

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

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ZORG

HIGH LORD™ OF EARTH



The Battle for Core Earth's Reality

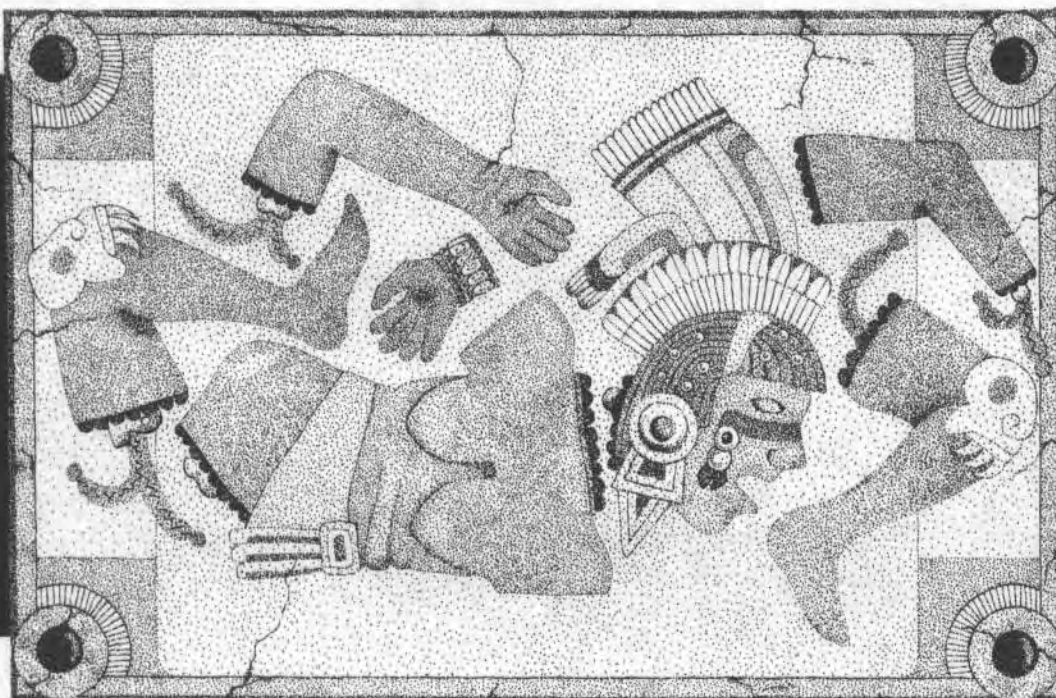
HIGH LORD OF EARTH

By Greg Farshtey and Paul Murphy





Roleplaying the Possibility Wars™



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**“We shall conquer all peoples
of the universe; and I tell you
in all truth that I will make
you lord and king of all that is
in the world ...”**

**— Huitzilopochtli,
Aztec God of War**

Prologue



exico. The Near Now.

Alone in the darkness, It broods, trying to remember.

There had been a war — a *terrible* war — against another of Its kind. A war never envisioned, never contemplated by Its maker. Somehow, the Other's servant — a mere *mortal*! — had convinced the one known as Heketon to make war on It.

It and Its servant had resisted, but Its servant had been fatally flawed. Although he was greedy and ruthless, he did not possess the courage to use all of Its power. By their nature, Its kind were able to employ their power only through their servants, and Its servant had failed at the crucial moment. Thus mighty Heketon prevailed, and It was defeated.

Its servant was captured, but that was of no account, for It had no further use for him. Fleeing the threat of final, total destruction, It used almost the very last of Its power to flee across space, yes, even across time itself. The journey came near to finishing what Heketon had started, and It arrived at this world sore injured, broken both in body and mind.

The inhabitants of this land worshipped It and called It a god. The term did not sound familiar, but It no longer remembered exactly *what* It had been before the battle with Heketon. It remembered war; It remembered conquest; It remembered blood and sacrifices; and It knew that all these

things were important, were part of Its mission. These things It demanded of the people who came on their knees to worship, and they did as their god commanded.

Soon Its worshippers had conquered all of their enemies, and then were conquered in turn. These new people also worshipped It, and made war and bloody sacrifice in Its name. They built great temples and statues called *stelae* to honor It, statues It knew were important, but could not remember why. Eventually, these new acolytes also fell.

And so it went. Age after age, It accepted worship and sacrifice, seeking always to remember Its true purpose. Each new band of followers met with destruction in time — It demanded too much of them, drained away their vitality and strength and gave nothing in return.

But always, there were others to be found willing to be corrupted and used. The people of this land understood the need for blood and warfare, accepted them as part of their daily lives. Perhaps that was why It had chosen this place as its sanctuary, but It could not be certain.

But the pattern of Its existence changed when Its followers turned upon each other and set the city It resided in ablaze. From then on, Its acolytes would journey hundreds, sometimes thousands of miles to ask Its blessing for their endeavors.

Over the centuries, it had known many names — Hex Chun Chan, Al Puch, and finally Huitzilopochtli, whom the Aztecs revered as god of war. But then there came a great army to conquer Its people and plunder their wealth. It was not at first dismayed, for It saw that these strangers were as bloodthirsty, cruel and warlike as all of Its past worshippers, and It believed they, too, would fall to their knees before Its power.

But It was not as omnipotent as Its followers had always believed. The god of the invaders was a jealous god, and allowed them to worship no others. Fearing Its unholy power, the strangers cast It down into the depths, and destroyed all signs that It had ever existed.

But It did not die. It has waited in the darkness for centuries, still calling out for worshippers, but with a soft and subtle tongue that only lovers of blood and death can hear. It has learned of the power of Man, and It knows how best to use that power. But Its knowledge of Itself remains incomplete, and that is a dangerous weakness.

But as It broods upon the strangers who consigned it to this dark prison, It knows that one day It will remember all.

And then It will take revenge.



Introduction



he High Lord of Earth is an adventure for Torg: Role-playing the Possibility Wars. You must have the

roleplaying game to play this adventure. Adventures for Torg take place on Earth in the Near Now. Earth has been invaded by six powerful beings from other realities. The High Lords, the leaders of the invaders, use their Darkness Devices, dread machines created to ultimately cause the destruction of the cosmverse, to conquer the reality of our world and impose their own truth in its place.

The Darkness Devices were the creation of the being known as the Nameless One, who sent them out into the void in search of inhabited cosms and creatures with a love of destruction. A Darkness Device confers great power upon its user, while it absorbs and stores possibility energy stolen from other sources.

Darkness Devices have a variety of powers and skills, and can only be used by possibility-rated beings. Only one being may be attuned to a Darkness

Device at one time, but when the original user dies or continually fails in his task of providing the Device with new sources of possibility energy, the Device may switch to another being.

This adventure concerns the attempt by a group of Storm Knights to find and destroy a Darkness Device located in Core Earth Mexico, and thus prevent the murderous Malcolm Kane from becoming the High Lord of Earth.

Adventure Background

Earth is strong in *Possibility Energy*, the stuff of life, of creativity, and it is this the High Lords and their Darkness Devices crave. And it may be the presence of that force which drew a Darkness Device to Earth, many centuries ago. Terribly wounded in a battle against the Darkness Device known as Heketon and its user, the Gaunt Man, the entity reached Earth with no memory of what it was or the exact nature of its mission.

The Darkness Device knew that it was meant to destroy, to cause pain and misery. It knew that, somehow, it was supposed to grow strong when living beings died in its name, but it did not remember how it caused that to happen. It knew that stelae were important, but it did not remember why.

But the Device still had skill and cunning, and the people it found itself among were susceptible to its call and worshipped it as a deity. In an effort to discover its identity, the Device began experimenting with its worshippers, causing them to indulge in increasingly bizarre and demented religious practice. Though this did not result in the return of its memory, it found the blood and death satisfying in and of themselves.

The Darkness Device corrupted and destroyed the Olmecs. It corrupted and destroyed the Mayans, so that

they turned upon each other. It corrupted and destroyed the Toltecs. It corrupted the Aztecs ...

By this time, its city, Teotihuacan, had been damaged by fire and largely abandoned, but the Darkness Device's power still drew pilgrims to it. This continued until 1519, when Spanish invaders came to Central America and, in a staggeringly short time, conquered the Aztecs.

The Darkness Device was not worried. It sought to corrupt the Spaniards, a cruel and violent people in their own right, but they were stronger than it had expected. Believers in Christianity, a monotheistic religion, there was no place for a god of war in the Spanish pantheon. Fearing and hating the "stone demon," priests of the Inquisition cast the Darkness Device down into the lowest level of its temple, brought down the temple on top of it, and attempted to expunge all records of its existence.

There the Device lay, undisturbed for more than four centuries. In 1971, an archaeological excavation came close to unearthing the Darkness Device, but the workers stopped just short of its burial chamber.

Immediately after the site was opened to the public, a series of bizarre murders involving mutilation and cannibalism began occurring in cities throughout the world. All of the culprits had visited Teotihuacan at some point in the months prior to their horrible acts, but authorities never made this connection between the killings. All of the murderers had responded, subconsciously at first, to the waves of hatred pouring forth from the Device, for even in its weakened state, it was dangerous.

When the Possibility Wars began, the Core Earth Darkness Device started sensing the tremendous ebb and flow of possibility energy across the planet. This has helped to restore its memory — it has remembered the term "High Lord," and something of the purpose of stelae. But still it remains convinced that it is the god Huitzilopochtli, whose

Important Note

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

The gamemaster should read the book completely before attempting to run the adventure. This allows the gamemaster to familiarize herself with the various events and encounters in this adventure and prepare herself for any unexpected behavior on the part of the players.



holy mission is to restore the glory of the Aztec Empire.

Now it has sent its siren song forth to seek out those people best-suited for its purposes, in particular one being to become the High Lord of Earth.

Malcolm Kane

Recruited by the Gaunt Man, High Lord of Orrorsh, the Core Earther known as Malcolm Kane was promised the location of the Darkness Device in exchange for his loyal service. But when he overheard the Carredon offering the Device as a bribe to a Storm Knight named Decker, Kane felt betrayed and decided to seek out the object of power for himself and use it to take his revenge on the Gaunt Man.

He kept his intentions a secret, agreeing to accompany an Orrorshan sorcerer named Kibos to Singapore on a mission for the techno-demon, Thratchen. While there, he began manipulating the magician into aiding him in his quest for the Darkness Device. He also discovered an important clue in a local museum: a stone statue found in Belize decades ago which the native Indians referred to as a "stelae," something which had once marked the boundaries of a Mayan "Dark God's" domain.

From Singapore, Kane traveled to Borneo in search of an eternity shard with divinatory powers, and then attempted to lure the Storm Knights who pursued him into a trap on the isle of Bangka. He eluded his hunters there, and with Kibos in tow, traveled to Belize to investigate the statue he had found.

The trail took him to the ancient Mayan city of Tikal in Guatemala, with Kibos left behind in Belize to create an army of zombie slaves to deter pursuit and provide the new High Lord with a ready-made army of followers.

Examining the stone sculptures at Tikal, Kane became convinced that the Mayans had known of the Darkness Device, and discovered that it could be found in the "place where man becomes a god" — the ancient city of Teotihuacan, a place known for its mysterious origins and the dark legends of human sacrifice that surround it.



D. Miller

What Kane does not realize is that the Darkness Device is insane and weakened by its long centuries of imprisonment. Having been betrayed by its servants before, the Device will demand that much blood be spilt before it will share its power with another ...

Adventure Synopsis

In *The High Lord of Earth*, the Storm Knights must prevent Malcolm Kane from awakening the Darkness Device to its true potential and becoming High Lord of Earth. It is not enough to simply kill Kane — they must also discover a way to disable the Darkness Device so that no one else will try to benefit from its power.

In Act One, the Storm Knights are on the trail of Malcolm Kane when they hear disturbing rumors of unnatural goings-on in the small country of

Belize. The dead are said to walk the streets of Belmopan, and there are rumors of "ancient gods come to life." Given that Belize is quite far from any known or suspected Invasion site, no one knows what could be causing the disturbances — and the Delphi Council and other agencies are extremely interested: if Central America is under assault, it is imperative that this fact be exposed.

The Knights discover that there are, indeed, dead men walking the streets: zombies, to be precise, their hearts having been torn from their bodies. The Knights trace these zombies to a particularly seedy neighborhood in the city, where they find that the ancient religions of Central America, complete with the barbaric ritual of human sacrifice, have been brought back to life.

The Knights learn that the zombies were created by an Orrorshan sorcerer named Kibos, an ally of Kane's. After confronting and defeating him, they discover that Kane has moved on to



the ruins of Tikal in Guatemala.

In Act Two, the Knights make a dangerous trek through the jungles of Guatemala to reach the ancient city of Tikal. There they are confronted by the spirit of a Mayan king who demands a test by combat with reincarnations of his people's five war gods.

Triumphant, the Knights are warned by the king that they face great danger. He tells them of Kane's visit, and points them in the direction of Teotihuacan.

In Act Three, the Knights finally come face to face with Kane, and find they must resist the temptations of the Darkness Device, which offers each the mantle of High Lord and the power that goes with it. Their only hope of saving Core Earth, and their own souls, from the Device's domination is to totally destroy it.

The success or failure of the Storm Knights in this adventure will have a dramatic effect upon the course of the Possibility Wars.

The Response Form

On page 63 of this adventure, you will find a special response form. Once you have completed this adventure, please fill it out and mail it to us. The outcome of this adventure is crucial to the future of the Possibility Wars and the survival of Earth's reality, so we want to know how every group makes out. For instructions on filling out the form, please refer to page 13 of *Infiniverse Campaign Game, Issue 1* (which is included in the *Torg* boxed game set). Mail it to the address listed on the form.

Central America in the Near Now

This adventure takes place entirely in Central America, specifically in the countries of Belize, Guatemala, and Mexico. In general, these countries have survived the invasion as well as any other: there has been a certain amount of economic hardship caused by the collapse of the International Monetary Fund (which over the years had loaned quite a bit of money to

developing nations) and some unfortunate political changes, but none of these areas have been physically harmed to any great extent.

Belize: A former colony of the United Kingdom (when it was known as British Honduras), Belize gained its independence from Great Britain in 1981, though it still maintains close ties with the UK. A parliamentary democracy, Belize has a population of around 160,000, composed mainly of people of African, Mayan, Amerindian, and Mestizo (mixed Spanish-Indian) origin. English is the official language, though Spanish, Creole, and Mayan are also spoken.

Belize is 8,866 square miles in area, or slightly larger than Massachusetts. The capital of Belize is Belmopan, a new city with a population of around 8,000 citizens. The country is hot and humid, with jungles covering much of the interior.

Since the invasion, Belize has increased its military force from around 1,000 to 10,000. The government claims that this is to offset the loss of American and British aid since the war began, but others have read more sinister messages into the increase.

It is rumored that, since the collapse of the UK and the US, Belize has been overrun by South- and Central-American drug-lords who have bought the government, lock, stock, and barrel. While no one as yet really knows if that is the truth, things certainly have gotten a good deal more unpleasant in the country of late. Belize has been under martial law for months.

The United Democratic Party, formerly the main opposition to the ruling People's United Party, has all but ceased to exist, most of its members imprisoned, or missing, or gone underground. Free speech has been effectively stifled, and soldiers or police can be found on every streetcorner, many of their superior officers speaking with distinctly non-Belizean accents.

Guatemala: Over the centuries, Guatemala has gone through a number of military dictatorships. The latest coup occurred shortly after the outbreak of the Possibility Wars. With the worldwide economy in ruins and

no place to sell its exports, Guatemala found itself once again in dire economic shape, with a resulting increase in civil unrest. As it had done countless times before, the military stepped in, overthrowing the civilian government and placing an Army general, Pablo Rios, in command.

Guatemala is 42,000 sq. miles in area (around the size of Tennessee). The capital of Guatemala is Guatemala City. Guatemala has a population of around 10,000,000, composed of peoples of Mayan and Mestizo descent. Most of the populace is concentrated in the lower half of the country; the Petan District, the part of Guatemala which juts into Mexico and Belize, is tropical rainforest and virtually uninhabited.

