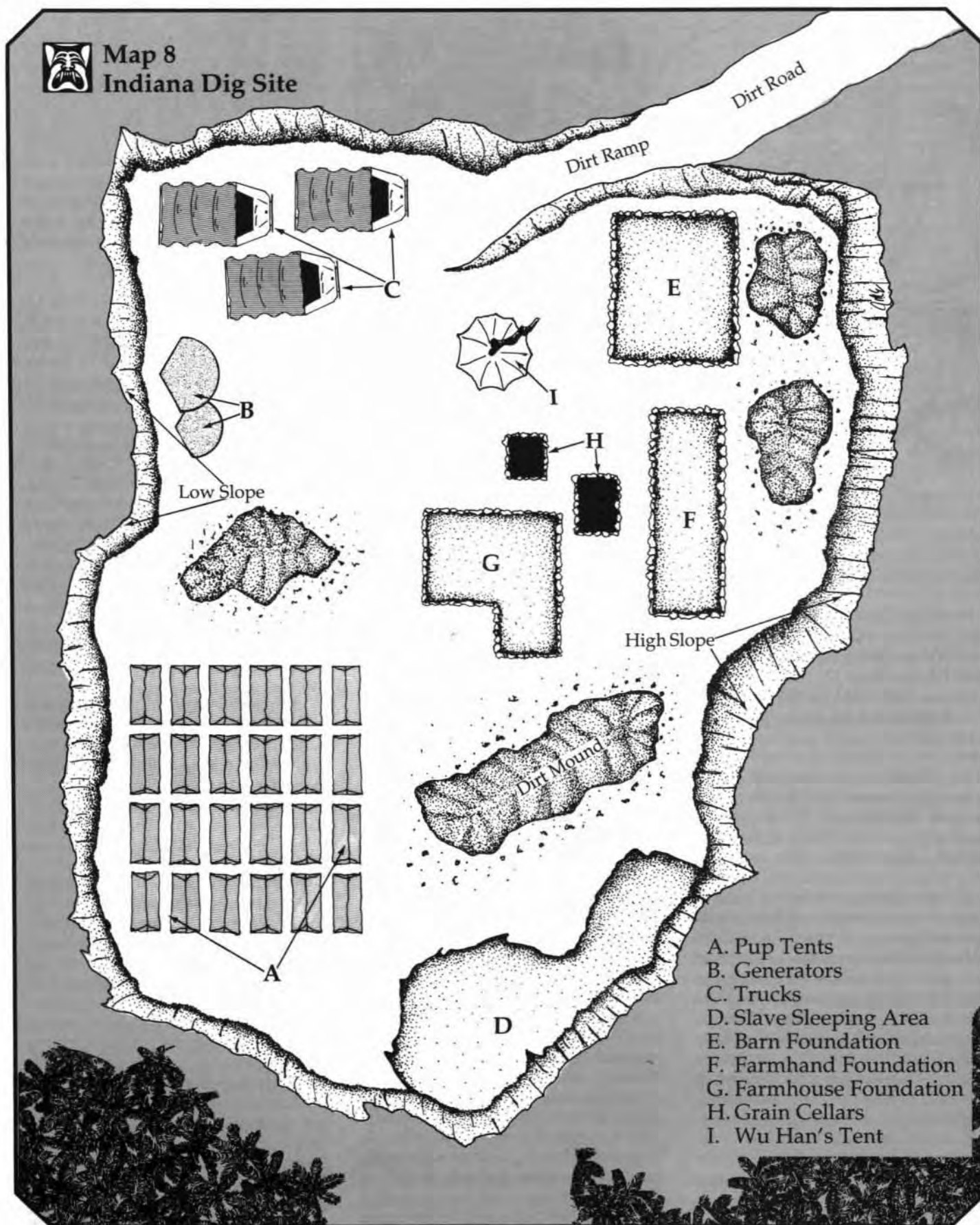
- If the Knights are sneaking around without a disguise, have them almost get spotted by shocktroops. For example, if they are sneaking around a tent:

Gamemaster: You peek your head around the corner — and find you're





Map 8 Indiana Dig Site



- A. Pup Tents
- B. Generators
- C. Trucks
- D. Slave Sleeping Area
- E. Barn Foundation
- F. Farmhand Foundation
- G. Farmhouse Foundation
- H. Grain Cellars
- I. Wu Han's Tent

Jacqueline M. Evans



staring into the back of a shocktroop soldier. What are you going to do?

They could go back another way. They could knock the soldier out. It doesn't matter. This is to give them the illusion of danger. Movies do this all the time. We know that heroes in adventure films are not usually going to die — but enough problems are presented along the way that we get worried.

Event: Eureka!

When the Knights have had a chance to check out the dig (and specifically to come across the notebooks in Wu-Han's tent, clueing them in to the fact that three tiles have already been found), it's time for them to make their own discovery:

While walking around (either in disguise or not) the Knights see a lone Edeinos, working away from the main dig, pull a strange object out of the dirt. This is, in fact, one of the legendary map tiles that everyone is seeking.

The lizard yelps with excitement at the find, but his scratchy voice is drowned out because at that very same instant, a cry goes up from the other side of the dig: another tile has been discovered!

If the Knights are dressed as shocktroopers, the lone Edeinos is quick to give up the tile he has found. If not, some persuasion might be in order (the Edeinos is *neutral*). Wu-Han obviously doesn't know that there is a fifth tile. This one has none of the map drawn on it, only some ancient writing (very important writing, as we will see a bit later).

If the Storm Knights approach the source of the commotion, they see Wu-Han pull out a sketch of the first three map tiles. He places the newly-discovered tile on the page next to the drawing of the other tiles. "This completes the map!" Han beams, "Put it on board with the others. We will leave at once."

If the Knights found the truck with the tiles, they already know where Han's fourth tile is going and can set up an ambush. If they never found the truck, they can follow the tile as it is carried to the truck and put on board.

Variables

Once the Knights get to the dig, they have lots of options until the last scene of the act. During that time they may want to split the party up. In this case, simply run several of the scenes at the same time, but try to cut back and forth between them for effect, just like in a movie.

Thus, if some of the Knights have disguised themselves as Nile shocktroops while others are trying to get a view of the dig, simply play out the scene with the disguised Storm Knights for a while, then play out the group circling the dig, and then cut back to the first group.

A good technique is to cut when something bad has just happened. Did Wu-Han just call the disguised Storm Knights over to him? When he calls out, cut to the other group. When the other group is ambushed by a monster from the Living Land, cut back to the first group and ask the players what their characters are doing in response to Wu-Han's request.

If the Knights have obtained the atomic bomb plans from the Magnolia Park vault, they may try to cut their own deal with Wu-Han at this time. The problem is getting to Han while he is alone. If the Storm Knights try to bargain with Han within earshot of others, the nefarious villain will scoff at the idea (he doesn't want Achmedi to find out about his private deal). If they do manage to get him alone, he will appear interested, but he will tell the Knights to "wait until he has finished here." He refuses to deal at this time no matter what the Storm Knights say.

Cut To ...

Scene three.

SCENE THREE: Unexpected Guests

The Situation

Standard. The situation starts off a

new scene because the introduction of the Kanawa mercenaries changes the situation so much. Here are some examples of how you can start this new scene in a dramatic fashion:

- The Knights tried to ambush the truck but were caught. The Nile shocktroops are about to gun them down when, "Suddenly ..."

- The Knights never found out that the other tiles are on the truck. They are following the shocktroops carrying the tile to see where they are taking it when, "Suddenly ..."

- The Knights have secured the truck, have thrown it into gear, and are starting up the ramp when, "Suddenly ..."

Suddenly, zipping over the west end of the dig, you see three hover sleds top the crest of the low ridge and come zooming into a group of shocktroops. The Kanawa corporate symbol (a chrome "K" atop a red circle) is emblazoned upon the sleds and they are manned by men in striking samurai power armor.

Achmedi screams, "Guard the truck!"

The Action

When Achmedi shouts for the truck to be protected, the Knights can make a good guess as to where the rest of the tiles are.

The entire site is thrown into chaos when the scene begins. These are little bits of business that you can toss in depending on where the Storm Knights are and what they are doing. The point of all this is that the odds are so overwhelming at the dig site (against the Storm Knights) that the introduction of the Kanawa mercs provides an unexpected distraction to give the Knights a chance to grab the truck and drive it up the ramp.

- As they try to cut a path to the trucks, the Kanawa mercs are blasting away with flechet rifles — guns that fire tiny shards of metal at incredibly high speeds — at the Nile shocktroops. (If the Knights didn't make it to the truck before, they'll be in a mad rush to get there now.)

- During this time, one of the hover sleds is stormed by a particularly



aggressive group of shocktroops and goes down. The Knights lose sight of that particular battle.