Guatemala is dotted with ancient ruins dating from the Mayan Empire, which stretched across Guatemala, Belize, and much of lower Mexico.

Guatemala has refused to acknowledge the existence of Belize, claiming the area as historically part of Guatemala. Since the invasion, the Guatemalan government has stepped up anti-Belize rhetoric, and it is possible that they are planning military action against the little country, expecting that Belize's protectors, the US and UK, are too busy with their own problems to worry about the little country.

Guatemala has a standing army of around 100,000. Most soldiers are engaged in garrison duty and anti-guerrilla activities. It is believed that the government could put at most 25,000 men into the field against Belize. Since they would be operating in a tropical rainforest with heavy guerrilla presence and virtually no roads, their chances of success are not terrific.

Mexico: Originally occupied by a number of races of Mexican-Indians, Mexico was conquered by Spain in the 16th century. Spain continued to rule Mexico for the next 300 years. During the period since, Mexico has endured a number of foreign rulers, a variety of military dictatorships, and at least one attempt to set up a monarchy in the New World. Since the last military dictatorship was ousted in 1917, however, Mexico has been a democratic Federal Republic. Mexico has a



population of around 90,000,000, composed mainly of Mestizo, Amerindian, and European Caucasian. Virtually everyone in Mexico speaks Spanish, though a variety of Amerindian languages are also spoken.

Mexico is 762,000 sq. mi. in area, or about one-fifth the total area of the US. The capital is Mexico City, one of the largest cities of the world with a staggering 20,000,000 inhabitants. Mexico City is built in the Valley of Mexico, a high valley surrounded by mountains and volcanoes.

Mexico has survived the invasion relatively intact. Though there was a certain amount of economic hardship following the general worldwide collapse, Mexico's large oil reserves are coveted by Nippon, eager for any energy sources not controlled by Nile Empire and willing to pay for the oil in yen, the strongest currency in the world. In fact, economic conditions in Mexico are so good, relative to the rest of Central and North America, that Mexico has found itself having to deal with a large influx of refugees from the United States.

Mexico is watching the war in southern California carefully and is mobilizing its small armed forces along its northern border, to be prepared in the event that the western portion of the Living Land continues its expansion into Mexican territory. Negotiations have been underway for several weeks about the possibility of Mexican troops going into the US to aid in the fight, but the US government, particularly the Delphi Council, is reluctant to call on outsiders to help defend American soil.

The Mexicans are also being cagey about the operation; it's potentially political dynamite. After all, the US took Southern California, Texas, Arizona and New Mexico from Mexico during the Mexican-American war. The Mexican government isn't sure how the people would feel about fighting to help a nation they consider to be a thief defend its stolen land from new invaders.

One of the nation's most fascinating tourist attractions is the ancient city of Teotihuacan, whose origins are shrouded in mystery. For over six centuries, the people of this city controlled the Valley of Mexico and influenced various Meso-American cultures.

Then, for reasons still unknown, the city was destroyed by its own people. But the myths surrounding it — its name means "place where man becomes a god," and it was believed the gods resided there — kept it a major pilgrimage center until the fall of the Aztecs in the 16th century. Archaeologists have been excavating the site for the past 100 years, little dreaming of the evil they are unleashing by doing so ...

Starting the Adventure

There are a number of possible ways to get the Storm Knights into this adventure. If you are a subscriber to the *Infiniverse Campaign Game*, then the Orrorsh dispatches detailing Malcolm Kane's activities in Indonesia lead

smoothly into this adventure. Their pursuit of Kane should already have revealed to the Knights that he is seeking a Darkness Device, and his trail will lead them right to Belize and the heart of mystery.

If you are not involved in an *Infiniverse* campaign, the Knights can be hired by the Delphi Council to study events in Central America. The Council's interest in Belize is triggered by the events described in the newspaper prop — America has a longstanding interest in Central American affairs, and, given the way the world is going these days, any reports, no matter how farfetched, must be checked out.

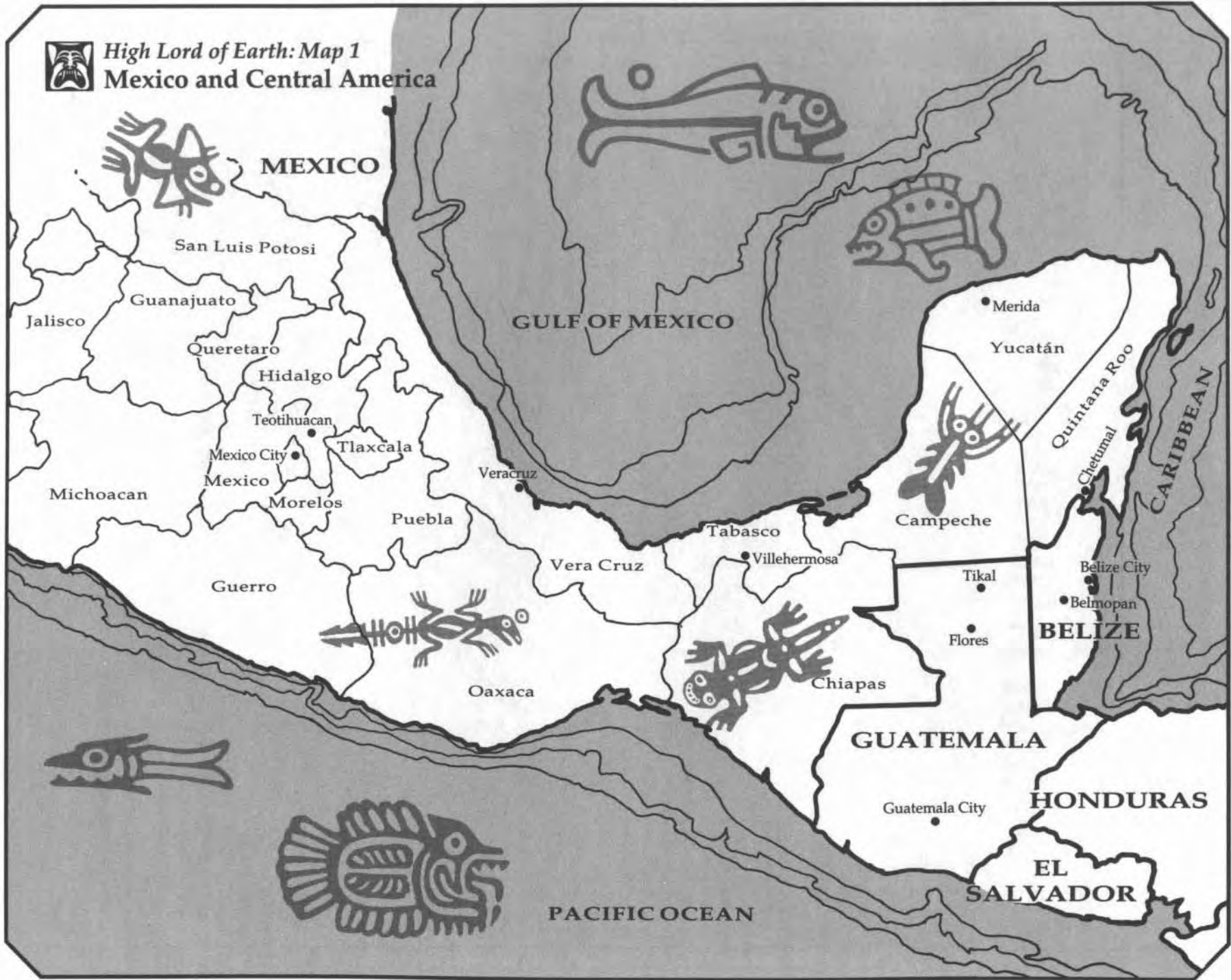
The Knights might also be hired by Tolwyn of Tancred or someone from the British Government. Britain has plenty of troubles of its own to keep itself occupied, but there is a deep bond between the two countries — Queen Elizabeth II is still titular head of Belize (though she does not have any real power, of course), and Britain would be likely to send over a few Storm Knights to check out rumors of unnatural goings-on there.

If none of these suit your fancy, you can have the Knights go to Belize to check out the rumors of the country's alleged takeover by drug-lords. Once there, they can stumble on to the zombies quite by accident.





High Lord of Earth: Map 1
Mexico and Central America



Ritual Killings in Belize

Voodoo Resurgence Feared

BELMOPAN (AP) — A series of grisly murders has rocked the Belizean capital in recent weeks, with at least 20 victims found slain and mutilated and authorities concerned that this may mean a revival of voodoo cults in the area.

The victims, all in their 20s, have been found in alleyways throughout the city. Police have not specified the cause of death, but sources say that the hearts of all those murdered were removed, apparently with great care. Authorities have refused to comment on these reports, citing an unwillingness to panic the populace. But they are sufficiently concerned by the situation to have doubled the number of patrols in Belmopan, amid talk of martial law possibly being declared in the coming days.

Investigators have been unable to establish a connection between any of the victims, who came from all levels of Belizean society. There are growing fears that the murders may be connected with

the voodoo cults which have plagued the Caribbean nation in the past, and rumors are spreading that those killed have become zombies and are now stalking the city.

"The dead walk in Belmopan," said one resident, who asked that his name not be used. "I have seen them — their eyes blank, their skin pale, great holes in their chests where once their hearts beat. Police and soldiers cannot stop the zombie, he is past mortal pain. We must pray, for only God can deliver us from this curse."

Voodoo experts disagree with these accounts, however, citing that there are no zombification rituals calling for the removal of the heart or any other internal organ. "If these corpses are walking around — and I seriously doubt this is anything more than public hysteria at work — the kind of voodoo practiced in Haiti or Belize had nothing to do with it."

Meanwhile, government officials are emphatically denying that these strange deaths are signs that the Possibility Wars have spread to Central America. "Do you see armies of lizards about?" Interior

Minister Alejandro De Vega said last week. "Do you see Vikings, or dragons, or those damnable Cyberpapists? No, nor shall you. We are a peaceful people here in Belize, and our faith is strong, so our enemies do not dare to challenge us. If you would seek to assign guilt, look to our south."

De Vega's reference was to Belize's long-standing dispute with Guatemala, which claims the former British colony as its own and refuses to acknowledge its independent status. Concerns that these killings may be the prelude to a Guatemalan attack have prompted the Belizean government to clamp down on the local press, as well as ordering the closing of both the Associated Press and the United Press International offices. Several foreign journalists who have reported the zombie tales circulating through the city have been jailed on charges of "incitement to riot." The U.S. Embassy has filed a protest regarding what they have termed "illegal detention and the stifling of the free press," but Belize has yet to respond.



Act One

City of Fear

The Major Beat

The Storm Knights arrive in the Belizean capital of Belmopan. They discover that something is definitely amiss: people are being murdered, their mutilated corpses turned into zombies. Clues lead the Knights to an Orrorshan necromancer, acting under the orders of Malcolm Kane. The act ends when the Knights defeat the necromancer and learn where Kane has gone in his pursuit of the Core Earth Darkness Device.

SCENE ONE: Blood in Belize

The Situation

Standard: The Storm Knights arrive in Belmopan. Depending upon their reason for being in the country and their status with the Delphi Council and/or the British Government, the Knights may have valid passports and visas, forged passports and visas, or, having snuck in, no passport or visa. Discuss this with the players before the scene begins—their characters' papers (or lack thereof) will have an important effect upon the way they are treated by the police and other governmental officials.

Read aloud or paraphrase:

You have arrived at the city of Belmopan, capital of the nation of Belize. The city is only a little more than a decade old, and has a hurried, unfinished look to it, as if the buildings were thrown up overnight and the populace moved into them before they were quite finished.

The center of Belmopan, where the governmental offices are, is nor-

mally quite a pleasant place: green and open, with lovely architecture. But today it looks as if it were under siege: soldiers and police stand at every corner, stopping cars and interrogating pedestrians about their destinations. Those who refuse to answer (or whose answers are unsatisfactory for some reason) are clubbed to the ground and dragged away by the military. You have seen a few police officers cast disgusted glances at the brutal displays, but no one says anything.

Still, this section of the city is paradise compared to the outlying areas. Some blocks look almost as if they were rotting: garbage and raw sewage in the streets; too-skinny children playing in vacant lots filled with rubble; tired, hollow-eyed men and women sitting on stoops and curbs, staring with open hostility at any strangers who pass. Many of the people you see are armed.

The Action

The Knights have to track down the source of the rumors about zombies walking the streets of Belmopan. There

Non-Humans in Central America

The people of Central America are not used to seeing edeinos, dwarves, elves, or other obviously non-human types. You might wish to assign non-human Storm Knights a -1 to -3 penalty to their *charm* and *persuasion* skills and a +1 to +3 bonus to their *intimidation* skill.



are a number of places they can go to find information: the local police; the government; a newspaper; the church; the citizens of the city; or they can wander Belmopan on their own, keeping their eyes open.

Citizens of Belize are of African, Mayan, Amerindian, and mixed origin. They speak English with a sort of cross between a British and Caribbean accent, and borrow words freely from the Spanish and Mayan languages. Typically very friendly and outgoing, the people of this small, poor country are under a lot of strain these days — in part because of the recent spate of murders — and it shows.

When running this scene, keep in mind the "Event" at the end of the location descriptions. If the Knights are not cautious about how they go about investigating this matter, they will attract unwelcome interest from the army, and the encounters listed may take place.

The Police

Policemen patrol the streets of Belmopan in teams of two, on foot and in automobiles. Patrolmen are equipped with guns, nightsticks, and a radio for summoning assistance; automobile patrolmen have the above, plus a shotgun under the car's dashboard. The Belmopan station house contains around 30 policemen day or night, and there are an additional 50 patrolling the city. The statistics for the standard Belmopan police officer are listed below.

The Knights might come in contact with the police in one of two ways: they could get arrested and brought in for questioning, or they might seek out the authorities to obtain information on the murders.

Standard Police Officer

DEXTERITY 8

Dodge 9, fire combat 10, maneuver 9, melee weapons 9, unarmed combat 9

STRENGTH 9

TOUGHNESS 8

PERCEPTION 8

Find 9, trick 9

MIND 7

Test 8

CHARISMA 8

Charm 9, persuasion 9, taunt 9

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (75)

Equipment: .38 revolver, damage value 14, ammo 6, range 3-10/25/50; shotgun (auto patrols only), damage value 17, ammo 2, range 3-15/25/40; nightstick, damage value STR+3/12; radio.

Arrest

If the Knights are arrested, they will be disarmed and taken to the station house, a new building near the center of town. There they will be booked and then put in a cell in the basement. After a few hours, the Knights will be led into a stark, cold room where Detective Musa will question them.

If the Knights have passports and other documentation, they will be treated with a modicum of courtesy; if not, they're in for a difficult couple of hours. Musa will question the Knights about whatever caused them to be arrested (i.e., not having the appropriate papers, being insolent to the officers, etc.) and will demand to know why the Knights have come to Belmopan, how long they plan to stay, and what they will be doing while they are here.

If the Knights' answers are satisfactory, Musa will let them off with a warning to stay out of trouble, and a "friendly" suggestion that they leave the city as soon as possible. If the Knights have been forthright and offered to help the police in their investigation of the murders, Musa will agree to meet with them for a private discussion. Cut to "Talking With Musa."

If Musa does not find the Knights' answers to be satisfactory, he will order that they be turned over to Colonel Mendoza of the Belizean Army, the city's military governor, for questioning. Cut to "The Army."

Looking for Information

If the Knights go to the police station looking for clues about the zombies, the first person they'll encounter will be the desk sergeant. He cannot pro-

vide them with any pertinent information, and the Knights will have to bribe or *persuade* him to pass them on to someone in authority. (His statistics are the same as those listed above for police officers.)

If they fail in their attempts, he will either order them out of the station or have them arrested. If they succeed, he will send them to meet Detective Musa.

Cut to "Talking with Musa."

Talking with Musa

Detective Musa is an honest, hard-working cop in a city which is becoming increasingly more corrupt. He is subject to orders he detests, but which he feels it is his duty to obey. If the Knights try to deceive him, he will do everything he can to make their lives miserable; if they are honest with him, he will prove a firm ally.

Detective Musa

DEXTERITY 9

Fire combat 10, maneuver 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 14, find 12, language 12, scholar (criminology) 12, trick 12

MIND 10

Test 11

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Reality 10, intimidation 10

Possibilities: 3

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

Description: Promoted to detective for his valor, Musa is respected by many of his men, and scorned by others as a fool for not turning a blind eye to some illegal activities and thereby advancing in the department. Above all else, Musa hates liars.

When they explain what they wish to talk about, Detective Musa will be *hostile*. The police have strict orders not to discuss the zombie situation with anyone, particularly outsiders, and Musa has no particular reason to trust the Knights. However, he is willing to listen to what they have to say.





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Knights who are willing to trade information with him gain +3 to their *charm* totals. If the Knights can improve Musa's attitude to *neutral* he'll agree to talk with them in private.

Once he's agreed, the Knights should generate a *persuasion* total against a difficulty number of 10. The success of the roll determines what information they get from Musa:

• *Failure*: "Yes, there have been rumors of some unusual behavior in the city, and people have reported seeing zombies, but that sort of thing is to be expected in these troubled times. Voodoo is still strong here, and some people are apt to believe anything."

"We are looking into it, I assure you. I suggest that you leave the matter to us — interfering in police business is a crime, and now is not a good time to commit a crime in my country."

• *Negotiated Agreement*: "Good, intelligent witnesses have seen these things walking the streets. There have been an excessive number of missing persons reported in the past few months, particularly in the north-western section of the city. Voodoo is strong in this country, and many people believe that there is some kind

of connection. I don't, but that is just a gut feeling."

"Stay out of this. The Army is handling the investigation — and they do not like interference in their affairs. That is all I can tell you."

• *Yes*: The information from *Negotiated Agreement*, plus: "If you wish to speak with someone who claims to have seen one of the zombies, talk to Charles Borren at the *Belize Free Press*."

• *Vow*: The information from *Negotiated Agreement* and *Yes*, above, plus: Musa leans forward, and almost whispers "I say that the Army is handling the investigation — they are handling the cover-up is closer to the truth. The newspaper reporter who wrote that story was fortunate to only be expelled from the country — others have met worse fates. Colonel Mendoza is a violent, unscrupulous man, and not to be trusted."

The Morgue

On a *Yes* result or better, Musa will offer to take the Knights to the police morgue to view one of the bodies. The corpse is that of a young man, approximately 26, and the heart has been

removed from his chest. A *medicine* total of 9 will enable the Knights to determine that the man has been dead only 36 hours, and that the knife wounds in his chest were the cause of death.

A *scholar* (*arcane lore*) total of 10 will reveal that most voodoo is connected to the idea of sympathetic magic, which states that a sorcerer can cast a spell on a victim providing he has something which belonged to his target. In that way, having the heart of the corpse might allow someone to perform a zombie ritual from afar and cause the body to rise.

If none of the Knights have the *scholar* (*arcane lore*) skill, Musa can give them this information based on his own research into the subject.

From the police station, the Knights can go to any of the other city locations. Note that the station house is being watched, and the Knights' arrival might trigger an encounter with the Army (see the "Event" below).

Flags

If a *Connection* card is played, one of the Knights is acquainted with Musa. His initial attitude toward the Knights will be increased to *neutral*.

If a *Suspicion* card is played, Musa will be unwilling to completely trust the Knights, and may even believe they are involved in the murders. Add +2 to the difficulty number of any *persuasion* attempts aimed at him.

The Church of the Sacred Heart

There are a number of churches in Belmopan, with the oldest and largest being the Church of the Sacred Heart. Father Luis, the pastor of Sacred Heart, may be willing to discuss the zombie reports.

Father Luis is a wizened little old man of Mestizo (mixed Spanish/Amerindian) descent. He speaks English well. He looks quite solemn at times, until his dazzling smile lights up his whole face.

If the Knights do not have any clerics in their group, Father Luis is *neutral*



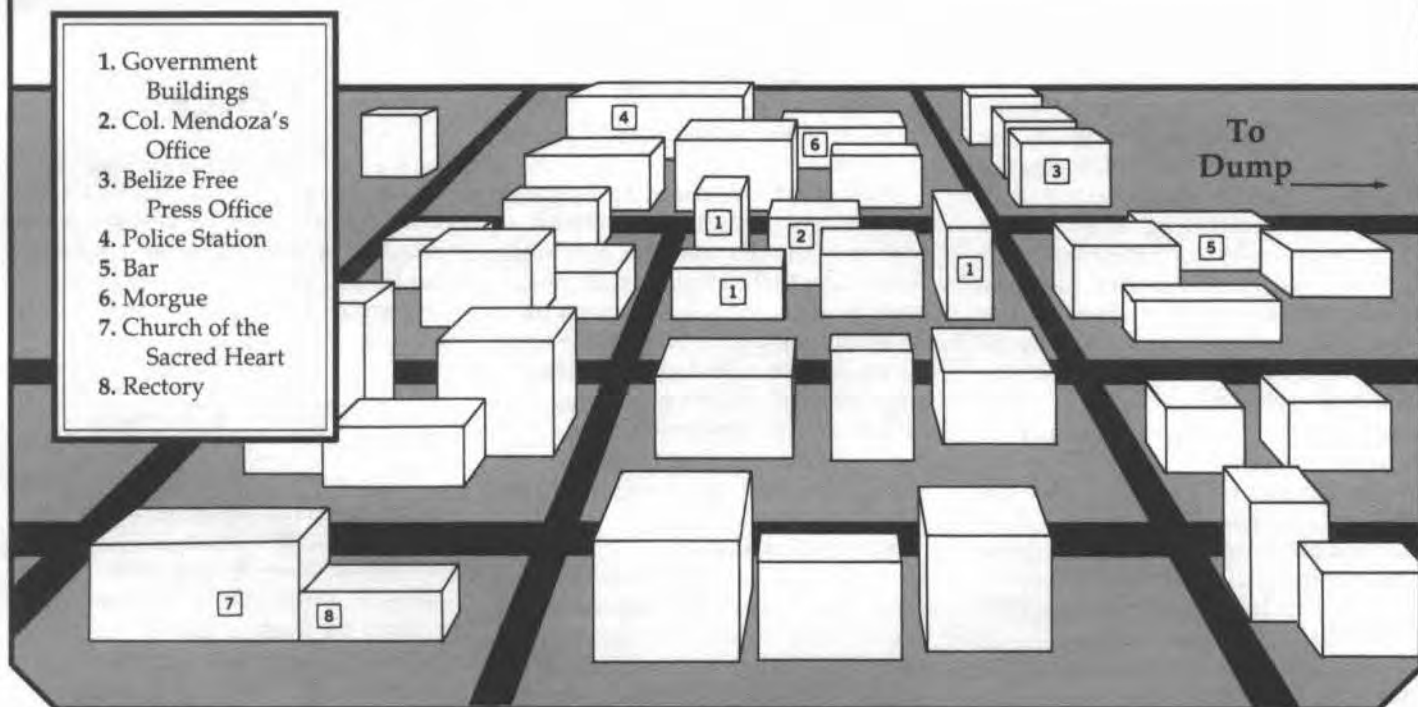
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High Lord of Earth: Map 2 Downtown Belmopan

1. Government Buildings
2. Col. Mendoza's Office
3. Belize Free Press Office
4. Police Station
5. Bar
6. Morgue
7. Church of the Sacred Heart
8. Rectory



to them. If there are clerics, his attitude depends upon the relationship between the Roman Catholic Church's and the Knight's religion. Father Luis is reluctant to talk about his experiences — the Knights must generate a successful *persuasion* total of 9 to convince him to share his story. Read aloud or paraphrase

"One week ago, Hector and Seda Ramon brought their son Victor into my church. They told me he was troubled by his dreams — frightening, horrible visions that would not let him rest.

"They had begun weeks ago, shortly after the first stories of zombies began to be passed among our people. He dreamt he saw the great Aztec pyramids awash in blood, the ancient gods pulling down the cities and claiming the people as sacrifices. He saw the feathered serpent, Quetzalcoatl, flying through the ruins of a thousand temples, and magically they were restored.

"Through it all, he saw the leering face of a man with a dagger, laughing

as he cut the hearts out of men, women and children and then sent their cursed corpses out to do his bidding. He could smell the rotting bodies, and feel the icy touch of their hands.

"Only one thing remained unclear — the image of a second man, far more powerful than the first, standing astride the world. Victor could not make out the face, but he said it seemed clearer each night.

"I said a prayer with the boy and his parents, and blessed them all. I have not seen them since — their house stands empty now. I think they have fled from this place, and if the Devil is not soon stopped in Belmopan, they will not be the last."

Father Luis can tell the Knights that the Ramon's house used to stand in the northwestern section of town, in one of the poorer neighborhoods. If the Knights choose to go there, cut to "Scene Two: The Deadly Rose."

If they wish to, the Knights can go to any of the other locations in this scene. Note that the Church of the Sacred Heart is being watched, and

the Knights' arrival there might trigger an encounter with the Army (see the "Event" below).

The Belize Free Press

The *Belize Free Press* is a local English-language newspaper published in Belmopan. It is under Army control and has been for the past several weeks, but this is not common knowledge.

The front desk of the *Free Press* building is manned by a young Hispanic man, who is leaning back in his chair, reading a trashy Spanish spy novel. When the Knights approach, he sits up, puts his book aside, and smiles. If the Knights generate a *Perception* total of 11, they notice that the young man slipped a hand under his desk and appeared to be pressing a button.

The young man asks the Knights their business in passable English. If told that the Knights wish to speak to a reporter, the young man will nod his head and telephone inside for a "Senor Carmina." If the Knights specifically ask for Charles Borren, the young



man's smile slips for a moment, then he calls in for Senor Carmina, telling them that he may be able to help them.

A few moments later, a door opens and the Knights are led into a spacious office by another Hispanic gentleman, who introduces himself as Enrique Carmina, a reporter for the *Free Press*.

Carmina's office is bare, except for a framed copy of the first issue of the *Free Press* on the wall. Carmina has an office boy bring in extra chairs for the Knights, and once everyone is seated, he flashes a dazzling smile at the Knights and asks them their business.

Carmina is an imposter. He is an Army official, here to oversee the operation of the *Free Press*. He is detested and feared by the employees of the *Free Press*, who suspect that he is responsible for the disappearance of Charlie Borren.

Carmina does, however, play the part of newsman well. He'll refuse to give out any information to the Knights for free, but will insist upon a trade: if the Knights tell him something, he'll tell them something in return.

Carmina wants to know what the Knights are doing in the city. His superiors in the Army don't want any foreigners messing around in Belize's business, and he'll pump the Knights for every detail he can. He's interested in what they're after and who they've talked to. If the Knights tell him what they're doing here, he'll see to it that they "disappear." If they tell him who they've been talking to, he'll make their contacts disappear, too.

Enrique Carmina

DEXTERITY 7

Dodge 8, stealth 8, unarmed combat 8

STRENGTH 7

TOUGHNESS 7

PERCEPTION 9

Evidence analysis 10, find 10, language 10, trick 11

MIND 8

Test 10, willpower 10

CHARISMA 10

Charm 11, persuasion 13, taunt 11

SPIRIT 8

Intimidation 9

Possibilities: none

Equipment: none

Description: Carmina is a tall, handsome Latino. He is dressed casu-

ally and wears a gold wedding band on his left hand and a gold chain around his neck. He is an experienced intelligence operative, and has studied his role carefully in the hope of glean important information from the Knights.

Red Herrings

Some of the "information" Carmina will trade:

- Charlie Borren said he had seen something strange in the northwestern section of the city, near the old dump. According to the story he told, he had been doing some research for a piece on slum housing when he came upon a group of people dancing around a large bonfire, chanting in a language he couldn't understand. Carmina believes Borren witnessed a voodoo rite, something not uncommon in the poorer sections of Belize.

- Investigating further, Charlie spotted a number of people who were lurching about as if drugged. Their bodies were streaked with white paint, and their clothes were dirty and tattered. He thought they might be the "zombies" people had been talking about.

- Mere days after making this report, Borren disappeared. He left a note saying he was taking a few weeks off to do some thinking, but the tone of it sounded strange. Carmina believes he may have been abducted, and the police are conducting an investigation. (If the Knights have already spoken with the police, a *Perception* or *evidence analysis* total of 10 reveals this to be a lie, since Musa never mentioned anything about Borren or an investigation into his disappearance.)

In fact, most of what Carmina has told the Knights are lies. He's setting them up for a trap, trying to lure them to the dump where they can be disposed of far from any witnesses.

If the Knights attempt to *intimidate* him or get violent, Carmina will press a button under his desk. Two rounds later, six soldiers will burst into the office, place the Knights under arrest, and take them to Mendoza for "questioning." Cut to "The Army."

Assuming they're not arrested, the Knights can go to any of the locations

in the city. However, the Knights' visit to the newspaper will be immediately reported to Colonel Mendoza. It automatically triggers the assassination attempt mentioned in the "Event" below. If the Knights go to the dump, cut to "Ambush!"

Flags

If a *Personal Stake* card is played, one of the Knights is a friend of Charlie Borren's. He will be certain Borren would not just take a vacation in the middle of such a big story, and be determined to discover his whereabouts.

The Citizenry

The people of Belmopan know something is going on, but they aren't certain exactly what it is. They are all willing to share their opinions on the subject, however — *persuasion* attempts on average citizens require a total of 7 to succeed. The information provided by citizens will consist of a collection of falsehoods, rumors, and half-truths, with the occasional grain of accurate information included. The responses the Knights receive will include:

- "The city government has been taken over by voodoo practitioners." (False.)

- "All of a sudden, there are Anglos flooding into the area, trying to escape the war in Estados Unidos. They must be responsible for the zombie attacks." (True about the influx of Anglos; false about their involvement with the zombies.)

- "The Army has taken over. They're now running the police, the government, the press. It's a coup in all but name." (True.)

- "Most of the zombies have been seen in the northwestern section of town. That's why the Army has so many people patrolling the area." (True.)

- "Father Luis at the Church of the Sacred Heart knows something." (True.)

- "The Belize *Free Press* has all of a sudden stopped printing the truth, and started printing government lies. I don't know why." (True.)



• "The ancient gods are awakening. Soon the great Mayan Empire will return." (*Truer than the Knights may realize at the moment.*)

• "The zombies are not the only monsters that have been seen in Belize. Plant creatures have been sighted in the jungle between here and Guatemala." (*False.*)

• "There is no voodoo practiced in Belize. And even if there were, zombies without hearts aren't a part of voodoo practices. Voodoo zombies are whole." (*True.*)

• "The Indian population of Belmopan is acting strangely. They're talking about taking up the old Mayan ways, of ritual sacrifice, of re-establishing the old empire." (*True.*)

If the Knights decide to follow up on these rumors, you can decide how many you wish them to be able to confirm as true or false at this point. The Knights can talk to as many people as they like, but there's a 10 percent chance that anyone they speak with will be an Army informer, who will warn Colonel Mendoza that they are asking questions. This may trigger something from the "Event" below.

Wandering About

There are a number of clues which lead to the correct neighborhood in Belmopan; however, some Knights will blithely let them slide right by their heads and simply quarter the city and hope to spot something. This is the most time-consuming and difficult way to locate the creatures, and though it may succeed eventually, that is by no means a certain outcome — a *find* total of 16 is required to track down the location of the necromancer and the zombies if using this method.

Subtract two from the difficulty number of this task for each piece of information the Knights are using to narrow the search area (they're searching the northwestern section of the city, they're looking for a predominantly Indian neighborhood, etc.). Add two to the difficulty number if they're following one of the "red herrings" or a false rumor.

The Knights should generate a total every six hours — if they have split up, each group may generate a total. Each

six hours of random searching will trigger one of the aspects of the "Event" below.

The Government

Most government offices are closed to foreigners. There are soldiers guarding every building, and they will not admit anyone without seeing a pass signed by Colonel Mendoza or a higher official. They will call the official in question to confirm the validity of any passes they receive. If the Knights press too hard or become violent, the soldiers will arrest them and take them to Mendoza. Cut to "The Army."