- The Jakatt slaves, seeing that their chance to escape has finally arrived, begin a general uprising. There are only 114 slaves (24 Edeinos and 90 humans), but they are fired by a desire to return to the Land, and charge their oppressors. Many are cut down by the machinegun fire of the shocktroops, but others slay their erstwhile keepers.

The above details are useful for giving the players a better sense of the pandemonium that is going on around their characters. Everything is up for grabs now.

Variables

This scene is about getting out of the dig site with the five tiles (the one tile that the Storm Knights found in the last scene, the three that were already on the truck, and the tile that Wu-Han's slaves unearthed only moments before).

It is assumed that the Storm Knights will try to take the tiles out on the truck that was holding three of the five tiles. After all, it's right there, ready to go, holding three of the tiles and ready to take on the fourth just as the scene begins. Your players might want to do something different, however.

If your players don't see the simple elegance of grabbing the truck (as opposed to the other two options — walking the tiles out of the site or trying to get one of the spiffy Kanawa hover sleds) try this:

If the Knights hesitate either in the truck, near it, or at a distance from it, they see shocktroops climbing in and starting it up. Nothing bothers players more than gamemaster characters getting to play with toys when their characters are standing around doing nothing. In other words, the truck is *leaving* and the Knights had better act fast.

This whole scene, in fact, should move fast. The planning portion of the escape from the site (with the tiles) should have taken place at the end of the last scene. The Kanawa raid is a wrench thrown in, but one that should actually help the Knights through its confusion.

If the Knights start thinking too much, start shouting things out like: "Metal flechets whiz by your heads, inches away from turning your brain into tomato soup!" or "A group of slaves is rushing you — their eyes express that they can't tell anymore who they hate. They just want everyone dead!" or (as mentioned above) "You hear the rev of an engine. You see the truck pull out and head toward the ramp!"

If the truck was grabbed by soldiers, there are only two or three of them in the truck. It should be a quick and easy fight for the Storm Knights to grab the truck. The tough part comes in the next scene.

Cut To ...

Scene four.

SCENE FOUR: The Big Chase

The Situation

Dramatic. Once the Knights get up the ramp, they follow the dirt road out to the highway. Give them a moment to breathe and think things have calmed down, and then describe the scene:

You roll out onto the highway, gunning the engine and cranking everything you can out of the truck. The Deep Mist parts before you as the fan gizmos attached to the front of the truck do their work. Suddenly, you hear something coming up from behind you. It sounds like the roar of another truck and the hum of a hover sled. There's also the sound of machinegun fire. And then a scream.

The Action

Important: When the Knights drive the truck out of the dig site, they cross over into the Living Land. Remember to adjust rolls for equipment failure accordingly.

Also, describe the thick, twisted

underbrush of the jungle and the penetrating mist that enshrouds it. Give the players a sense of mood and atmosphere.

The Chase

The hover sled in pursuit of the Storm Knights' truck has two armored mercs aboard it. It travels at a speed of 80 miles an hour (value 13) due to the heavy armor of the mercs. It has a *Toughness* of 18. The truck in pursuit has Captain Achmedi plus six Nile troops driving in it. Like the Knights' truck, it has a speed of 60 miles an hour (value of 12), and an overall *Toughness* of 20.

Shooting out the tires of a truck makes it more difficult for the driver, subtracting two from the bonus generated on subsequent *land vehicles* totals. (So if three tires are shot out, the driver has a minus six penalty to his generated bonus, and his speed pushes will be lessened.) Shooting out a tire requires a *vital blow* to hit (see the *Torg Rule Book*, page 77).

At the start of the scene, the two pursuing vehicles are 50 meters from the Knights' truck. Achmedi orders his troops to shoot out the tires of the Storm Knights' truck, as he tries to pull up next to it so that his men can board it. Achmedi himself will not engage in direct combat unless it is unavoidable, although he will contribute Possibilities to the fight. It is important that Achmedi survive the scene (as he returns for a crucial role later in the adventure), so have him escape somehow if the fight turns sour.

The hover sled will probably outrace the truck, and the Kanawa mercs start blazing away with their flechet guns as soon as they are in range. Use the chase rules in the *Torg Rule Book* to determine how the Knights' truck fares.

Armored Kanawa Mercs (2): DEX 10, STR 12, TOU 11 (17 due to armor), PER 10, MIN 8, CHA 9, SPI 7.

Skills: reality 8, dodge 11, fire combat 14, unarmed combat 12, land vehicles 12, acrobatics 11.

Possibilities: 3.

Equipment: The effects of the power armor have been calculated into the attributes. The mercs are armed with flechet rifles (damage value of 21) and





powered samurai swords (damage STR+7).

Description: Their armor is striking; they resemble the ancient samurai of their cosm's past. They have attacked the camp because they have lost the atomic bomb plans (their bargaining chip with Wu-Han). If the plans were not stolen by the Storm Knights, then they were destroyed in the building's explosion. In any event, the time for bargaining is over as far as they are concerned.

Flag

A *hero setback* appearing any time during the chase means that the fan gizmo attached to the front of the Storm Knights' truck breaks down. When this occurs, all subsequent *land vehicles* totals generated by the driver have seven subtracted from them, due to the obscuring mist.

Variables

The objective of the Knights is to get away from the bad guys ... not just the villains right behind them, but the forces back at the dig. This is why a

stand-up fight with their pursuers is a bad idea — the Storm Knights have got to get some distance between them and their pursuers. This scene ends when all of the pursuers are stopped, or when the Storm Knights' truck gets 1,000 meters ahead, and thus become lost in the Deep Mist.

This scene, then, is about escaping from the agents of Kanawa and Mobius. Only after putting a lot of distance between themselves and the minions can they relax.

During the scene, the mercs and shocktroops will try to ride up alongside the Knights' truck and attempt to board and commandeer the vehicle. The Knights may in turn try to do the same thing when the bad guys drive up alongside of them. Crossing between moving vehicles is a 10:1 Shot (difficulty of 13) using *Dexterity* or *acrobatics*.

Remember, the tiles are on the truck and the tiles are what it's all about, so the mercs and Achmedi are going to make sure that nothing happens to them. Since the truck can't simply be blown up, as long as the Knights stay in the truck they are fairly safe. The tiles actually act as protection for the Storm Knights.

Have one of the Kanawa mercs nail one of Achmedi's men during the chase, but leave the rest of the distraction to the Storm Knights. This is the end of the act and Knights should feel like they got a big finish out of escaping from these villains.

Some events that could happen:

- Depending on how the rolls go, you can have the two vehicles come up on either side of the Storm Knights.
- When everybody from one vehicle is wiped out (or if no one is at its controls), have the vehicle spin out of control and smash into a group of trees. Describe the loud explosion and fireball that accompanies the crash. This will help the players feel that they are getting rid of the bad guys.
- Remember that the bad guys can enter through the back of the truck, up the sides and through the top of the truck, into the cab of the truck through either door, or onto the hood of the vehicle. Keeping your grip on a part of a moving vehicle where no one was ever supposed to be requires a total of 12 in *Dexterity* or *acrobatics*.
- If Osato is still alive at this point, he is one of the Kanawa mercs chasing the Storm Knights in this scene. His stats can be found in Act One.



Awards

Give each Storm Knight two Possibilities for completing this act. See the awards section of the *Torg Adventure Book* for additional guidelines.

Interlude

Once they escape the bad guys, the Knights will have a chance to look the tiles over. (They should be rushed enough not to have been able to study the tiles in any detail before this.) Hand the players the picture of the Destiny Map tiles, located on page xx.

Once the tiles are put together (it is rather obvious how they are supposed to be arranged), the Knights can see why Wu-Han thought that the fourth tile was the last one. Those first four tiles form an ancient map (which looks complete), while the fifth, found by the Storm Knights, has only ancient writing on it. There are three lines of writing on the tile, and thinking back to the computer readout of Robert Clive's journal which they got back at

the research park, the players should know the translation:

*YOU HAVE FOUND THE TEMPLE
OF THE MAP.*

*HERE WHERE THE HUMANS
JOIN HANDS.*

*THE TIME OF POSSIBILITIES HAS
BEGUN.*

Looking to the map, players should notice that on each of the map tiles there is a tiny figure of a man holding out one outstretched hand in a certain direction. All they need do is draw lines that extend from each of the figures' outstretched hands and connect to the other figures. The point where the lines intersect is where the temple is located, or "where the humans join hands."

If your group of players simply can't come up with the meaning of this clue, allow their characters to generate *Mind* or *scholar* totals. A total of 12 or higher allows the character to come up with the meaning. An *Idea* card from the Drama Deck will also do it.

After checking an atlas (which should be readily available) in an attempt to match the terrain features of their map against a map of India, they determine that the temple must be in an area near the city of Tezpur. (A modern map of the area with roughly the same dimensions as the Destiny Map is included on page xx. The map tiles overlay perfectly onto the modern map.)

The Knights should realize that Wu-Han must have had some idea of the area depicted on the map, and will attempt to pick up their trail somehow. Also, DeVris is still tracking the Storm Knights, though he did not make an appearance at the dig site — he's waiting until the temple itself is found for that. Only the Nippon agents are somewhat stymied at this point and have no way to follow the Storm Knights.

Cut To ...

It's time to go to Act Four.



Act Four

Temple of the Destiny Map

The Major Beat

In this act the Storm Knights must beat Wu-Han (who is hot on their trail) to the temple of the Destiny Map. Once there, they must seal themselves up in the temple while they wait for the mystical energy of the map to re-form so they can get the clue they need to acquire the Possibility Chalice. Meanwhile, Wu-Han's shocktroops have surrounded the temple and the Knights must keep them from entering. Finally, after the mystery of the map has been solved, the Knights must escape from the temple, either through stealth or by cutting a bargain with the insidious Wu-Han ...

SCENE ONE: Bargains and Bounty Hunters

The Situation

Standard. The Storm Knights may choose any number of ways to get to the town of Tezpur in Northeast India, but eventually they should arrive there. When they do, describe the scene:

The town of Tezpur is alive with activity. The air is choked with the innumerable spices that are cooked into every morsel of food served here. The streets are crowded and bustling; people shouting to each other across the crowded streets in all manner of exotic dialects, children laughing jovially, a roar of sizzling food coming

from the cafe nearby.

A small boy approaches you. His face is expressionless as he hands you a note scrawled on aged parchment. It reads: "The time of Possibility has begun. Follow this child, and begin your journey."

The Action

Since the phrase "The time of Possibilities has begun" is one of the translated lines from the fifth map tile (seen by the Storm Knights, but not Wu-Han), they should be intrigued enough to follow the boy. They may also realize that the translation was also once on the Kanawa computer banks, and thus become cautious.

If the Storm Knights absolutely refuse to follow the boy, an old man appears at the doorway of the nearby cafe. He seems barely able to stand, yet he waves at the Storm Knights, ushering them inside. If this still isn't enough, you'll have to find some creative way of getting them inside the cafe.

If they follow the boy, they are led to the very same cafe. Sitting alone at a corner booth is an old man (the same one mentioned above), his face withered and dry as the Indian soil in summer. He smiles wide when he sees the Storm Knights, beckoning them to come sit beside him.

The old man's name is Anjura, and he is somewhat of a legend among the people of Tezpur. His historic pilgrimages to various holy lands actually brought him to the temple of the Destiny Map when he was a youth, but he never went inside. He was aware, even then, that it was an important place — not only a place of importance from the past, but a place of importance for the future.



Anjura received a vision in his dreams, which foretold the coming of the Storm Knights, and upon seeing them in the flesh, he rejoices openly, speaking remarkably good English:

"For many unsleeping nights have I seen your faces. Now I am not sure I believe my own tired eyes. The temple is not far, but there are others who desire to find it as well. I have seen them in my dreams. They follow close behind. You must make haste."

Although it hurts him to admit it, Anjura cannot accompany the Storm Knights on their quest because of his age. He does not hesitate to give them detailed instructions on how to find the temple, however.

Anjura: DEX 6, STR 6, TOU 5, PER 12, MIN 12, CHA 12, SPI 13.

Skills: willpower 14, scholar (Indian mythos) 16.

Possibilities: 10

Description: Anjura is fluent in English as well as the area's dialect of Assamese. His gestures are very graceful, and his smile is warm.

Event: The Spy

Just as Anjura is finishing the instructions, have the Knights generate *Perception* totals with a difficulty number of 12. Whoever makes it notices an old Indian man staring intently at Anjura from a corner of the cafe.

This man is actually a spy working for Wu-Han. Unknown to the Storm Knights, the pulp villain had made plans to insure that he would never lose the map tiles. Upon finding the first three tiles, he soaked them in liquid *Phrenium*, a rare element which is easily traceable by use of a special gizmo developed by Han himself. The element is not detectable without the use of this gizmo, however, so there is no way that the Knights could know that the tiles were "bugged."

Using this weird science tracking device, he has followed hot on the heels of the Storm Knights, and even now waits close by to pick up the trail once more, in the hope that it will lead him to the temple of the Destiny Map.

He has also flown a new unit of shock-troops into the area; they are waiting at a nearby airfield.

The spy is reading Anjura's lips. If a Storm Knight looks the man over, he sees that the man's hands are hidden in the folds of his cloak and are doing *something*. If the Knights go after the spy he tries to escape through the back of the cafe.

Should they catch him, they discover that the spy has a Morse code sending device hidden in his cloak and has been busy tapping away to Wu-Han everything that Anjura said. If questioned, the spy only knows that Wu-Han is in the area and that he has soldiers with him. (This requires a *languages* total of no less than 12.) He was told to follow the Storm Knights and report anything that happened to them.

Wu-Han's Spy: DEX 12, STR 8, TOU 9, PER 12, MIN 8, CHA 8, SPI 9.

Skills: stealth 14, scholar (lip read) 13.

Description: The spy is a gnarled and bent little man who looks as if he were transmuted from a dead oak tree into a human being. He speaks the local Assamese and tends to spit through his toothless gums when talking.

Staging Tips

To make sure that the Storm Knights aren't tipped off too early that the information Anjura is giving them could fall into the wrong hands, make sure to play up the noise and confusion of the cafe. At a cursory glance no one is paying any attention to them and, in fact, the rest of the patrons all seem to be having a great time laughing and telling stories very loudly.

If the Knights want to sit away from everyone, let them. The only requirements are that there is no separate room to hold the conference in, and that since Anjura was taken in 10 years ago by the cafe's owner, the old man has never left the shop. He's too weak to travel, even outside of the door. He's great for business, however, because everyone loves to hear him tell his stories.

If the Knights spot the spy, they know they are in a rush. If they don't

know how close Wu-Han is, they might slow down. That will be dealt with in the next scene.

If the Knights think to move the conversation to a more private place (and thus, out of ear- and lip-shot of the spy), then the airplane attack from the next scene *does not occur* (see "Flags" in scene two).

Cut To ...

With the old man's directions, the Storm Knights should be able to find the temple, but the trek is an arduous one. They can take native guides, or they might decide to strike out on their own. In any event, they will have to do most of the journey on foot, as they will be traveling through dense jungle underbrush at times. When the team has prepared everything for their journey and starts out into the jungle, go to scene two.

SCENE TWO: Perilous Trek

The Situation

Standard. You can skip over the travel portion of the scene; the tempo at this point should be fast, beginning to build toward a climax. Let them know they're on their way, and describe the scene:

The dense green jungle stretches as far as the eye can see, sloping gently upward to the foothills of the awesome Himalayas. A cacophony of living, breathing sounds fills your ears as you enter the moist underbrush, and it seems as if your progress is being monitored by a thousand watchful eyes.

The trail described by the old man is not a well-worn one, and the going is slow in certain spots, as machetes hack through seemingly endless obstructions. At long last, you come to what the old man called "The Crying Bridge." It is an old hemp and vine rope bridge which stretches across a canyon some 25 meters across and, by your eye, at least 60 meters down.



By "crying," the old man must have meant the many rivulets of water that spout from the sheer face of the far canyon wall and cascade down to the rushing stream at the ravine's bottom.

It is an inspiring sight, but it's obvious that no one has seen it in some time, judging by the age and condition of the man-made bridge, and the overgrowth on either side.

The Action

The Knights' objective in this scene is simply to cross the ravine. This may prove more difficult than it seems, however. There are a number of obstacles involved, some of them natural and some distinctly man-made.

The Bridge

The "Crying Bridge," as the old man referred to it, has been around for some time, and this should be evident to the Knights. In fact, old Stevenson himself used the bridge when he first found the temple back in the 18th century.

The bridge is actually quite safe to cross, its remarkable engineering keeping it sturdy (though not sturdy-looking) for countless years. Try to emphasize how rickety the bridge looks. They'll most likely devise some scheme of their own to cross the canyon, but should they try the bridge, they'll find it to be perfectly sound.

The problem with the bridge is twofold. First, the structure is designed around three main hemp shafts. One shaft forms the actual "bridge," or the place where your feet walk across. The other two hemp lines are positioned a meter and a half higher than the walking shaft, providing hand holds on either side of the person crossing the bridge.

Unfortunately, the cord you walk across is relatively thin, and requires you to walk as if on a tightrope. The hand hold ropes balance you as you walk across, but you must grip them at all times or risk slipping.

A basic *Dexterity* or *climbing* total of 8 is needed to cross each third of the bridge while holding on to both hand holds (it takes three rounds to cross). If only one hand is used, the total needed is 10, and if no hands are used, a 15.

Characters whose totals fall short are allowed to generate a *Strength* total (difficulty of 10) to try to grab the bridge before plummeting to their doom. Damage value for the fall is equal to the character's weight value plus the value of the distance fallen which, in this case, is 9. Roll a bonus for this value and generate a damage total.