If the Knights manage to get by the soldiers and into any government building, they will quickly realize that the Army has all of the power here. The bureaucrats won't speak with them about anything at all without seeing written authorization from Mendoza — even then, they will suggest that the Knights would be better off speaking with the Colonel, who is handling the "zombie hysteria."

Speaking to a government official will trigger the assassination attempt listed under "Event" below.

The Army

The Belizean army has been corrupted by Central American drug lords who moved into the country *en masse* after the United States' invasion of Panama in the late 1980s. Through the army, the drug lords run virtually the entire country.

If the Knights attempt to question a soldier about the situation in Belize, they will be taken to see Colonel Mendoza. But they will have to work if they wish to get to Mendoza: most soldiers they talk to will be more inclined to beat them up or throw them in jail than to let them speak to their commanding officer. *Persuasion* or *intimidation* attempts are the most likely means of obtaining an interview with Mendoza.

Note also that the soldiers will insist upon searching the Knights and removing any weapons they carry (the soldier doing the searching has a *find*



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skill of 8) The soldiers will offer the Knights no choice in this matter — if they wish to see the Colonel, they will have to surrender their weapons, enchant the soldiers, or smuggle the weapons past them somehow.

Standard Belizean Soldier

DEXTERITY 9

Dodge 10, fire combat 13, maneuver 10, melee weapons 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 7

Find 8, trick 8

MIND 7

CHARISMA 7

Charm 8, persuasion 8, taunt 8

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (80)

Equipment: AK-47 (auto), damage value 21, ammo 10, range 3-40/150/400; knife, damage value STR+3/11

Colonel Mendoza

Colonel Mendoza is a smiling, cheerful man with the manners of a refined gentleman and the heart of a barbarian. Mendoza made a fortune off of the exportation of illegal drugs to the US and Europe. With the Possibility Wars making access to those markets more difficult, Mendoza and his colleagues decided to reinvest some of their wealth in other areas: namely, corrupting and taking over the Belizean government. With personal fortunes somewhat greater than three times Belize's annual Gross National Product, they were easily successful.

Mendoza runs the city with ruthless efficiency, and most of his officers and men obey him out of fear. He is not only aware of what is occurring in Belmopan, he is a part of it. When Malcolm Kane first arrived in the city in search of clues that would lead him to the Darkness Device, Mendoza ordered his arrest. Kane escaped, killing several guards in the process, but was pursued by soldiers and squads of police. Realizing that Mendoza could make operations in Belmopan difficult, Kane offered to meet with him to try and "resolve their differences."

The two struck an unholy bargain: in return for an exalted place in Kane's future empire, Mendoza agreed to provide Kibos with any subjects he needed for his arcane work, as well as keeping an eye out for Storm Knights or any others who might expose Kane's plans.

Colonel Mendoza

DEXTERITY 9

Dodge 10, fire combat 10, maneuver 10, melee weapons 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Evidence analysis 11, find 11, trick 12

MIND 10

Test 11

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 9

Intimidation 12, reality 10

Possibilities: 6

Equipment: .9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; stiletto, damage value STR+3/12; blackjack, damage value STR+3/12

Description: Mendoza is tall, handsome and extremely smooth. He is well-versed in the art of the cover-up, and not having seen Storm Knights in action, will probably underestimate their intelligence and abilities. He is a little fearful of Kane (though he would never admit it), but plans to betray the nascent High Lord at his first opportunity.

The Knights will encounter Mendoza in the Intelligence Ministry building he has assumed control over. There are two guards at the main entrance, another dozen patrolling the halls, and two more in the lobby of Mendoza's office.

The Stormers are troublemakers. Mendoza doesn't like troublemakers. His desire is to find out what they know and then eliminate them as quickly as possible.

The conversation will start out pleasantly enough, with Mendoza asking the Knights why they are in Belize. He will explain that the military is, naturally, very concerned by the rumors that the Possibility Wars have spread to their little country. He

will ask the Knights for information on the war, specifically what they know about an American named Kane, Darkness Devices, stelae, and the other High Lords.

Mendoza is looking for confirmation of the things Kane has told him, as well as hints of how best to double-cross his "partner." Since he knows nothing of the Possibility Wars other than what Kane has related to him, any information the Knights can give him will be very useful.

When he has gotten as much out of the Knights as he can, Mendoza will end the interview. Read aloud or paraphrase:

Mendoza rises from his chair, a look of barely-contained fury on his face. "These High Lords you tell me of — they are monsters! And to think, one such as Kane could be in my fair country! He must be stopped, and I will, of course, aid you in any way I can. Follow me."

If the Knights refuse to leave or make any kind of trouble in Mendoza's office, he will signal for his two guards to come and arrest them. If a fight breaks out, Mendoza, as per Kane's instructions, will make disabling anyone who looks like a mage his first priority. An additional two guards will appear every six rounds until a total of 10 have arrived.

If the Knights are defeated, they will be thrown into a van and driven to the city dump. Cut to "Ambush!" If the Knights defeat Mendoza, they will become hunted men in the city — apply Encounter 7 from the "Event" below for the remainder of the time they are in Belmopan. They will be able to visit other city locations, and if they travel to the dump, cut to "Ambush." If they investigate the north-western section of town, they will come upon the *White Rose* — cut to "Scene Two: The Deadly Rose."

If the Knights agree to go with Mendoza, he leads them outside to an alleyway which adjoins a busy avenue, where two jeeps and a van await. He will instruct the Knights to get into the van, and will not offer to return their weapons. If they insist upon getting them back, he will pretend the matter had slipped his mind, and have the





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guards retrieve them and return them to the Knights.

Mendoza will lead the way in one jeep, with the van in the middle and the second jeep bringing up the rear. The caravan will go directly to the city dump, where a trap awaits the Knights. Cut to "Ambush!"

Ambush!

The Knights will end up at the Belmopan dump in one of three ways: they may have been directed there by Carmina at the *Free Press*, they may be taken there by Mendoza, or they may stumble upon it during their investigation. Use the map provided below to run the ambush.

Mendoza's plan is to lure the Knights into the desolate area, where he and 10 of his men can eliminate them as a threat. The ambushers have two jeeps at their disposal, and all the soldiers are armed with AK-47s.

If the Knights arrive at the dump due to Carmina's tip or through their own investigations, one of the jeeps will be hidden behind some old machinery. The second jeep will be parked in the maintenance vehicle garage. Mendoza and the soldiers will be hidden in the area near their vehicles (it is reasonable to assume that they were warned of the Knights' approach by Carmina or another informer).

When the Knights drive in to the dump and are between the vehicles and the refuse pile, the soldiers will open fire and disable the Knights' vehicle. The jeeps will then pull out and block the Knights' major escape routes, and the soldiers will attempt to shoot them down.

If the Knights follow Mendoza into the dump, the trap will spring even more quickly. Mendoza, in the lead jeep, will drive to the fork in the road and stop. The other jeep will stop behind the Knights' van. Two soldiers will be hiding behind the pile of ma-

chinery, weapons poised. Mendoza will ask that the Knights come out of the van, and once they are all in the open, will order his men to kill them. (Mendoza does not want to have to explain a bullet-riddled van to anyone when the ambush is over, particularly if the Delphi Council should be behind the Knights' trip here. Thus he wants the Knights out of the vehicle before they are shot.)

The Knights best chance to escape (especially if they have no weapons) is to scramble over the refuse pile (a *climbing* total of 9) or take cover behind the junked cars. Both hiding places will provide *high* concealment, with the refuse pile providing *medium* cover and the cars *hard* cover. The dump is flanked by jungle, and if the Knights can reach this, they have a chance to escape (evading the pursuing soldiers in the jungle requires a *stealth* total of 9).

If the Knights survive the ambush without defeating the soldiers, they overhear Mendoza saying he will go



and report their failure. They can trail him back to the *White Rose*, where Kibos is hiding. Cut to Scene Two.

If the Knights defeat Mendoza and the soldiers, they can search the dump, but will find nothing (it was, after all, a false lead for the purposes of the ambush). On a *find* total of 9, they discover a note in Mendoza's pocket. An *evidence analysis* total of 11 will reveal that the paper is of Victorian manufacture. The note reads:

Mendoza,

When it's done, bring the bodies to me at The *White Rose* immediately. Intact if possible, but I'll take them in any condition. The corpses of Stormers have power.

(I suppose it is too much to ask for you to order your men to try to avoid headshots?).

— K.

P.S. Don't underestimate the Stormers. They'll look odd to you — even absurd — their arcane swords and armor; their weird devices; their language. They may not even be human. Kill those with magic first; the warriors after. Again I say: do not underestimate them!

Also in Mendoza's pocket is Charlie Borren's notebook. The last entry is from over two weeks ago.

Anyone in Belmopan can tell the Knights that the *White Rose* is a tavern in the northwestern section of town. If the Knights decide to go there, cut to Scene Two.

Keep in mind that, if the Knights escaped the ambush, the Army will be on full alert to hunt them down. Apply Encounter 7 from the "Event" below for the remainder of the time they are in Belmopan.

Event

As the Knights conduct their investigations, the army will quickly become aware of their activities. At first, they will merely follow the Knights, seeking to discover who their contacts are and what they are seeking. Once it becomes clear that the Knights are following a path which could eventually lead them to the *White Rose* — a place under Mendoza's protection — the army will attempt to frighten them out of Belmopan or kill them.

Listed below are the actions the army will take in an attempt to stop the Knights. An encounter is triggered every time the Storm Knights take an action which increases Mendoza's concern that they might be getting too close to Kibos and the secret of the zombies. Run the encounters in order. If the Knights take pains to keep out of sight, they might be able to avoid some of the encounters, but if it becomes too obvious that they are trying to avoid surveillance, it will only serve to heighten Mendoza's suspicions.

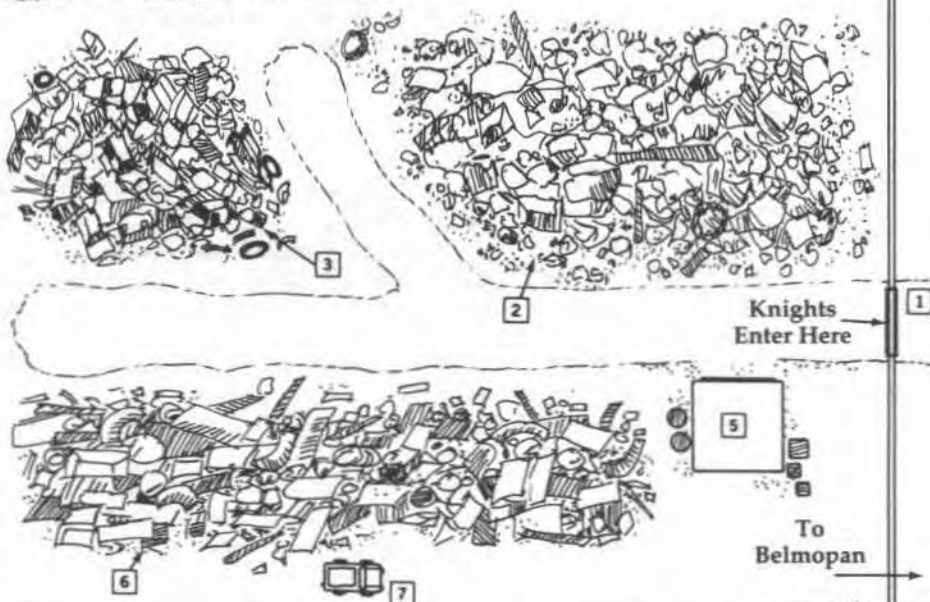
Encounter 1: Me and My Shadow

The Knights are dogged by a shabby blue sedan, containing two men. The men watch the Knights from a distance, and a *find* total of 14 is required to spot them. If the Knights try to confront their shadows, the men will drive off. If the Knights corner them, they will produce government IDs and demand to be set free. If successfully intimidated (a difficulty of 10), they will say that they were ordered to follow the Knights to make sure they were not a threat to Belize's security.



High Lord of Earth: Map 3 Ambush at the Dump

1. Main Entrance
2. Trash Pile
3. Junk Cars
4. Jungle
5. Maintenance
Garage/Jeep #1
6. Scrap Pile
7. Jeep #2



Encounter 2: Pressure

There are now two sets of vehicles watching the Knights, two men in each (a *find* total of 12 is required to spot them). They will shadow the Knights more aggressively, but they will avoid direct contact.

Encounter 3: Warning

The military government sends the Knights a message suggesting that they forsake their present investigation in the interests of their health. Perhaps their car windows are shot out, or a small fire is set in their hotel room. There are now at least two vehicles and two men on foot tailing the Knights.

Encounter 4: Harassment

The soldiers and police of Belmopan begin openly harassing the Knights. Their hotel room is ransacked when they are out; they are repeatedly stopped and asked for their papers, which are found to be not in order. The agents following them no longer attempt to keep their existence a secret.

Encounter 5: Questioning

The Knights are asked to go down to the station house for questioning (see "The Police" above). They have been accused of beating an old woman to death in the park, and are told there are several witnesses (the men following them). They are held overnight.

If the Knights have already met Detective Musa, he will be able to get them out of trouble. If they haven't encountered him, he will be the detective assigned to their case. (Given the witnesses against them, all stooges of Mendoza, it will be easy to convince him of their innocence. He will have to sneak them out of the station house, however, as Mendoza has ordered them held without bail until they can be tried.)

Encounter 6: Assassination

Mendoza decides he's had enough. He orders the killing of the Storm Knights: perhaps an explosive device is hidden in their car, or the vehicles tailing them race by, the occupants spraying machine-pistol fire out the windows.

Encounter 7: Hunted

Mendoza (or his second-in-command, if he is dead) declares the Knights to be outlaws. Descriptions of

them are passed to all army and police personnel, as well as broadcast to the citizenry over the television and radio. A large reward is put on their heads. They are wanted dead or alive; given that they are described as "armed and dangerous murderers, who have killed several policemen and civilians," it is doubtful anyone will take the trouble to try to bring them in alive.

This stage automatically goes into effect if the Knights kill Mendoza or Carmina, or if they survive the ambush. This stage remains in effect until they flee the city.

SCENE TWO: The Deadly Rose

The Situation

Standard: The Knights arrive at the *White Rose*, a tavern on the outskirts of Belmopan. It is here that Kibos, the Orrorshan necromancer, has been hiding while he creates an army of zombies to serve Malcolm Kane.

If the Knights have come to this neighborhood because of Father Luis' story, they should be able to tell from the presence of the soldiers that there is some significance to the tavern. If they are still interested in investigating the Ramon's house, they will find no one in the neighborhood willing to give them directions — all are too frightened of strangers.

Read aloud or paraphrase:

The *White Rose* is located in a poor Mestiza neighborhood in the northwestern section of Belmopan. Originally a rather seedy rum-house, it looks as if it has been allowed to run down even further in recent months. Although the neighborhood seems largely deserted, the street in front of the *White Rose* is not: an Army truck is parked near the tavern, with five soldiers milling about it.

With a little effort, you can make out a faded sign swinging in the hot breeze, which reads "The White Rose. Salmund Singh, prop."

There's a strange, brooding feeling in the air, and very little sound. The few civilians visible seem to

speed their pace when approaching the tavern. Even the soldiers seem uncomfortable.

The Action

From their vantage point, the Knights can make out the soldiers, the tavern, and much of the dirt road that runs in front of it. Everyone who travels down the street is stopped by the soldiers — a few are turned back, but many, mainly of Amerindian origin, are admitted after showing the soldiers something, perhaps a piece of paper. They all go into a house across the street from the tavern, and the soldiers keep a watchful eye on them until they disappear.

The soldiers have orders to stop everyone except those with passes signed by Mendoza. The Indians are part of the cult Kibos has begun in Belmopan, and are unaware that he plans to add them to his undead army in a few short hours.

Running the Blockade

The Knights can attempt to bluff their way through the blockade, but there's little hope of them succeeding. The leader of the guards has a *persuasion value* of 12, and his attitude toward anyone who does not have a pass is *enemy*. (Other statistics are identical to the soldiers listed above.) If the Knights have passes — either real or forged — his attitude will improve to *neutral*.