Crossing the bridge goes in thirds (it takes three rounds to cross). Wait until at least a few of the Storm Knights get a third of the way across the ravine, and then hit them with the event below.

Event: Strafing Run

Coming in low, running across the length of the canyon, is a World War Two-style fighter plane. As it closes to within range of the characters crossing the bridge, it opens fire with its wing-mounted guns, strafing the length of the bridge.

The plane is a Nile Empire "Paket" fighter. Wu-Han's spies told him which direction the Storm Knights headed after they left Tezpur. Instead of tailing them on foot, the pulp villain ordered air reconnaissance. The plane's pilot has been given the "shoot to kill" okay by Han, after radioing in to Han that he found the temple from the air by following the stormers' projected path through the jungle.

The pilot attacks using his *heavy weapons* skill at a base difficulty of 11 for hitting the stormers. Normal rules for attacking multiple targets apply. The Knights can return fire using the plane's *Dexterity* plus speed (total of 20) as the difficulty to hit it.

The pilot continues his attack until the Knights get off of the bridge and into the jungle underbrush, or until he is shot down.

Nile Empire PM1 "Paket" Fighter: Tech 21, Speed 400 kph/250 mph (value 15), Passengers 1, TOU 17.

Weapons: Wing machineguns, damage value 23.

Nile Pilot: STR 9, DEX 10, TOU 9, PER 11, MIN 10, CHA 8, SPI 7.

Skills: air vehicles 13, heavy weapons 12.

Flags

Remember, if the Storm Knights were extremely cautious when speaking with Anjura, there hasn't been enough time for Wu-Han to scramble the fighter, and the event does not take place.

Variables

The players may come up with a number of ingenious ways of crossing the ravine without using the bridge, and for dealing with the fighter attack. This shouldn't hamper your plans too much, unless one of the Knights is from the Nile and has the *flight* power.

Use your best judgment in determining the feasibility of whatever alternative bridging method the players might devise. Emphasize the danger involved in the crossing by having a piece of equipment accidentally fall from one of the characters and plummet to the bottom of the ravine, where it is dashed against the jagged rocks.

Cut To ...

Once the ravine is crossed, it is only a short romp through the underbrush to the temple. Keep in mind that, if it hasn't been shot down, the fighter will still be circling overhead, waiting to strafe any exposed Storm Knights.

When they reach the temple, begin scene three.

SCENE THREE:

The Temple of the Destiny Map

The Situation

Standard. Describe the scene:

You finally clear the brush of the jungle, having faithfully followed Anjura's instructions. Before you is a large clearing which leads up the edge of a rocky hill. Built into the front of the hill is the menacing entrance to one of India's most ancient temples.



The entrance itself is a large, dark opening adorned with mystic writing. Up and to the right from the main doorway are slits carved into the stone, like those found in medieval castles.

Carved all about the face of the temple are monkeys with six or more arms. The monkeys are smiling and seem to reach out toward you in an eerily inviting fashion.

The Action

The temple entrance is 60 meters from the jungle tree line. If you feel like roughing the Knights up a bit, have the Nile fighter make another strafing run as they cross to the temple door.

Within the front door of the temple is a large, stone rectangular door that can be slid out to block the temple's entrance (hundreds of years ago the temple served as a kind of fort, to protect the Destiny Map within from trespassers). The characters notice the door and its gears as soon as they enter the temple. There is a stairwell to the right that leads up to a room that has

thin slits facing the clearing outside, for use with missile weapons.

The stone door is very important because moments after the Storm Knights enter the temple, Wu-Han's shocktroops will begin to parachute into the clearing from a Nile transport plane circling above the temple. The door will be needed to keep the shocktroops from overwhelming the Storm Knights (see the events below).

The door is put in place by turning a handle made of oak. This handle in turn spins a gear made of stone, which turns another stone gear, and then a third. This third gear is built into the ground and turns against teeth built into the bottom of the rectangular door. The gear drives the door across the doorway (in conjunction with stone rollers that are built into the ground).

Unfortunately for the Storm Knights, the door hasn't been used for a long time and is in disrepair. Specifically, the wooden spindle of the second gear has partially rotted and the gear has slipped out of place.

Now, it might be possible for the Knights (depending on their various abilities) to move the stone without

using the gears (pushing it across the doorway using a magical wind, let's say). The door has a weight value of 22, which is extremely heavy, but not insurmountable to Storm Knights.

If the gears are used, reduce the weight value to 14 since the gears augment the force used (which is why they were put there). To do this, the Knights must fix the broken gear. This involves simply readjusting the wooden shaft so that the part that is still solid holds the gear up. Fixing the gear takes three rounds.

Whether the Knights use gears or their shoulders, getting the door across the opening of the temple is a three step (A, B and C) Dramatic Skill Resolution. The skill check is against *Strength*, using the values above as the target difficulty number.

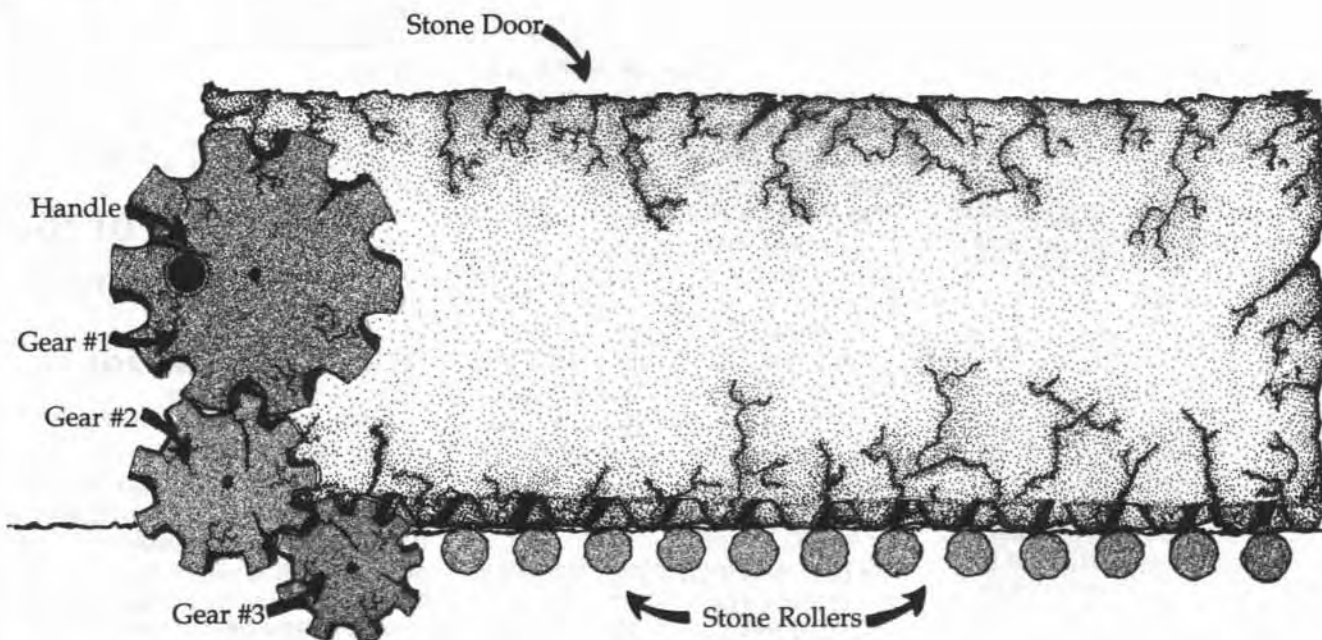
The three steps reflect:

A. The fact that the rollers are old and stuck, requiring them to be unjammed from their stiffened positions.

B. That the door, over the centuries, has settled at an angle that doesn't match its original design, and it must be lifted to an approach angle that matches the groove set for it.



Diagram
Temple Door



Jacqueline M. Evans





C. That the door must be slid into place using brute force. Of course, the easier the task the faster it can go, so if the Knights come up with some interesting ideas, lower their target number.

Event: The Arrival of Wu-Han

Wu-Han and his shocktroopers begin to parachute down into the temple clearing some time during this scene (and actually, although his arrival is an *Event*, it is what the scene is about). This can happen just after the characters enter the temple, while they are looking over the gear apparatus, or after they have explored the guard room up the stairs. All that matters here is that the characters get no farther than the first room of the temple. The soldiers should start arriving before they can go further, and they must try to close the temple door.

Wu-Han has Achmedi and 60 shocktroops with him. They land in squads of four, one squad every four rounds. It is a relatively dangerous drop, and many of the troopers get hung up in the jungle trees as they come down, having missed the drop zone. This gives the Storm Knights a little bit of time to gather their wits and close the temple door while the shock-

troops gather themselves and regroup.

If the characters use the temple for cover (which seems probable), the pulp villains take up positions in the jungle brush and try to pick them off (those who come down in the clearing fire at the PCs as they drop from the sky). Wu-Han and Achmedi both land safely.

While waiting for the rest of his troopers to land or emerge from the jungle, Wu-Han's forces are somewhat outgunned, yet he still screams "Get up there, you fools!" ordering the squads he has at hand to attempt to work their way up to the doorway while the characters are probably laying down a withering cover fire and trying feverishly to close the doors. But for the most part, Wu-Han is content to know that as long as the characters are inside the temple, they are not going anywhere. He can send word back for food. The Storm Knights can't.

Flags

If the characters did not notice the spy at the cafe, and they didn't take off for the temple within an hour of catching the spy, four shocktroops sent ahead by Wu-Han *entered the temple before the Storm Knights*. (The spy relayed the exact temple location to Han, who sent out the few troops he had stationed in Tezpur ahead of the Storm Knights.)

They only got to the second room and were hanging out when the shooting from out front drew their attention. This means that while the characters are paying attention to the hordes in front of the temple and trying to get the door shut, they're most likely going to get caught off guard when they are attacked from the rear and pinned in a cross-fire. The soldiers inside the temple will do pretty much like the soldiers outside—take up a defensive position (most likely the doorway between the first chamber and the second) and plug away at the Storm Knights.

Staging Tips

This scene is about securing the temple and leaving the bad guys outside. While the shocktroops should sometimes make valiant efforts to take out the Storm Knights, Achmedi definitely sees the matter as a standoff and isn't going to waste his men one by one. Like Wu-Han, he knows time is on their side. Just keep the bullets flying until the door gets shut.

The only problem that might come up is if the characters don't think of shutting the door. This might happen if they get so panicked by the arrival of Wu-Han and his goons that they just want to escape into or away from the temple. Simply remind them that if they run they are sure to be pursued, and probably overwhelmed by the shocktroops.

SCENE FOUR: Getting To The Map Room

The Situation

Standard. This scene begins as the door slams shut, as a continuation of the previous scene. The tempo of this scene, though, is much calmer than that of the previous. When the door closes, describe the scene.

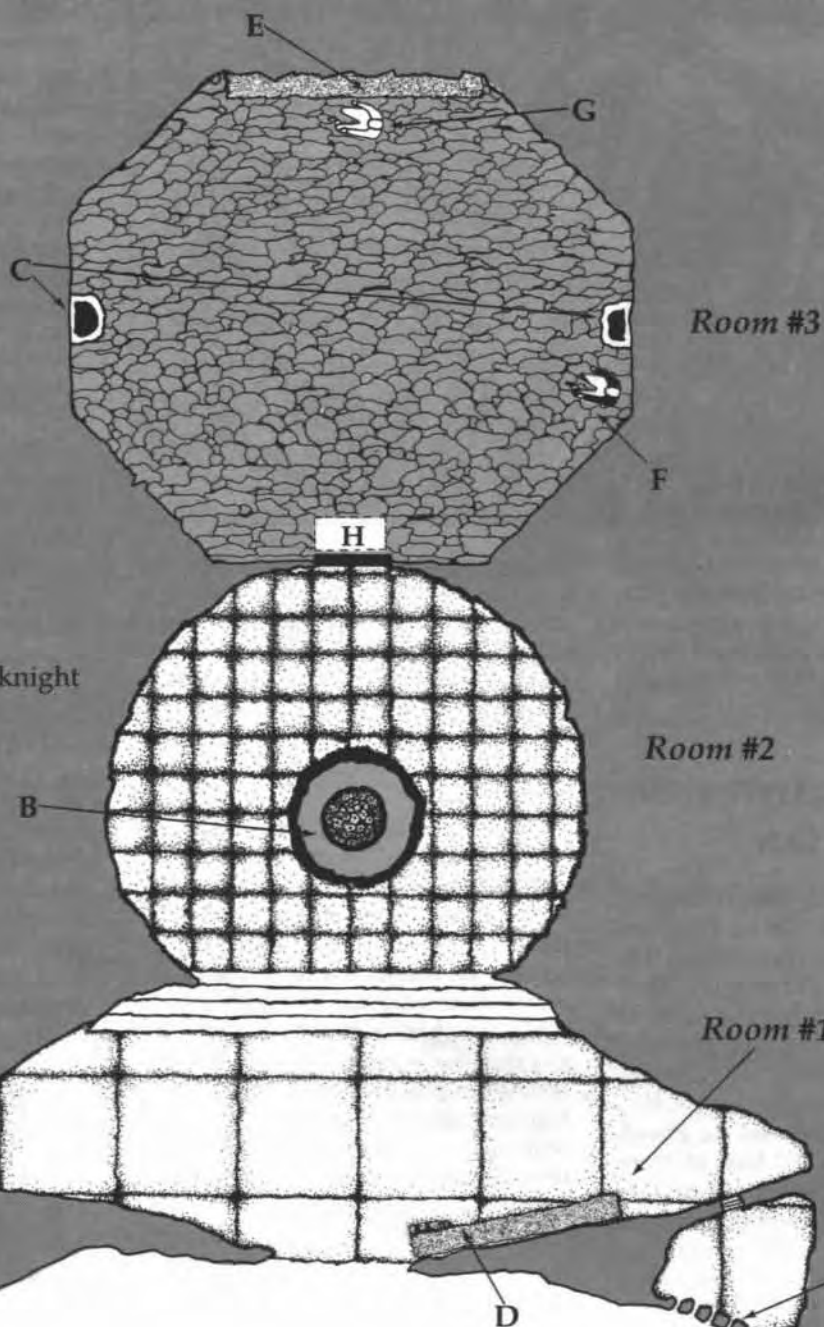




Map 9 Temple of the Destiny Map

Map Key

- A. Arrow Slits
- B. Stone Fountain
- C. Braziers
- D. Stone Door
- E. Map Tiles
- F. Cyberknight
- G. Holo Image of Cyberknight
- H. Electrified Trap



Once the door closes, the chamber is plunged into darkness. From outside you hear bullets slamming against the giant stone slab, then muffled shouts, obviously orders to begin breaking the door down.

The Action

If the Storm Knights have a light source or there is someone in the group who can see in the dark (dwarves, someone with cybernetically enhanced eyes), simply describe to the players what their characters see, as defined in the description of the temple below.

If no light is available and no one can see in the dark, they will have to feel their way along the walls of the temple. If this is the case, give the players partial descriptions of the rooms as they pass through them. For example, room #2, because it is larger, *sounds* larger — the echo of footsteps is farther away than in a smaller room.

The temple's traps have long since stopped working and the characters have only to work their way to the farthest room in the temple. Remember that they do not know this. Your players will most likely travel carefully and cautiously. Let them fear a trap. An actual danger does not have to be borne out to have suspense present in a scene.

Meanwhile the shocktroops will be trying to get to the door to crack it open and trying to get up to the arrow slits from the outside in order to destroy the stones between the slits and thus gain entrance into the temple.

The players may want to leave someone at the guard post (Room 3) to take pot shots at the villains and drive them back. This is a good idea. Just keep in mind that all those shocktroops will be able to provide good cover for each other by spraying the slits with machine gun fire.

The door is impenetrable with the tools that the shocktroops have, but don't tell the players that. They should be hurried along by the threat of Wu-Han breaking through.

The Temple

Room 1: The entrance area. This room has the large door and the stairs leading up to the guard area.



Room 2: This is a large hemispherical room made of smooth pink marble. There is a stone fountain at the center of the room that has long since run dry. The fountain is circular and the center is made up of small stone flowers. A long time ago water flowed from the center of each flower.

There is a large metal door that leads into room four. The door is closed but not locked.

Room 3: This is the guard post located up the stairs from Room 1. It is only three meters by three meters wide.

Room 4: The Map Room. When the door to this room is opened, go immediately to the "Return of the Cyberknight" event, then return to this section for a description of the room:

The characters see steps leading down into an octagonally shaped room. Unlit lanterns hang on the walls. On the floor are many old, nearly disintegrated pillows. Their colors were once bright, but are now faded. They crumble at the slightest touch.

At the opposite end of the room from the door are the four other tiles of the Destiny Map, still attached to the wall after all these years. The remaining tiles contain only text, all in an ancient language matching the words on the tile that the characters found.

Show the players the second map prop (page 63).

If the five tiles the characters have

(from Act Three) are put up against these four tiles, in the obvious empty area where they once rested, a bright blue flash springs from the cracks in the tiles. The light momentarily blinds any characters looking at the tiles.

At this point, hold both map props up in front of a light (making sure to keep them properly lined up as you do so. The outline of the Possibility Chalice, which is drawn on the back of the second map prop, should show through to indicate a precise location on the map.