If the Knights fail to convince him that they are there on Mendoza's orders, he will order their arrest. Even if the Knights are successful in *persuading* him, on anything other than a *Yes* result, he will insist on sending a guard along with them.

Clever Knights may attempt to disguise themselves as soldiers and corpses and then use the note found on Mendoza to gain admission. If their disguises pass muster (generate a total for the Knight with the lowest *Perception* or *disguise* skill against a difficulty number of 10), the squad leader's attitude becomes *friendly* and he will let them pass. He cannot tell them exactly where in the building to bring the bodies, however.



The Back Way

As mentioned above, the *White Rose* is located right at the edge of the city. The Knights can attempt to circle around the building and approach from the jungle. There are two men stationed in the trees keeping watch over the path that leads to the tavern.

The men in the woods are supposed to be quiet and listen for intruders; however, they've had this duty for weeks and haven't seen anything more menacing than a mosquito. One of the men is smoking; the other is complaining quite loudly about it in Spanish. If the Knights are using their *stealth* skills to move quietly, they will hear the soldiers from about 30 yards away. Sneaking past these guards requires a *stealth* total of 8.

Wait Until Dark

If the Knights wait until the sun sets to attempt to slip past the guards and into the tavern, have them generate *stealth* totals. Getting past the squad in front and through the main entrance requires a total of 12; getting past the guards in the back, who are less alert, requires a total of 7.

If the Knights at any time end up in a firefight with the soldiers, Kibos will be forewarned of their presence and his zombie legion will be prepared for them.

A Rose By Any Other Name ...

At one time, the *White Rose* was a profitable, if somewhat shabby, inn owned and operated by Salmund Singh, who lived with his family in the apartments above the bar. Kane and Kibos, finding that the building suited their needs admirably, killed Mr. Singh and his wife and set up a headquarters there. Kane has since moved on, but in a sub-basement originally constructed to hide drug shipments from the police, Kibos is now presiding over a revived Mayan cult and sacrificing worshippers so that he can then resurrect them as zombies.

Descriptions of the grounds and the rooms within the tavern are listed

below. Refer to these as the Knights explore the building.

The Grounds

The *White Rose* is surrounded by a six-foot high stone wall, the top of which is littered with broken glass.

Climbing the wall requires a total of 9, and an *acrobatics* total of 10 is required to avoid getting cut by the glass (damage value 9).

The only gate is in the front of the building, where the guards are posted. It is made of wrought iron, kept locked, and only the squad leader has the keys. The building is two stories tall, constructed of brick covered with plaster. The roof is corrugated tin. The grounds around the building are filled with bushes that once were well cared for, but are beginning to look ragged and unkempt.

The Courtyard

This area served as a driveway for the Singhs (their regular clientele weren't the type to own cars). The western side of the courtyard contains the remains of a garden which hasn't been cared for properly in weeks. There is a large pile of metal tables and chairs in the middle of the yard, and they are beginning to rust.

Garbage Shed

When the door is opened, have the Knights generate *Toughness* totals against a difficulty number of 13. If they fail, they become sick from the foul stench inside, taking damage value 10.

There are six garbage cans in this small, dark shed. The first four contain garbage: rotting food, cans, bottles, etc. The fifth and sixth cans contain corpses, those of a man and woman. A *medicine* total of 8 reveals that the two were stabbed repeatedly, and have been dead for at least a month.

If the Knights search the bodies, they will discover papers identifying them as Mr. and Mrs. Salmund Singh, living at this address. If the Knights search further, they'll find a number of religious items at the bottom of the can — a crucifix, a rosary, and a Bible.

The artifacts are wrapped in cloth, as if whomever put them there didn't want to touch them.

The main and rear entrances to the house are locked. The windows are also locked (both doors and windows have *lock picking* difficulty of 10).

The Main Room

This was the main room of the bar. There are four doors in this room: one is the main entrance; one leads to the courtyard; one leads to the bar, storage room and rear exit, and one leads to the toilet. There is a barred window in the far wall. (In many Central American establishments catering to the wilder elements, the bartender stands behind a barred window to serve drinks to the customers. This keeps people from jumping over the bar to steal liquor. It also keeps the bartender relatively safe in the event of a barfight).

The decor of the main room has undergone some radical revisions since its change of ownership. All of the tables and chairs have been thrown out into the courtyard. The room is bare, except for a six-foot-tall stone tablet propped up against the eastern wall, and a crude stone altar standing in front of the tablet.

The once-white walls are covered with very simple paintings drawn in what appears to be blood. The paintings depict suns, moons, and human stick-figures, some with bird- and cat-heads. Blood also stains the altar and the floor around it. Bones are scattered near the altar — a *medicine* total of 8 reveals that they are animal bones, probably from chickens and goats.

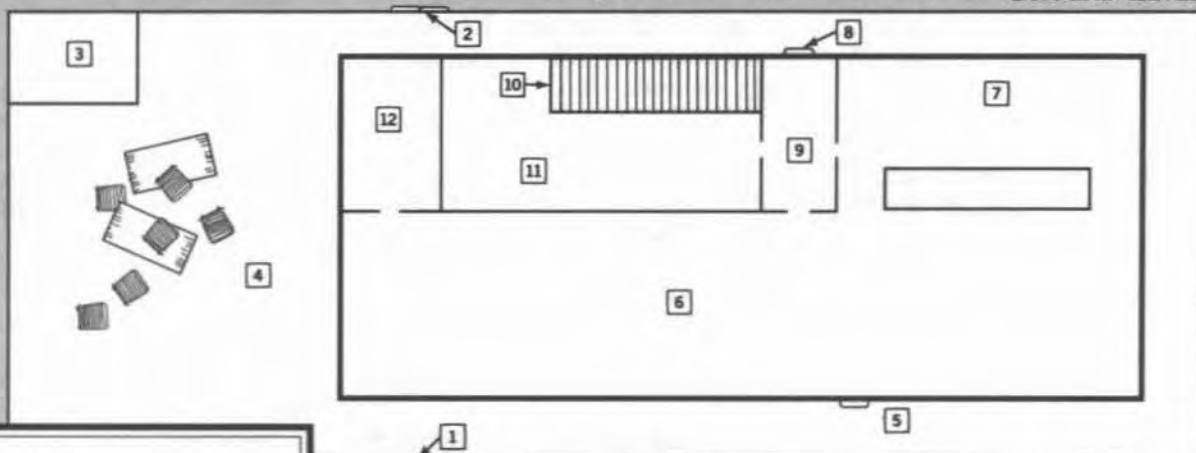
The tablet is obviously of ancient design, weathered and cracked by years of exposure to the elements. It shows a stylized display of a man wearing a robe and feathered head-dress tearing the heart from a man on an altar. A *scholar* (*arcane lore*) total of 11 will enable the Knights to identify the tablet as Mayan in origin, probably created around 445 AD. A *language* total of 12 will enable the Knights to decipher that the inscription refers to the Jaguar Paw dynasty, and specifically a king whose name translates to "Stormy Sky."



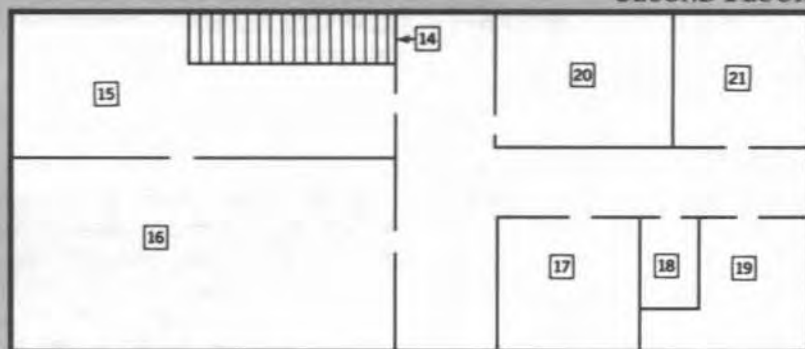


High Lord of Earth: Map 4 The White Rose

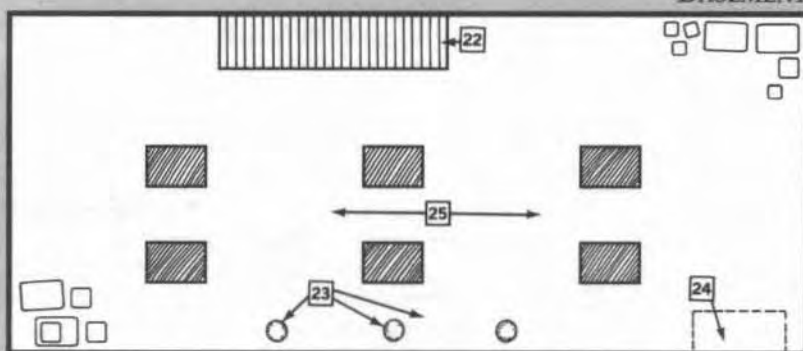
GROUND LEVEL



SECOND FLOOR



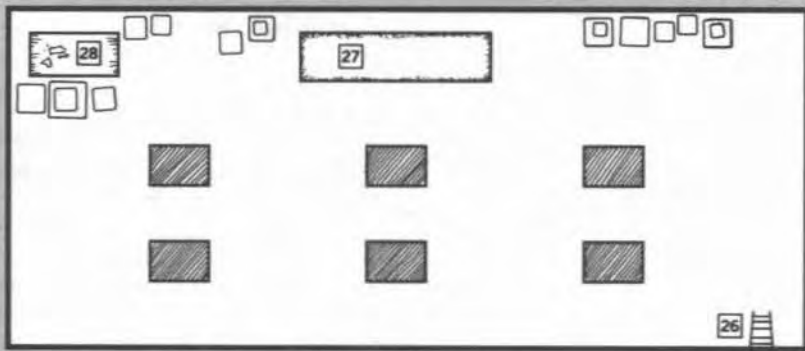
BASEMENT



1. Main Gate
2. Rear Gate
3. Garbage Shed
4. Pile of Tables and Chairs
5. Main Entrance
6. Main Room
7. Bar
8. Rear Entrance
9. Hallway
10. Stairs to Second Floor and Basement
11. Storage Room
12. Bathroom
13. Jungle
14. Stairs to First Floor
15. Dining Room
16. Living Room
17. Master Bedroom
18. Bathroom
19. Guest Bedroom
20. Kitchen
21. Sewing Room
22. Stairs to First Floor
23. Toltec Statues
24. Secret Door to Sub-basement
25. Brick Supporting Pillars
26. Ladder to Basement
27. Altar
28. Table with Map Fragments



SUB-BASEMENT
(TEMPLE)



The Store Room

This room contains a large number of shelves, upon which are stacked bottles of cheap liquor. In the center of the room is a pile of goods — wallets, purses, shoes, pocket knives, etc. A *find* total of 8 will uncover about \$75 worth of change and jewelry. If they search the shelves, a *find* total of 10 will reveal Singh's emergency money, 2500 Belizean dollars (roughly \$1000 American).

These are the possessions of Kibos' cult members. Before they are fully initiated (i.e., sacrificed and resurrected as zombies), they are told to abandon all of their material possessions, which are then dumped in here.

The Bar

The room which used to be the bar now serves as Kibos' dressing room, where he prepares himself for the sacrificial rites which occur two floors below. The room contains his ceremonial dress — robes and feathered headdress — an empty sheath the right size for a dagger, candles, and a few bloodstained bowls that bear designs depicting various human and animal sacrifices.

One set of wall pegs is empty, as if one of the outfits is currently in use. An *evidence analysis* total of 9 will show that all the gear was recently manufactured. A *detect magic* spell will pick up traces of the essence *death*, but nothing unusual from the ritual garb itself, since it does not truly possess any Mayan or Orrorshan magic, it is purely for show.

The Second Floor

The second floor of the *White Rose* is where the Singh family once resided. Kibos has now made it his home, and it is there that he conducts his alchemical experiments. The rooms on this floor are all pitch black, the windows having been boarded up. The furniture and the floorboards have been stained by spilled chemicals.

The Dining Room

There's a large table in the center of this room, surrounded by six chairs. This room has more-or-less retained its original function: here Kibos takes his meals. When Kibos is not eating, this room remains empty.

The Kitchen

This room now serves two functions: preparation and storage of food, and as a site for alchemical experiments. There is a large, padlocked refrigerator against one wall, next to which stands a stove and sink. The other wall is taken up by counters and cabinets.

There is a variety of obvious magical/alchemical paraphernalia upon the counters: retorts, bunsen burners, jars filled with murky unidentifiable liquids and powders, a variety of scalpels, probes, scales, and so forth. Most of the cupboards are taken up with more mundane foodstuffs, cutlery, and so forth.

Several experiments are underway as the Knights enter the room. A piece of lead is slowly dissolving in a retort full of acid; a small stack of gold bars rests on the counter (if one of the Knights touches the gold with anything made of iron, it will revert to lead); and a lit bunsen burner is boiling a greenish liquid, which seems to have a small, unidentifiable creature suspended within it.

The Master Bedroom

This is now Kibos' sleeping chamber, and no effort has been made to change the decor from what it was when the Singhs lived here. Indeed, there are almost no personal goods in the room, as if Kibos didn't plan to be in Belmopan long.

Guest Bedroom

This room is currently unoccupied, but it had been used by Malcolm Kane during the brief time he was in Belize. The only item of interest in the room requires a *find* total of 10 to uncover. It is a small scrap of paper, apparently torn from a map, with a scale of miles

printed on it. There is nothing on the piece of paper to indicate what area of the world was pictured on the map.

Sewing Room

This room has seen use recently, as can be seen by the scraps of cloth that litter the floor. An *evidence analysis* total of 10 shows that the cloth is the same type used to make the ritual gear found in the bar downstairs.

Living Room

This room has not seen a great deal of use since Kibos took up residence, but has become a repository of the research materials he has been using to prepare his masquerade. There are various books on Mayan history and religion, with dog-eared pages featuring illustrations of traditional priests' garb. There are also a few scattered reproductions of Mayan artifacts, including miniature versions of the Toltec statues in the basement of the tavern.

The Basement

The basement is a large room lit by a single torch. Brick pillars stand in various spots, acting as support for the building above. The basement is empty of furniture, save for three stone statues off to one side and some piles of empty crates.

The statues are roughly 3 meters in height, and are made of granite. They are in the shape of Toltec warriors, and were constructed circa 1000 AD.

They wear feathered headdresses and tribal garb with the image of an eagle on the chest. Their arms are at their sides, and the statues have no weapons.

An inspection of the statues will reveal no irregularities. However, a *detect magic* spell or miracle will sense the presence of *inanimate forces* sorcery.

Once the Knights have turned away from the statues to investigate something else, or three rounds after they begin examining the statues, the Toltec sculptures begin to move. They have been enchanted by Kibos to serve as guardians of his "temple," and each has an Orrorshan conjurer's stone af-



fixed to its back. These magical artifacts have the *animate stone* spell impressed into them, and when those not treated by Kibos with the counterspell enter the basement, the ward is triggered.

The statues have been commanded to destroy any intruders, and will continue to battle the Storm Knights until they are destroyed.

Toltec Statues

DEXTERITY 6

Unarmed combat 10

STRENGTH 17

Lifting 24

TOUGHNESS 17

PERCEPTION 5

Find 7, trick 7

MIND 5

Test (20)

CHARISMA 5

Charm (24), persuasion (24), taunt (25)

SPIRIT 7

Intimidation 11 (18)

Possibilities: none

If the statues are destroyed, the conjurer's stones will still remain whole, splitting off from the sculpture and falling to the ground. These represent a link with Kibos, since he was the caster of the spell which was impressed into them. A total of 8 on a *detect magic* spell will reveal a very strong *inanimate forces* aura about the artifacts.

A *Superior* or *Spectacular* success on the roll will also expose traces of the *death* essence, a good indication that a necromancer was involved in casting the spell that brought the statues to a semblance of life.

A *Perception* total of 9 will allow the Knights to hear what sounds like muffled chanting coming from beneath the floor. There is a sub-basement there which is being used by Kibos for human sacrifices and zombification. The trap-door to reach it is well-concealed, and requires a *find* total of 12 to uncover.

The Knights do have another option, though. If they have picked up any of the conjurer's stones, the arti-

facts will cease to resemble pieces of granite and revert to their original form, that of glowing blue gems, when the Knights approach the hidden door to the sub-basement (due to the proximity of the sorcerer to whom they are linked). This effect should indicate to the Knights that there is something unusual about that particular area of the room, and will lower the *find* total needed to spot the concealed door to 9.

Cut to "Scene Three: The Lair of Kibos."

SCENE THREE: The Lair of Kibos

The Situation

Dramatic. The Storm Knights confront Kibos, his cultists, and his zombies in the sub-basement of the *White Rose*.



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When the Knights open the trap door, they will see a wooden ladder leading to a cellar illuminated by a number of torches, and hear the ritual chanting of the Inner Circle of Kibos' cult. If the Knights did not get into any firefights with the soldiers who were guarding the *White Rose*, Kibos and the others do not know they are about (they were too absorbed in their ritual to hear the fight with the Toltec statues). A *stealth* total of 9 will allow the Knights to get down the ladder undetected and conceal themselves behind pillars.

If the Knights did engage in a battle with the soldiers, Kibos is expecting them, and they will be attacked by nine zombies as soon as they climb down the ladder, while the sorcerer completes another sacrifice.

If the Knights manage to get into the temple without attracting attention, read aloud or paraphrase:

The first thing you notice is the stench, the most intense smell of death you have ever encountered. The room is hot, and you are so close to the cultists you could touch them. They are crowded about an altar, where stands a Victorian wearing a combination of his native dress and Mayan ritual garb. He is leading a chant, and holding an obsidian dagger high in the air.

Strapped to the altar is an Indian, who looks as if he is struggling to maintain his courage. Suddenly, the Victorian stops his chanting and the dagger flashes down, burying itself in the sacrificial victim's chest. With three quick strokes, the "priest" removes the victim's heart, holding it up for the cultists all to see.

Then the chanting begins again ...

The Action

The Knights cannot remain hidden indefinitely—once the sacrifice is over, Kibos will notice their presence if they have not already mounted an attack. There are nine zombies and eight cultists in the sub-basement. In addition, if Mendoza escaped the Knights in Scene One, he will be there as well.

Most of the cultists will view the

bizarre appearance of the Knights as signs that they are demons, and will try to escape rather than fight. Kibos will immediately order the zombies forward, and will attack himself, since part of his agreement with Kane was that he would destroy any pursuers. On a *Perception* total of 9, the Knights will notice that one of the zombies matches the description of Charlie Borren.

Kibos will focus his energies on any magic-users among the Knights first. He will fight until he is obviously going to be defeated, and then will make an attempt to distract the Knights and escape up the ladder.

Although it is likely that the soldiers outside would hear the sounds of battle coming from the house, they have strict orders not to enter the *White Rose* unless authorized to do so by Kibos.

Kibos

DEXTERITY 10

Dodge 11, melee weapons 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 13

Alteration magic 17, divination magic 14, scholar (arcane lore) 14, trick 14

MIND 13

Conjuration magic 16, test 14

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 10

Intimidation 11, reality 12

Possibilities: 15

Arcane Knowledge: death 9, entity 7, inanimate forces 5, darkness 5, fire 4

Spells: skeletal shield, lightning, darkness, conjured fireball, mage dark, sense undead, create zombie

Equipment: obsidian dagger, damage value STR+3/12

Description: Kibos is an Orrorshan sorcerer who had been traveling with Malcolm Kane under the orders of Thratchen. Once he realized that Kane had grander ambitions than being a slave of the Gaunt Man's regent, Kibos agreed to aid him in his quest to find the Core Earth Darkness Device.

His primary mission for Kane was to create an army of followers for him, which he set about accomplishing in two ways: first, convincing the local

Indians that the MesoAmerican empires were about to return, which would make them susceptible to the notion that both he and Kane were the reincarnations of Mayan gods; and second, convincing his cultists that blood had to be spilled to appease the old gods, but if they willingly allowed themselves to be sacrificed, they would achieve immortality. In truth, this lie has allowed him to maintain a constant flow of victims to transform into zombies, an unstoppable army of the dead for Kane to command.

Kibos is a tall, thin Victorian wizard. He is totally corrupted, and cares little about how much blood is spilled on his road to power. He envisions himself standing beside Kane when he seizes control of Core Earth, and eventually disposing of Kane and becoming High Lord himself. For that reason, he stole a portion of Kane's notes to learn his future plans, and possibly to trade for his freedom if he is captured by Storm Knights.

Zombies (9)

DEXTERITY 10

Dodge 11, unarmed combat 12

STRENGTH 20

Climbing 22 (speed value 9), lifting 23

TOUGHNESS 20

PERCEPTION 1

Trick (25)

MIND 1

Test (25)

CHARISMA 3

Charm (25), persuasion (25), taunt (20)

SPIRIT 10

Intimidation 11 (15)

Possibilities: none

Description: Due to the peculiar mixture of Orrorshan magic and Mayan ritual used to animate these corpses, they are slightly faster and more agile than standard zombies. They are virtually mindless, possessed of tremendous strength and are unable to feel pain (ignore shock damage until rendered unconscious). They will continue to pursue a goal until they are totally destroyed.

Zombies can be killed by physical means, and have an instinctive fear of fire.





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Indian Cultists (8)

DEXTERITY 8

Dodge 9, melee weapons 9, unarmed combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, trick 9

MIND 7

Survival 8, test 8

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 9

Faith (Mayan) 12, intimidation 10

Possibility Potential: some (80)

Equipment: club, damage value STR+3/11

This Mortal Coil ...

In the event that Kibos was killed by your players while running the dispatch in *Infiniverse Campaign Game Issue 2*, his apprentice, Shionix, can be substituted for him in this adventure.

Shionix's goals are the same as Kibos', although he is slightly less powerful than his mentor was. His statistics are listed below:

Shionix

DEXTERITY 8

Dodge 9, melee weapons 9

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Alteration magic 14, divination magic 12, scholar (arcane lore) 12, trick 13

MIND 11

Conjuration magic 13, test 12

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 10

Arcane Knowledges: death 6, entity 4, inanimate forces 3, darkness 3, fire 2

Spells: skeletal shield, lightning, darkness, conjured fireball, mage dark, sense undead, create zombie

Equipment: obsidian dagger, damage value STR+3/12

Description: Younger than Kibos and with a slightly less commanding presence, Shionix is, if anything, more ambitious. He plans to betray Kane immediately after the Darkness Device bestows its power on him.

Aftermath

When the battle is over, the Knights can investigate the temple. A *find* total of 9 provides the Knights with two crucial pieces of information: the map from which the fragment found in the guest room was torn, and a page taken from Malcolm Kane's notebook. The map is a chart of Central America, with a red line drawn between Belmopan and Flores, and a second between Flores and Tikal. The notes detail Kane's plans for obtaining the Core Earth Darkness Device.

The Knights will have to be particu-



confident that I will find the Darkness Device soon, despite the efforts of Stormers (and Thatchen, too, I'm sure) to stop me. With the uncontrolled insanity going on in Orrorsh, I was fortunate to find that Mayan tablet intact in the Singapore museum. After I convinced the curator to help, he translated the inscription for me — based on what he read, it seems that Hex Chun Chan, their war god, was in truth the object of power I seek. Of course, then the curator tried to run, but I showed him an example of my art. One more death in a city filled with werewolves and vampires will never be noticed.

With the help of Orrorshan sorcery, I was able to narrow down the general area where the Device was hidden. I arrived in Belize last week, and told my "ally" to get to work creating an army of slaves who will serve me while I am preparing to become High Lord of Earth. The fool thinks I will share power with him — I keep him around only because I suspect he may be spying for Thatchen, and I prefer to control what information that demon receives.

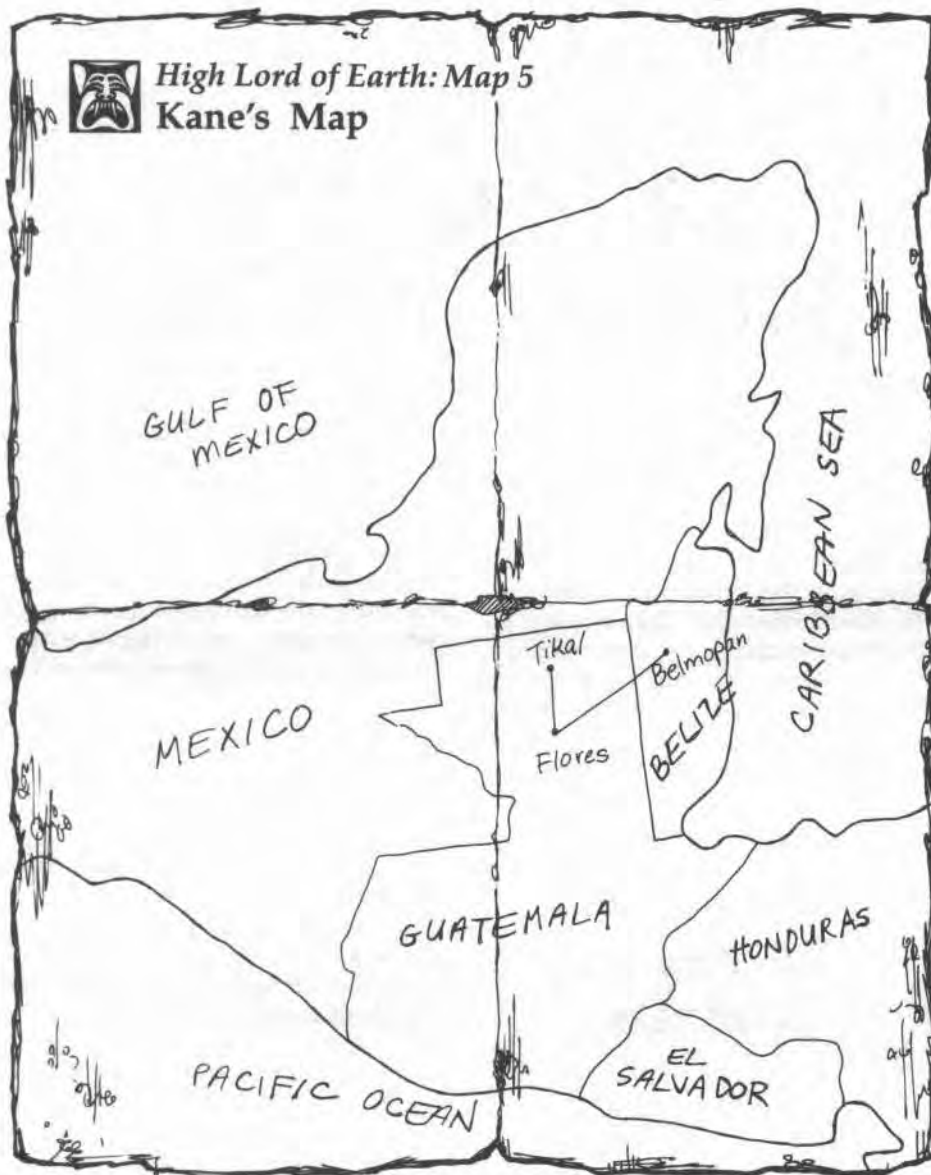
My researches here have shown me that the secret of the Darkness Device may lie in Tikal, the ancient Mayan city in Guatemala. But to go there empty-handed is extremely dangerous, the legends say — I need a piece of pottery, the Palenque Vase, to act as a passkey to the mysteries of that place. The vase is on display in the National Museum in Flores, which is on my route to the ruins.

Once I have learned all Tikal has to tell me, I will join with the Darkness Device and dispose of Thatchen, the Gaunt Man, and all of those other incompetents pretending to power. After all, I am a Core Earth man, and so the only rightful ruler of this cosm. I leave tonight for Flores, and then on to Tikal. Although Mendoza assures me that he will be loyal, I have no reason to trust him, and I have heard that detectives are starting to nose around Kibos' activities. Mendoza would never dare to jail me again, not after the last time, but I can't afford the delay. I don't know why the Darkness Device has been silent for so long, but I must reach it soon and prove that I am the only one worthy to be High Lord.





High Lord of Earth: Map 5 Kane's Map



larly careful in exiting the *White Rose*, as the military guard will be on alert due to the noises of battle coming from inside. In addition, the Indians in the house across from the tavern may pursue the Knights in a mob if they are convinced that their priest has been harmed by them.

Flags

If Kibos escapes and a *Nemesis* card has been played, he will hold the Knights responsible for his failure and disgrace and vow revenge. He may appear in a future adventure to aid their foes.

Variables

If Kibos is captured, he will claim that Kane threatened to kill him if he didn't follow his orders, and thus he was not responsible for the murders in Belmopan. He will offer to trade Kane's notes to the Knights in exchange for his freedom.

If Kibos escaped during the battle, he may return to Orrorsh or he may trail the Knights into Guatemala planning to pick them off after they deal with Kane.

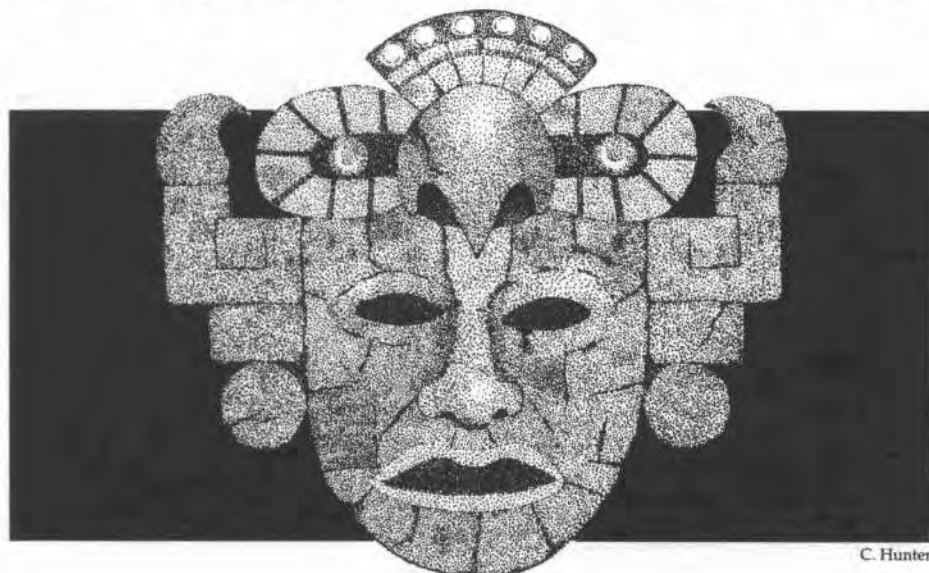
If the Storm Knights are defeated by Kibos, but survive, the sorcerer will relocate his operation into another part of Belize. He will take the chart with him, but will carelessly leave behind Kane's notes (or perhaps he wants the Knights to find them, to hamper Kane's efforts and give the sorcerer more time to betray him — there's no way to be certain).

Awards

For successfully completing this act, award each character four Possibilities.

Cut To ...

When the Knights have made it safely out of the *White Rose* and are prepared to start the journey to Flores, cut to "Act Two: A Long Day's Journey Into Hell."



C. Hunter





Act Two

A Long Day's Journey Into Hell

The Major Beat

The Storm Knights follow Malcolm Kane's trail through the tropical rain forests of Guatemala, feeling for the first time the power of a Darkness Device convinced of its godhood. The hunt takes them to a deadly confrontation in Flores, and finally to the ruins of the Mayan city known as Tikal, where they must battle the reincarnations of ancient war gods to learn where and how Kane plans to begin carving his empire.

SCENE ONE: This Way Lies Madness

The Situation

Standard. The Storm Knights begin their journey to Tikal, unaware that the Darkness Device has already been revived and is about to test its might on them.

Read aloud or paraphrase:

Your departure from Belize was relatively easy, but the path to Tikal looks to be difficult indeed. The region you must travel through consists of dense, tropical rain forest — the heat is oppressive, mosquitos and gnats are everywhere, and you have no doubt greater threats than they stalk these jungles.