When their eyes readjust, the Storm Knights can see that the tiles have been "transformed" — or, at least that is what each one of them thinks at first — for they can now read the text on the five tiles. But on careful examination, they see that the words are written exactly as they were — the characters can simply understand them now. Each person understands the words in his own tongue.

Reading from left to right (starting with the one tile with text on it that the players already have), here is what the tiles say:

YOU HAVE FOUND THE TEMPLE
OF THE MAP

HERE WHERE THE HUMANS
JOIN HANDS

THE TIME OF POSSIBILITIES HAS
BEGUN

SEE NOW THE RESTING PLACE



OF THE CHALICE

FOR ALL THESE UNTOLD EONS
YOUR DESTINY CALLS YOU
THERE

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

THEN CARRY THE CUP NORTH
FROM THE TEMPLE OF THE MAP

TO WHERE THE MEN OF THE
NORTH JOIN HANDS

AND LIGHT THE SIGNAL FIRE TO
CALL OUR DISTANT SAVIORS

Most of the words refer to elements of the next adventure in the *Relics of Power* trilogy. They explain that (in the next *Torg* adventure) the Storm Knights must travel to the spot on the map where the chalice is, get it, and then bring it to another spot hidden deep in the Himalayas.

Although it may take some time for the players to decipher the clues that point out the Himalayan location, they should get the idea after solving the clues that led them to this temple. All they need do is draw a line due north from the temple of the Destiny Map ("north from the temple of the map"), then draw another line that connects the outstretched hands of the two northern-most human figures ("where the men of the North join hands"). The point where the two lines intersect is the ultimate destination of the chalice.

Naturally, *idea* cards and *scholar* or *Mind* totals might be needed here to help the players out a bit. Since finding the location is imperative to the adventure trilogy, let them keep trying until *someone* gets it.

What to Do with the Map

Once the characters have gotten the information from the map, they must come up with a plan to prevent the bad guys from ever seeing it. The easiest solution is to destroy the tiles or at least take the tiles down and keep them. Since Stevenson took the map apart years ago they know that this is a possibility. Its also the right thing to do. If the characters don't do something with the map, Wu-Han will be right on their tail in the next adventure.

Another idea is to make a sketch of the map, or simply to use the modern

atlas map (provided in the back of the book) to mark the necessary locations. In any event, just make sure that before they leave the temple, the players have some idea of where they must go to find the chalice and where they must take it.

Event: Return of the Cyberknight

When the Storm Knights reach the map room, they are in for a little surprise. Standing with his back to the Storm Knights against the far wall of the room is the Cyberknight. He appears to be reading the four remaining tiles on the wall.

Using his radioactive tracers, among other things, Pierre DeVris tracked the Storm Knights to India. He was flying reconnaissance in his ultralight (currently parked out of sight in the jungle, about 1/8 of a mile from the temple) when he picked up the radio transmission of the Nile pilot who reported finding the temple from the air. It was a simple matter for DeVris to find the coordinates, land, and slip into the temple before Han's men or the Storm Knights.

If the characters open fire on DeVris right away, they find that their shots seem to pass right through the Cyberknight. This is because the target they are shooting at is actually a holographic image, projected by the real DeVris, who is crouched in the shadows of a corner of the room. This diversion allows DeVris to get the jump on the Storm Knights. His strategy is simply to blow away all of the characters and recover the map tiles from them. DeVris' stats are located in Act One (page 13).

In addition to the holo-image of himself, DeVris has set another trap for the PCs. He has rigged an electrified stunner field over the floor of the entrance to the map room. Anyone stepping on the two-meter square in front of the door is caught by the field and given an automatic *knockdown* effect before they can take any action. Characters who make a *Perception* or *find* total of 16 will notice the tiny field generator on the floor next to the door. You should only allow this roll if the player asks for it.

Note: if DeVris was killed earlier in the adventure, then this cyberknight is an associate, sent by the Council of Bishops to follow in DeVris' footsteps.

Cut To ...

The scene ends with the characters wiser to the location of the chalice and with the bad guys thwarted (if the Storm Knights destroyed the map, and managed to defeat DeVris). There is still a problem, however. The temple is surrounded by shocktroops. The Storm Knights must still escape.

There are two options the characters can choose from at this point. One is to fight their way out. Not a wise option, but certainly one with precedent in adventure fiction. If the characters choose this option go to "Break-out!"

The other is to strike a deal with Wu-Han. If the characters kept the plans of the atomic bomb from the research park, they know they have a bargaining chip. He might be willing to bargain at this point, even if he didn't before. If the characters want to try this tactic go to "The Bargain."

SCENE FIVE: The Bargain

The Situation

Dramatic. Depending on how the characters approach it, you may need to modify the read aloud below; essentially, this scene begins as the Storm Knights make contact with Wu-Han:

You stand in the guard room, waving a piece of cloth to the soldiers outside, indicating that you wish to parlay. The shocktroops stop firing, looking back at Achmedi for instructions.

"What are you doing?" Achmedi bellows at his men. "We won't bother talking to these fools."

Wu-Han interjects, his insidious voice filling the clearing like a poison through the bloodstream, "Aren't you forgetting that I am in charge here,



Captain Achmedi? If these stormers wish to talk with me, I will hear them out."

He looks up at you with a disturbing smile.

The Action

It's up to the characters to start thinking about what kind of arrangements they want to make — not only for the deal but for the how the deal is going to be negotiated. Will Wu-Han come into the temple? Will they meet out front?

Here are some things to keep in mind:

- Even if the characters have already destroyed the map, the villains don't know that and the threat of destroying the map can be used as a means of demanding negotiations with Wu-Han. Even Achmedi, who is shout-

ing at Wu-Han not to bargain with the Storm Knights, will have to give in if this is brought up.

- If all the Storm Knights come out, Achmedi will give the orders to shoot, regardless of what Wu-Han has arranged.

- Wu-Han will *not* go into the temple, even under guard. If this is proposed, he will suggest instead that he and a single Storm Knight meet about six meters from the front of the temple's doorway. The shocktroops will stay where they are.

- Wu-Han is willing to forget about the map as long as he gets the atomic bomb plans. This means that the characters can work out a deal with him where he will lie to Achmedi and tell the captain that the characters are to be given safe passage from the temple in exchange for leaving the map on the wall of the temple. He will insist to Achmedi that he trusts the Storm

Knights. If the characters in fact destroyed or took the map, Wu-Han will merely shrug his shoulders and suggest he needs to "work on distrusting people more."

- Whoever makes the bargain with Wu-Han will have to work out the details of how to get the bomb plans to the oriental villain. They might make an agreement to hide them somewhere in the temple. They could even put them in a sack and claim the sack contains the tiles when Wu-Han knows it really has the plans (so it will once again look like Wu-Han was tricked). All that matters is that the plans cannot be exchanged in full view of the shocktroops.

Wu-Han begins *Hostile* toward the characters for interaction purposes. Being a pulp mastermind villain, he is always willing to hear out his opponents for the chance he might profit by it, but he certainly isn't going to trust



the characters easily.

The Storm Knights can achieve three possible levels of success when negotiating with Han. If a single *negotiated agreement* result is obtained (see the *Torg Rule Book*, page 72), Han will agree to an exchange, but he will doublecross the Storm Knights at the first possible moment.

If the Storm Knights continue to negotiate even after reaching this result, and they get another *negotiated agreement*, Han will agree to the deal, and allow the characters to get a bit of a head start, only ordering his troops to attack once he realizes he's been tricked, when they've reached the jungle tree line.

A third *negotiated agreement* is the ultimate positive result obtainable by the characters. If this is achieved, Han will see to it that the Storm Knights are not attacked until they reach the rope bridge.

After the first *negotiated agreement*, the characters must start tossing in some "extras" in order for Han to warm to the deal (and thus obtain additional *negotiated agreements*). Have Han hint that better results are possible by saying things like: "Have you any other trinkets to sweeten the pot?"

There are several types of "trinkets" that Han will find acceptable, and which will allow the characters to achieve a better result. These include high tech weapons and equipment, particularly Nippon (if the Storm Knights found the ninja armory in Act II, they'll probably have some ammunition here), one of the tiles, or even a Storm Knight hostage.

Wu-Han also has a chance to achieve *negotiated agreements* by using his own character interaction skills against the Storm Knights. For each *negotiated agreement* Han achieves, one of the *negotiated agreements* achieved by the Storm Knights is effectively cancelled.

Flags

If the negotiations take too long, Achmedi gets extremely impatient and opens fire on the Storm Knights. The rest of the shocktroops follow suit in the next round. The characters are then forced to make a run for the bridge. If this happens go to "Breakout!"

This bit will only work if you make sure the characters know Achmedi is getting more and more impatient (and furious) during the negotiations. The point is not to surprise the players with Achmedi's attack, but put a pressure on them, making the scene more tense.

Staging Tips

This scene should be run as a *dramatic* encounter. In fact, it is the climactic scene in the adventure. If everything goes right, the heroes get the information, the bad guys don't, and the characters escape. However, there's limited violence (if everything goes right for the characters). Because most people expect a big fight to finish an adventure, care must be taken to make sure that the scene plays like a climax.

To accomplish this, assume the negotiation begins as soon as the characters get Achmedi's and Wu-Han's attention. This means that the characters can start playing cards to build their card pools because the situation has already started.

Try to urge the characters to obtain better results from the negotiations by having Han milk them for additional goodies. Make sure that the players see how impatient Achmedi is getting as the deal progresses. Have him order a few troopers to take up flanking positions just to throw a scare into the Storm Knights.

Cut To ...

No matter what result the characters obtained with their negotiations, go to "Breakout."

SCENE SIX: Breakout!

The Situation

Standard/Dramatic. Depending on what level of agreement was reached during the negotiations with Han, start the shocktroopers' attack either at the entrance to the temple, the edge of the jungle tree line or at the bridge (as

detailed in the previous scene). This scene can also occur without prior negotiations, if the Storm Knights chose to make a break as soon as they saw the map. When you start the attack, describe the scene.

The roar of machine gun fire is deafening. Lead flies around you as thick as flies around a rotting corpse. Your only chance against these odds is to make a rush for the bridge and cut it behind you.

The Action

If the characters chose not to bargain with Wu-Han, and skipped the last scene, this scene is run as *dramatic*. If they did try to bargain, regardless of the outcome of the negotiations, this scene is run as *standard*.

The action begins when the characters make a mad rush toward freedom. When Achmedi and Wu-Han arrived, they had sixty men with them. Even if the Storm Knights bumped off a good number of them during The Temple of the Destiny Map scene, there should be several dozen left. Getting out of this one alive will be very hard (expect some Storm Knights to come very close to buying it here), which is why the bargaining scene is so important — it gives them a chance to avoid the overwhelming odds.

Grouping

To keep you from having to make dozens of rolls for each shocktrooper, we suggest you use the Multi-Action Chart (*Torg Rule Book* page 45). Put six shocktroopers in each group. Assume any left over soldiers are reloading their guns. Divide the groups up and fire away at the Storm Knights.

Running

The Nile fiends have no vehicles with them (they were to have marched back after securing the map), so the pursuit of the Storm Knights is on foot. Use the chase rules and running rules to work the chase (*Torg Rule Book* page 81).

The ravine is 2,000 meters from the temple.

Once the chase enters the jungle, hitting people with gun shots becomes



a lot harder. There's lots of trees and big green leaves in the way. Because of this, add +4 to all difficulty numbers when using firearms. (You might notice that +4 is the bonus received by the shocktroops for grouping their fire by six soldiers each. This means you can effectively ignore the Multi-Action bonus and the jungle penalty, and roll for six shocktroops at a time using their base *fire combat* skill.)

Hiding is easy in a jungle, and the characters might want to sneak their way to the bridge. *Stealth* totals are at a +4. Characters can move at a rate just under a walk when sneaking about. If a Storm Knight is sneaking around, make sure to put in a couple of bits where shocktroops walk right by but don't notice him, just for the sake of suspense.

The Bridge

When the characters reach the bridge, they have to get to the other side and cut the ropes. Even if the characters didn't specifically state they were bringing machetes with them, it can be assumed that they did bring them when they went searching for a temple in the jungle.

The cutting of the bridge should be run as a *dramatic skill resolution* using the *Strength* attribute against a difficulty of 11. It will take steps A, B, and C to cut the ropes — one step for each rope. If all three ropes are not cut, the shocktroops will be able to get across.

There is one large boulder to one side of the bridge that can provide cover. Only one rope can be cut from the safety of the boulder. The other two must be cut from an exposed position.

If any shocktroops are on the bridge when a rope is cut, they scramble frantically to hang on to the rope but fall to their deaths.

Adventure Awards

For successful completion of the adventure, each player character receives 10 Possibilities. For each successfully played Glory card, award every character three Possibilities, and for every Drama card retained in a player's hand at the end of the adventure, give his or her character three additional Possibilities.

For a better insight on how to hand out these awards, see the Award Guidelines in the *Torg Adventure Book*.

Cut To ...

After cutting down the bridge, the characters can duck behind a group of rocks and continue on without harassment. They can then travel into the sunset, plotting their continuing quest for the Possibility Chalice. The quest continues in the next adventure of the *Relics of Power Trilogy*, *The Possibility Chalice*.

Stacks

This section outlines suggestions for incorporating the subplots which come from the Drama Deck into *The Destiny Map*. Not all possible subplots are listed here, so if you can't come up with a reasonable use of the subplot, simply disallow it (see page 66 of the *Torg Rule Book*). Included in the adventure text are various *flags*, which give details on how to work specific subplots into specific scenes, so keep an eye out for them as well.

The Martyr Card

If this card is played during the climactic escape from the temple in Act Four, it will allow the rope bridge which spans the chasm to be cut in one blow (naturally taking the cutter with it). This allows the rest of the party to escape the Nile shocktroops.

The Nemesis Card

If this card is played before or during the ninja attack at the end of Act One, the player of the card gets Osato as a nemesis. Have Osato escape the fight, perhaps wounded. His pride is now at stake, and when the Storm Knights infiltrate the Kanawa building in Act Two, Osato will get his revenge. Have him drop a security wall between his nemesis and the other characters. Then have him face off against the nemesis in a one-on-one duel to the death.

The Romance Card

If a player with a male character plays the card, it can be tricky, since there are relatively few female game-master characters in this adventure. Susie May, the girl who fell for the Cyberknight in Act One is a decent possibility. She might simply fall for a Storm Knight and come up with an excuse to follow him.

For female Storm Knights there are a number of intriguing romantic opportunities. Although they are enemies, the Cyberknight or Osato might be attracted to a female Knight. (DeVris might even aid the characters if this were the case.) Having Wu-Han or Achmedi fall for one of the Storm Knights is a particularly cruel way to have the card "backfire" on a player. Either of them might try to kidnap the Knight and take her back to the Nile Empire for a forced wedding in the grand pulp tradition.

The Mistaken Identity Card

If this card is played at any time during Act One, the Atlanta police immediately arrest the character with the subplot. It seems that three witnesses claim that a person matching the affected PC's description entered the Barker house just prior to the murder. The arrested character is taken to the police precinct, put in a police line-up along with five other witnesses, and locked up overnight in a holding cell. If the character is not from Core Earth, there could be sticky legal entanglements. In that case, a couple of agents from the Delphi Council show up to haul the Storm Knight off to Houston for questioning.

Personal Stake

If this card is played before Act Two, the designated character arrives at the dig sight only to find that a good friend or family member is among those enslaved by Wu-Han and working at the dig. If the character with the subplot is not from Core Earth or The Living Land, and has no reason to have known anyone from these realms, then discard the subplot and award the player a Possibility.



Gamemaster Character Records

Use this page to record the damage to and status of the Gamemaster characters in key encounters. Use the "status" line to record *wounds, sty-mied, unskilled* and *setback effects*. The characters' Toughness is repeated on the "Stun Damage" line for ease of reference.

Act One

Pierre DeVris (cyberknight): DEX 12, STR 13 (19 for kick damage), TOU 12 (16 w/armor), PER 12, MIN 10, CHA 9; SPI 10.

Skills: reality 12, fire combat 14, melee 14, unarmed combat 13 (15 for kick attacks), land vehicles 13, trick 13, test 11, dodge 14, jumping 14, running 14.

Possibilities: 14.

Equipment: DeVris is packing a Herod IV. It has a damage value of 19.

Stun Damage (12)
KO
Status

Standard Policeman: DEX 10, STR 11, TOU 10, PER 11, MIN 8, CHA 8, SPI 8.

Skills: dodge 11, fire combat 12, unarmed combat 11, evidence analysis 13, find 12, land vehicles 12, will-power 10.

Equipment: .38 revolver, damage value 14. Nightsicks, damage value STR+3.

Cops Outside Murder Site:

#1
Stun Damage (10)
KO
Status

#2
Stun Damage (10)
KO
Status

Ninja Assassins (one per Knight): DEX 12, STR 11, TOU 10, PER 11, MIN 8, CHA 7, SPI 7.

Skills: acrobatics 13, dodge 13, fire combat 13, maneuver 14, melee weapons 14, unarmed combat 13, trick 12, test of wills 10.

Equipment: Each ninja attacks with an extremely sharp sword. The blades have a damage value of STR+7. This means that in the hands of the ninjas they have a damage value of 18. Osato has ordered his men not to use lasers this time, as they left too obvious a trace as to the origin of the wounds inflicted.

Ambush Scene Ninjas:

#1
Stun Damage (10)
KO
Status

#2
Stun Damage (10)
KO
Status

#3
Stun Damage (10)
KO
Status

#4
Stun Damage (10)
KO
Status

#5
Stun Damage (10)
KO
Status

#6
Stun Damage (10)
KO
Status

Osato (ninja leader): DEX 12, STR 11, TOU 10, PER 11, MIN 8, CHA 7, SPI 7.