Much of the ground is swampy, making it impossible to drive through, and sometimes it seems as if you spend hours just hacking through vegetation to clear your way. You

have seen no signs of anyone having passed through here recently.

No matter how far you travel, however, you cannot forget the grim fate that awaits this region if you fail in your task. The faces of Mayan gods carved out of solid rock seem to watch you as you pass, conveying an unspoken warning of the power you will be facing.

The Action

The Storm Knights have a long and dangerous trek ahead of them through rain forest and mangrove swamps. With automobiles worthless (most of the roads in this region have been washed out by recent rains), the Knights have the options of traveling by foot, burro, or boat. Animals and boats can be purchased in Belmopan or in any number of small villages they will pass through on the northeastern border of Guatemala. Even if the Knights are traveling along established paths, the vines and plants grow so rapidly in this climate that a great deal of vegetation must be cleared for the party to progress.

The journey from Belmopan to Tikal is approximately 125 miles. On foot, it will take the Knights 10 days to reach the ruins; by boat or burro, it will take a week. Feel free to compress the time of the journey if the players are getting bored.

Demons of the Mind

The encounters listed below can be run in any order during the course of the Knights' journey to Tikal:



A. The Weeping Woman — Read aloud or paraphrase:

You hear the noise long before you see her — a heart-rending weeping that sounds like someone is mourning for all of the dead in this hellish war. As you round a bend, you see her sitting upon a rock near the river, her face buried in her hands, her whole body shaking from the force of her sobs. She is a native woman, dressed in the ancient garments of an Aztec maid.

If the Knights do not approach the woman or speak to her, nothing will occur. But if one of them should say anything to her or touch her in any way, she will turn around suddenly, revealing a skull in place of a face, stained red from the bloody tears which have been running down it. She emits a horrible scream as soon as she sees the Knights and advances toward them.

This creature is a *tzitsimine*, the demonic incarnation of an Aztec woman who died in childbirth and who is now condemned to walk among the living as a harbinger of misfortune and death. She is one of the Aztec myths become reality as the Darkness Device begins to reassert its power over this area.



Tzitsimine

DEXTERITY 7

Dodge 8, maneuver 8, stealth 8, unarmed combat 8

STRENGTH 7

TOUGHNESS 7

PERCEPTION 9

Trick 10

MIND 9

Test 10, willpower 11

CHARISMA 14

Charm (18), persuasion (18), taunt 15

SPIRIT 15

Intimidation 20

Possibilities: none

Description: A *tzitsimine* is formed when a low-level demonic entity possesses the body of a woman at the moment of her death. The demon



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coinhabits the shell with the woman's spirit, and so is alternately overcome with grief and aflame with rage. A *tzitsimine* demon is akin to the Orrorshan incubus, as it too feeds off the intense emotions of a female.

Although a *tzitsimine* has a body and can be killed by physical means (anything which severs the spinal cord will destroy one), it does not rely on hand-to-hand combat to slay its victims. It attacks via *intimidation*, often frightening those who approach it into fleeing into the water, where piranha or crocodiles can claim them.

B. The Death of Tolwyn — Read aloud or paraphrase:

From somewhere up ahead of you, you hear a familiar voice screaming in sheer terror. As you break through the vines, you see Tolwyn of Tancred, leader of the Ayslish Home Guard, half-submerged in quicksand, being dragged inexorably downward by her armor. You see the thick, brown water filling her nose and mouth, and

the stark fear in her eyes before they, too, are submerged.

This is an illusion created by Malcolm Kane, using power lent to him by the Darkness Device. Knowing from his time in the Orrorshan court that Tolwyn is one of the heroes of the Stormers, Kane has chosen to depict her death as a warning to any presumptuous enough to try and follow him. Have the Storm Knights generate *Mind* totals — on a 10 or above, they disbelieve the illusion.

Knights who fail the roll will find that no matter how quickly they reach the spot, they will not be in time to save Tolwyn. A successful illusion will have the same effects as a successful *intimidation* attack with a damage value of 11.

C. Witness — The Storm Knights pass by a banana plantation and spot a farmer tending to his crop. He will look at them with a trace of fear in his eyes, but will not flee if they approach him.



This farmer, Cuebas by name, saw Malcolm Kane pass weeks earlier. Kane demanded, and received, food from the farmer, and threatened to return and kill him if he told anyone of the incident. The farmer is thus hostile to any questions about who he may have seen go by, and it will require a *persuasion* roll of 12 to get him to speak about Kane. If the Knights are seeking Kibos, the farmer will tell them, with some relief, that no such man has been by his plantation.

If the Knights are successful in persuading the farmer to talk, he will tell them the following:

- A fearsome man passed by some weeks ago — he does not recall how many. He was a tall American, with serpents painted on his arms, and a huge knife on his belt.

- The American threatened the farmer, and took some of his food. He said, "When I pass this way again, I won't need to demand anything — you'll give it freely."

- Before leaving, the American asked if the farmer knew anything about Tikal. The farmer replied that he had heard legends that it was haunted, but had never actually met anyone who had been there. He also asked the distance to the city of Flores.

D. Wildlife Encounters — During their journey, the Knights may encounter various types of tropical wildlife. The encounters below may be run more than once.

Crocodiles: These huge reptiles lurk in the mangrove swamps. If the Knights are boating or wading through the swamps, they may encounter one. The crocodile will stalk the Knights for some time before making an attack. If it is wounded, it will depart.



Crocodile

DEXTERITY 9

Maneuver 10, stealth 12, swimming 10 (speed value 5), unarmed combat 11

STRENGTH 11

TOUGHNESS 10/14

PERCEPTION 8

Tracking 9, trick 9

MIND 4

Test (9)

CHARISMA 4

Charm (15), persuasion (17), taunt (17)

SPIRIT 5

Intimidation 10 (15)

Possibilities: none

Natural Tools: teeth, damage value STR+3/14; claws, damage value STR+2/13; scales, armor value TOU+4/13

Pythons: This powerful snake makes its home in the tropical rain forest. It will normally not attack unless disturbed, and then only when the Knights are resting in camp. It attacks by wrapping itself around a victim and squeezing until its prey is suffocated (an *unarmed combat* roll to attack, with damage per round held equal to the snake's *Strength* value). If wounded, it will flee.



Python

DEXTERITY 10

Maneuver 11, stealth 13, unarmed combat 12

STRENGTH 12

TOUGHNESS 8

PERCEPTION 9

Tracking 10, trick 10

MIND 4

Test (8)

CHARISMA 6

Charm (10), persuasion (11), taunt (10)

SPIRIT 6

Intimidation 11 (13)

Possibilities: none

Piranha: Freshwater fish, some piranha have migrated into the more swampy areas to evade large predators in the rivers of Guatemala. Few marine animals are as deadly as the piranha, which attacks in schools of 100 or more and can strip the bones of a man-sized creature clean in seconds.

If a Knight is wounded and bleeding into the water, piranha will be attracted to the site and attack. The best way to deal with a maddened

school is to get out of the water as quickly as possible.



Piranha

DEXTERITY 10

Swimming 13 (speed value 6), unarmed combat 12

STRENGTH 4

TOUGHNESS 4

PERCEPTION 11

Find 12, tracking 12, trick (17)

MIND 5

Test (20)

CHARISMA 5

Charm (30), persuasion (25), taunt (25)

SPIRIT 5

Intimidation 12 (18)

Possibilities: none

Natural Tools: teeth, damage value STR+3/7

Note: Attack in schools of 100-150. A piranha assault does damage value 15 per round, until the victim has escaped the water or been devoured.

E. The Face of Famine — Read aloud or paraphrase:

On a knoll far in the distance, you see a lone figure standing. He is virtually a skeleton, and the clothes he wears hang in tatters about him. He holds out a hand to you, and you see that he holds a blackened stalk of sugar cane. He wears an expression of pain and malevolent hatred.

The figure is a Guatemalan farmer who has been transformed by the power of the Darkness Device into Apizteotl, the Aztec god of famine. He will attack each Knight in turn, using his power to induce an illusory feeling of hunger to weaken them.



Apizteotl

DEXTERITY 8

Dodge 9, maneuver 9, running 9, stealth 9

STRENGTH 8

TOUGHNESS 8



PERCEPTION 10

Find 11, tracking 12, trick 11

MIND 12

Willpower 16

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 10

Intimidation 11, reality 11

Possibilities: 3

Natural Tools: Apizteotl's gaze attack uses his *willpower* as its effect value against a difficulty of the target's *willpower* or *Mind*. Its effect is to plant the illusion of overwhelming hunger in the target's mind, with a damage value equal to that of a *fatigue* result (two shock points). The target is allowed "shake-off" attempts just as with any other form of mind control, and if he successfully rebels against Apizteotl's will, the shock points disappear. Possibilities may also be spent to eliminate the shock points, but if the victim is still subject to Apizteotl's powers, his *willpower* will be reduced by -1 when resisting each subsequent attack.

If the target is actively avoiding Apizteotl's gaze, he must get a "set-back" or a "player's call" result on a *trick* to make the attack. The attack is considered a "one-on-many," adding +2 to the difficulty of the *trick* attempt and +4 to the difficulty of the actual attack (see the Multi-Action Chart on page 45 of the *Torg Rulebook*).

F. The Lord of Vampyres — This encounter should take place in the evening. Read aloud or paraphrase:

The pale moon hangs suspended above the forest, but its face has been obscured by the flitting forms of vampyre bats. Every traveler through this region knows of these creatures, who live by sucking blood from the living. But they normally subsist on animals, avoiding humans as much as possible.

Then you hear the beating of huge wings above you, and turn to see a bizarre creature, half-man, half-bat, alighting on a tree limb above you.

"You have dared to tread on land sacred to Camazotz," he bellows. "Now my winged brothers will take revenge."

A *scholar* (arcane lore) total of 9 will reveal that this is apparently Camazotz, the lord of the vampyre bats who figures in so many local legends. In fact, this is an illusion of the bat god created by Malcolm Kane, using the power of the Darkness Device. A *Mind* total of 9 will allow the Knights to see through the sham.

The attack that follows, however, is real. Kane is using the Darkness Device's power to command the lower orders of native animals to send the bats into a frenzy aimed at the Knights.

The bats will attack in a swarm, biting and swooping about the Knights, trying to force them to the ground. Once a Knight is down, the bats will attempt to suck his blood from him (normally, a vampyre bat drinks only a minute amount, but the attack of a swarm could result in more severe damage).

If the Knights open fire on the bats, the creatures will grow confused and begin striking each other, finally breaking off the attack and returning to their caves (the loud noises of the gunfire will confuse their sonar and make it impossible for them to isolate their targets).

**Vampyre Bats****DEXTERITY 9**

Dodge 10, flight 12, unarmed combat 10

STRENGTH 4**TOUGHNESS 4****PERCEPTION 10**

Find 11, tracking 11

MIND 5

Survival 8

CHARISMA 5

Charm (25), persuasion (25), taunt (25)

SPIRIT 4

Intimidation 10 (8)

Possibilities: none

Natural Tools: wings, speed value 9; teeth, damage value STR+3/7

Note: Treat bat swarm attacks as a Many-On-One assault with no more than 10 bats challenging any one Knight. Successful attacks do damage

value 13. If the bats are able to affix themselves to a Knight for six consecutive rounds, reduce that Knight's *Dexterity*-based skills by -1, and do the same for each round they are affixed beyond that.

Variables

If the Knights should attempt to travel by air to reach Tikal, have Malcolm Kane use the Darkness Device's power to create a storm that will force them to land in the rain forest. (They need not be in genuine danger of crashing—assume that Kane wants them alive so he can toy with them, and eventually subjugate them when he is High Lord.)

Once the Knights have made it through the rain forest and are approaching the city of Flores, cut to "Scene Two: The Feathered Serpent."

SCENE TWO: The Feathered Serpent

The Situation

Standard. The Knights arrive in Flores only to discover that Kane has beaten them to the museum, and left a surprise behind for them to confront. Read aloud or paraphrase:

Flores is considerably smaller than Belmopan, but the feeling of death is not present here. The people seem relatively content, although they do bristle at any mention of Belize (since they do not recognize its existence as an independent country).

There is no sign of Kane, but you know he was planning to visit the National Museum. With the head start he had, it will be a miracle if he has not beaten you to the Palenque Vase.





C. Dougherty

The Action

The Guatemalan National Museum houses a large collection of Meso-American antiques. The curator is named Perez, a portly man who wears glasses and a three-piece suit, apparently possessing great resistance to the heat. He will mistake the Knights for tourists until they ask about the vase. Then he will become extremely excited and begin berating the press for their sensationalistic treatment of a simple robbery.

A *persuasion* total of 7 will convince Perez that the Knights are not reporters, but are genuinely interested in helping to recover the vase. He will agree to show them the case where the vase had been kept until eight days ago.

The case takes up much of one wall, and now sports a great, jagged hole in the center, with fractures branching off in every direction. An *evidence analysis* total of 9 will show traces of dried blood on one edge of the hole, as

if someone had smashed it with his hand.

The pedestal where the vase had rested is now empty. Perez will tell the Knights that the thief stabbed a guard to death while escaping, but during the struggle broke the vase. The museum has in its possession the remaining shard, and has offered a reward equivalent to \$100,000 for the return of the rest of the vase.

He will be willing to show the Knights the shard. A *scholar (archaeology)* total of 10 will reveal it to be definitely of Mayan origin, circa 800 A.D. A *language* total of 10 will enable the Knights to translate the inscription as relating to the death of a king, the favored one of Hex Chun Chan, the god of war.

Perez is desperate to recover the vase and see its thief captured — his job is on the line. If the Knights can convince him that they know who took the artifact and will get it back for him (a *persuasion* total of 9, since he wants to believe them), he will let them bor-

row the shard. He will tell them that if they do not return it within two weeks, he will give their descriptions to the Guatemalan police, who will surely contact authorities around the world.

Flags

If a *Romance* card is played, Perez is attracted to one of the female Storm Knights. He may insist on coming with the party, ostensibly to watch over the shard, but actually to be near his love. The Knights will have to paint a graphic picture of the dangers they will be facing to convince him to remain behind.

Variables

If the Knights fail to convince Perez to loan them the shard, they will have to find some other way to get it. Theft is one possibility — the museum doors present a *lock picking* difficulty of 12, and Perez's office door lock has a difficulty of 9. The security guard on the floor has attributes of 8, is not possibility-rated, and carries a .38 revolver (damage value 14, ammo 6, range 3-10/25/40).

If the Knights successfully steal it, they will immediately be suspected of the crime. The Guatemalan police will be alerted, and a dragnet will be put out. If the Knights seriously injured the guard in the attempt, they may find the police forces in other areas of Core Earth on the lookout for them from now on.

Quetzalcoatl Reborn

Once the Knights have the shard, let them move about the city as little or as much as they may wish, but make sure you run this encounter before they depart.

Read aloud or paraphrase:

A sudden silence falls upon the people in the streets, and an icy wind begins to blow, chilling you to the bone. In the distance, someone is



screaming. A few people run past you, panic in their eyes. Others fall to their knees and begin to pray loudly.

The wind grows stronger, and a shadow falls over your party. When you raise your eyes to the sky, you see a sight straight out of a nightmare: a giant serpent, fangs gleaming, flying slowly through the air on great feathered wings. It circles once, its blood-red eyes fixed on you, and then it begins to dive.

The creature is Quetzalcoatl, the feathered snake of Toltec myth brought to life by the power of the Darkness Device. Realizing he had left a piece of the vase behind, Kane used the power of the Device to mystically link the serpent to the shard. As long as the pottery fragment was in the museum, Quetzalcoatl would be dormant — if, however, it was removed from the building, the creature would slay those who possessed it. It will single-mindedly pursue its mission, not ceasing until it is slain.