Skills: reality 10, acrobatics 15, dodge 14, fire combat 13, maneuver 14, melee weapons 15, unarmed combat 16, trick 12, test of wills 11.

Possibilities: Two per Storm Knight.

Equipment: Osato uses a special

sword which was given to him by his boss, Yabu Tokanda, for use on this assignment. The sword does STR+8 damage, but is also augmented by the same electronic chip as the ninja throwing star found in the townhouse (automatic "K" result, double shock damage and an additional wound level if a wound is inflicted). Remember, the electric shock works only once during combat, but Osato can decide who he will use that power against.

Osato also carries three smoke screen pellets which, when thrown to the ground, emit a gaseous cloud which envelops a 20 yard area around the pellet. Finding anyone within the cloud requires a *find* or *Perception* total of 20.

Note: Osato has special contact lenses which allow him to see through the smoke, but none of the other ninjas do.

Stun Damage (10)
KO
Status

Act Two

Ninjas In Anderson Building (same stats as above):

#1
Stun Damage (10)
KO
Status

#2
Stun Damage (10)
KO
Status

#3
Stun Damage (10)
KO
Status

#4
Stun Damage (10)
KO
Status



#5
Stun Damage (10)
KO
Status

#6
Stun Damage (10)
KO
Status

Kanawa Defense Robots (2): DEX 12, STR 14, TOU 20, PER 13, MIN 7, CHA 3, SPI 3.

Skills: fire combat 14, unarmed combat 14, taunt (17), test (17), intimidation (17).

Note: These last three skills are *Paranetical Skills* (see *Torg Rule Book*, page 80), and as such can only be used defensively.

Equipment: The robots are armed with two small lasers built into each hand. They are able to fire both lasers each turn *without* taking the multi-action penalty (computer processing accounts for this). Damage value for the lasers is 17.

#1
Stun Damage (20)
KO
Status

#2
Stun Damage (10)
KO
Status

Act Three

Nile Shocktrooper: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 9.

Skills: beast riding 10, fire combat 10, heavy weapons 10, unarmed combat 10, climbing 10.

Equipment: Each is armed with a machinegun (damage value 18), and a ceremonial dagger (damage STR+3).

Dig Perimeter Shocktroops:

#1
Stun Damage (20)
KO
Status

#2
Stun Damage (20)
KO
Status

The Insidious Wu-Han: DEX 8, STR 7, TOU 15, PER 13, MIN 14, CHA 13, SPI 7.

Skills: unarmed combat 10, melee combat 10, charm 14, persuasion 14, reality 10, science 15, weird science 16, trick 15, scholar (master criminal) 15, test of wills 15.

Possibilities: 12.

Equipment: Wu-Han is of *evil* inclination. He carries no visible weapons, but has a poison pin hidden in his robe which he uses as a last resort. The pin inflicts an automatic *mortal wound* within a single combat round of hitting the target. (Note: Possibilities cannot be spent to negate this effect.)

Han also has a personal force-field generator built into his belt. The force field increases Han's *Toughness* by eight (for a total value of 15) for defensive purposes.

Captain Achmedi: DEX 10, STR 11, TOU 12, PER 9, MIN 8, CHA 8, SPI 8.

Skills: reality 9, dodge 11, fire combat 13, heavy weapons 11, melee 12, unarmed combat 12, land vehicles 11, persuasion 9, taunt 11, trick 11.

Possibilities: 7.

Equipment: Achmedi is of *evil* inclination. He carries a 9mm Luger (damage value 15).

Armored Kanawa Mercs (2): DEX 10, STR 12, TOU 11 (17 due to armor), PER 10, MIN 8, CHA 9, SPI 7.

Skills: reality 8, dodge 11, fire combat 14, unarmed combat 12, land vehicles 12, acrobatics 11.

Possibilities: 3.

Equipment: The effects of the power armor have been calculated into the attributes. The mercs are armed with flechet rifles (damage value of 21) and powered samurai swords (damage STR+7).

#1
Stun Damage (11)
KO
Status

#2
Stun Damage (11)
KO
Status

Chase Scene Shocktroopers:

#1
Stun Damage (9)
KO
Status

#2
Stun Damage (9)
KO
Status

#3
Stun Damage (9)
KO
Status

#4
Stun Damage (9)
KO
Status

#5
Stun Damage (9)
KO
Status

#6
Stun Damage (9)
KO
Status

Act Four

Stun Damage (9)
KO
Status

Stun Damage (9)
KO
Status



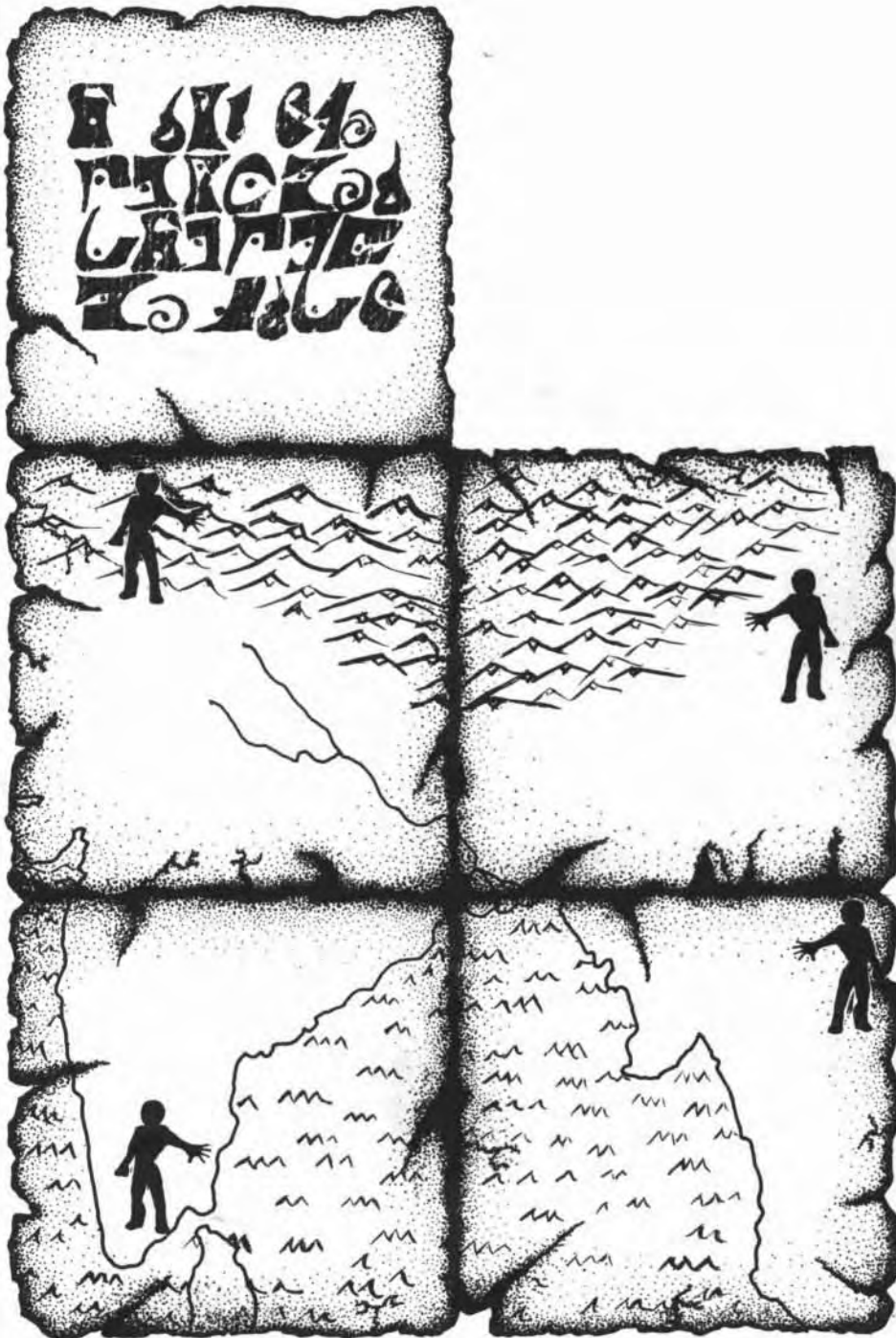


Gamemaster Prop Map of South Asia





Gamemaster Prop
Map Tiles





Gamemaster Prop
Back of Map Tiles





Gamemaster Prop Temple Wall

ET. 6X64
CULIF
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ut. 6e
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201F
K694A

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461702
2760
70XLL

PF 08
C 70L87
E PF 71X
L 119





Gamemaster Prop
Back of Temple Wall (Chalice Location)



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by Christopher Kubasik



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