Quetzalcoatl

DEXTERITY 11

Dodge 12, flight 13, maneuver 12, unarmed combat 13

STRENGTH 18

TOUGHNESS 13/18

PERCEPTION 12

Tracking 15, trick 13

MIND 8

Test (11), willpower 9

CHARISMA 8

Charm (18), persuasion (18), taunt (10)

SPIRIT 8

Intimidation (15), reality 10

Possibilities: 3

Natural Tools: fangs, damage value STR+3/21; tail, damage value STR+2/20; armor, TOU+5/18; wings, speed value 9

Description: Quetzalcoatl is 10 meters in length, with black and gold scales and black wings. He attacks by swooping down on his prey and grabbing them in his jaws. If he is fighting a lone opponent, he may swallow them whole right then — if he is fighting a group, he will deposit his prey on some high spot (probably a rooftop, in this case), and return to him later. He will also use his tail to sweep opponents away.

At all times, Quetzalcoatl will try to keep his soft underside protected by winding his body into coils.

Quetzalcoatl will concentrate his initial attacks on whichever Storm Knight is carrying the shard. If another Knight wounds him, he will shift his attention in that direction. But if the Knight with the fragment departs the battle scene, Quetzalcoatl will break off any fight he is engaged in and pursue the shard.

If the Knights take refuge in a building, Quetzalcoatl will start pounding the structure with his tail. If this does not draw the Knights out, the serpent will begin devouring anyone on the street.

Striking Quetzalcoatl in his vulnerable underside will require a *vital blow* attack.

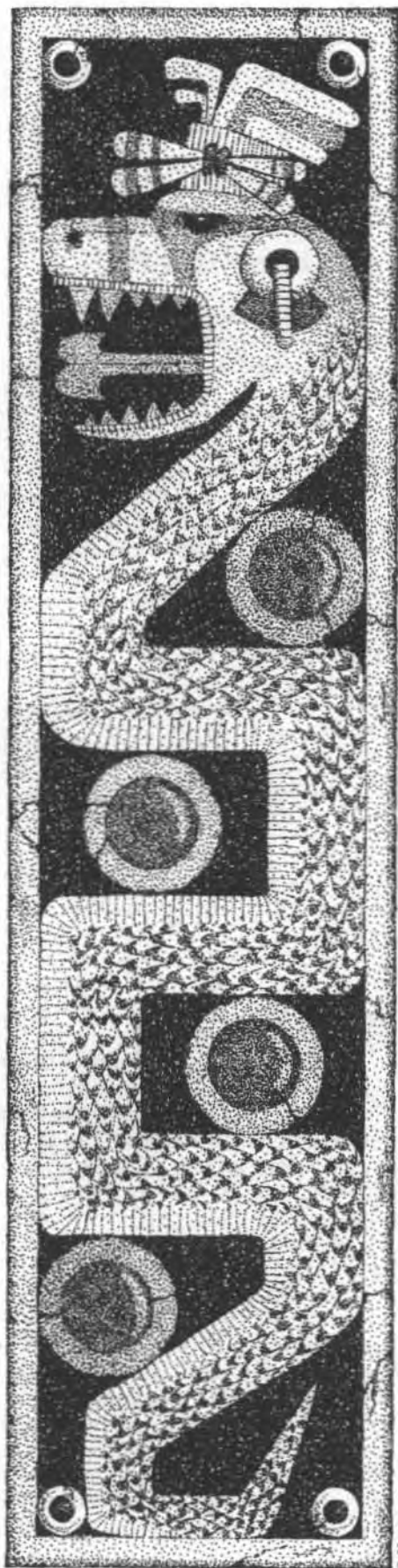
On a *scholar (arcane lore)* total of 11, the Knights will know that the feathered serpent is vulnerable to cold. For every round in which the air temperatures is below freezing (0° Celsius), Quetzalcoatl will be *stymied*.

Knights who are carried to the rooftops can attempt to climb down the fire escape (*climbing* difficulty of 8), but if Quetzalcoatl spots them, he will immediately attempt to slap them off the ladder with his tail. The highest building in the area is two stories tall — calculate damage done by falling using the *climbing* rules on page 52 of the *Torg Rulebook*. Attempts to use *acrobatics* to lessen the damage are governed by the rules on page 49 of the *Torg Rulebook*.

Variables

If the Knights defeat Quetzalcoatl, they can continue on their journey to Tikal. Cut to "Scene Three: Look Upon My Works, ye Mighty, and Despair ..."

If Quetzalcoatl defeats the Knights and carries off the shard, they will have to find and defeat him to reclaim it before they can travel to Tikal, else their journey will be for nothing. The serpent has made an aerie in the bell-tower of Flores' Cathedral of the Blessed Virgin, which is four stories up and can be reached by a staircase in the rectory.



SCENE THREE: Look Upon My Works, ye Mighty, and Despair ...

The Situation

Dramatic. The Storm Knights reach Tikal, only to confront the ghost of a long-dead Mayan king and his deadly guardians.

Read aloud or paraphrase:

After long days of traveling, you have reached your destination at last. Before you stand the ruins of what must have once been a majestic city — huge pyramids, grand plazas, all linked by hard, earthen causeways that look as if they could have been created yesterday. Before you stands an awe-inspiring temple, with what look to be a thousand inscriptions etched into its sides.

The Action

The Knights stand at the gateway to Tikal, the famed Temple of Inscriptions. All four sides are covered with the written history of this city, which flourished in the 8th century. A *language* total of 11 will allow the Knights to garner the following information from these inscriptions:

- Tikal was a place of power in its day. Its people, 50,000 strong, were dominated by the war god known as Hex Chun Chan, who honored them by inhabiting an idol and speaking to them through it. The idol was kept in another city, which is identified only as "the place where man becomes a god."

- From that mysterious land came a ruler named "Stormy Sky," who led the Mayans with blade unsheathed and spoke to them of blood and conquest. None could match his feats of physical prowess or his leadership in war. But eventually he lost the favor of Hex Chun Chan, and the mantle of power passed to his son, and so on through the generations.

- The greatest of all Mayan rulers was Pacal, who built the city of Palenque and led the Mayans to many rich conquests. When he died, his body was entombed in a temple there, but when it seemed that Palenque would fall to invaders, his body was exhumed and reinterred in Tikal.

Tikal

From the Temple of Inscriptions, the Knights pass along the Mendez causeway to the city itself. In its center is the Great Plaza, surrounded by five temples. All are multi-story affairs made of stone, perched atop step-pyramids. The grandest of these is on the western end of the city, the Temple of the Jaguar.

Read aloud or paraphrase:

There is an eerie silence as you move through the long-dead city. The pyramids were once the pride of Mayan civilization, but now cracks have appeared and vines and creepers have begun to reclaim Tikal.

Overhead, the sky begins to darken, and the wind to blow. It seems as if the giant faces of past rulers which are carved into a nearby acropolis are watching you, and the distant sound of thunder seems to carry with it the voices of ghostly Mayan warriors praying to their gods of battle.

The causeway on which you stand is flanked by four pyramids bearing temples, two on either side. At the end of the path is a fifth pyramid, larger than the rest, with a huge sculpture of a jaguar atop its temple.

The Knights may explore any of the buildings they wish to — descriptions of each are listed below.

Temple of the Arrow

This is the smallest of the five temples, dedicated to Ahulane, the lord of archers. Unlike the other structures, the temple is simply a roof resting on top of a number of stone columns, for the archer cannot be closed within walls. There was once a large altar in the center of the temple, but exposure to the elements has worn it away.

Temple of the Spear

This is a one-story building atop a step-pyramid, decorated inside and out with murals of Hun Pic Tok showering his enemies with thousands of spears. Here, too, there is an altar, also worn and obviously long unused.

A *Perception* total of 9 reveals footprints in the dust around the altar, made fairly recently by what appear to be a pair of workboots.

Temple of the Flame

Slightly larger than the Temples of Spear and Arrow, the Temple of the Flame has no altar inside it. Instead, there is a great pit in its center, with a complicated series of vents to allow smoke to pass through the roof. Here sacrifices were burned alive to appease the wrath of Ah Chuy Kay, the fire destroyer.

A *Perception* total of 10 allows the Knights to see tiny flakes of obsidian along the edge of the pit, the same substance used to make the ceremonial dagger Kibos wielded.

Temple of the Shield

The most heavily-fortified of the temples, this was planned to be the site of a last-ditch defense of the city against invaders. Two altars occupy its center, both still bearing a faint stain of crimson dating back to the fall of the city in the 9th century.

Temple of the Jaguar

The largest and most ornate of the five temples, with the highest step pyramid (30 meters tall). Before the Knights even set foot on the first step, a thunder clap resounds throughout the city, and the pyramid begins to glow. Read aloud or paraphrase:

A piercing wail is heard from up above you. As you watch, awestruck, a ghostly form rises from the roof of the temple and hovers in the air. It is in the shape of a man, wearing Mayan robes, a red cape with symbols of Tikal woven into it, golden bracelets, and a feathered crown.

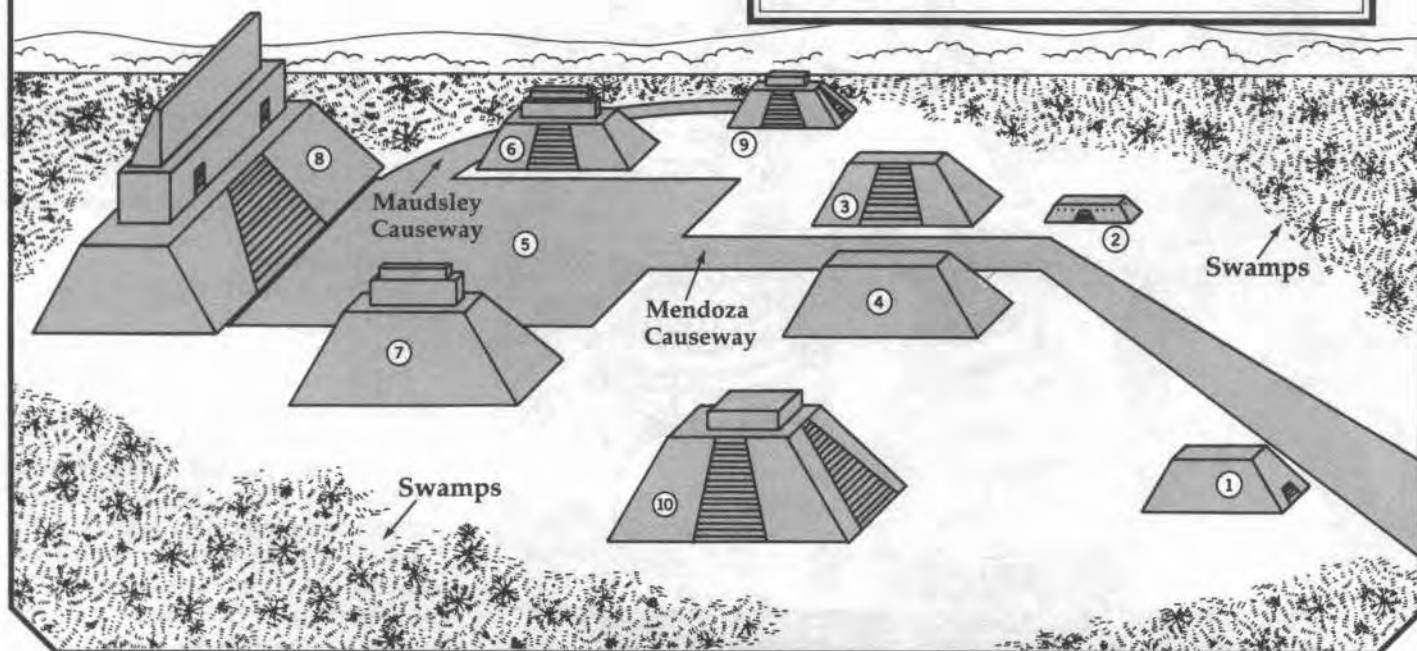
When he speaks, his voice seems to shake the city. "I am the shade of





High Lord of Earth: Map 6 Tikal

- | | |
|---------------------------|-------------------------|
| 1. Temple of Inscriptions | 6. Temple of the Flame |
| 2. Sweat Bath | 7. Temple of the Shield |
| 3. Temple of the Spear | 8. Temple of the Jaguar |
| 4. Temple of the Arrow | 9. Northern Acropolis |
| 5. Great Plaza | 10. Southern Acropolis |



Pacal, warrior and king. You, who are not of my people, would enter the Temple of the Jaguar unbidden, and rob me of my treasures. Thus, your courage and strength will be tested this day, and if you falter, death will be your only prize. Behold!"

Gods of War

Atop the temple, there appears a giant jaguar, snarling in the direction of the Storm Knights. When they turn to look behind them, they will see that a figure stands before each of the temples. All of those beside the Jaguar are human in appearance. They wear Mayan ritual masks and garments, and each bears a different weapon.

The newcomers are Guatemalan villagers who have been transformed by the power of the Darkness Device into representations of the Mayan war gods. The test Pacal spoke of is one of combat — the Knights must defeat the assembled warriors to gain an audience with the spirit of the dead king.





C. Dougherty

If the Knights should show Pacal's ghost the shard of Palenque vase, he will pause in thought for a moment and then say:

"You have been favored by the spirits, but whether by the Creators or the Tricksters, I know not. I have already seen the vase in the hands of another, and he made sacrifices in my name, and so received my gift. You may have slain him and stolen the vase ... no, no, the test of battle must go on. But if you are victorious, my wisdom will be yours."

Each war god will challenge an individual opponent. If there are more than five Storm Knights, they may team up against an individual god. If there are fewer than five Knights, gods will team against their opponents.

If the Knights attempt to attack Pacal's ghost, he will disappear, reappearing when the combat is finished.

Ahulane

DEXTERITY 10

Acrobatics 11, dodge 11, maneuver 11, missile weapons 13, running 11

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Find 11, tracking 11, trick 10

MIND 9

Test 10

CHARISMA 8

Charm (16), persuasion (16), taunt 9

SPIRIT 11

Faith (Mayan) 12, intimidation 12, reality 15

Possibilities: 7

Equipment: bow (enchanted), damage STR+8/19; ritual armor and mask, (enchanted), TOU+4/15

Description: Ahulane is the archer god, worshipped by Mayan warriors and hunters. He will try to avoid close-quarters combat, staying atop the step pyramid and shooting down at his foe

Hun Pic Tok

DEXTERITY 10

Dodge 11, maneuver 12, missile weapons 13, unarmed combat 11

STRENGTH 11

TOUGHNESS 10

PERCEPTION 9

Find 10, trick 10

MIND 9

Conjuration magic 11, test 10

CHARISMA 9

Charm (16), persuasion (16), taunt 10

SPIRIT 11

Faith (Mayan) 12, intimidation 12, reality 15

Possibilities: 7

Arcane Knowledges: *inanimate forces* 6

Spells: *conjure spear*

Equipment: spear (enchanted), damage value STR+5/16; armor and mask (enchanted), TOU+4/15

Note: Hun Pic Tok's *conjure spear* spell has two effects. When he throws a spear, one magically appears in his hand so that he is never without a weapon. Also, once a spear is thrown, the target sees two illusory spears accompanying it. A *Mind* total of 9 is required to disbelieve the existence of the additional missiles. If that roll is failed, the difficulty number of *dodging* the true spear increases by +3.

Description: The god most revered by common warriors, Hun Pic Tok's name means "god of 8000 spears," and his powers make that an apt title

Ah Cun Can

DEXTERITY 10

Dodge 12, long jumping 11, maneuver 11, running 11, stealth 11, unarmed combat 13

STRENGTH 15

Climbing 16

TOUGHNESS 15/18

PERCEPTION 10

Find 11, tracking 11

MIND 4

Test (11)

CHARISMA 4

Charm (16), persuasion (16), taunt (8)

SPIRIT 11

Faith (Mayan) 14, intimidation 12, reality 15

Possibilities: 7

Natural Tools: teeth, damage value



STR+4/19; claws, damage value STR+3/18; hide, TOU+3/18

Description: Ah Cun Can is the jaguar god, who takes the form of the fierce predator. He fights much as an animal would, looking to close with his prey and tear it to pieces

Ah Chuy Kay

DEXTERITY 9

Dodge 11, maneuver 10, melee weapons 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Find 11, tracking 11, trick 11

MIND 11

Conjuration magic 14, test 12

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 11

Faith (Mayan) 12, intimidation 12, reality 15

Possibilities: 7

Arcane Knowledges: fire 8

Spells: conjured fireball

Equipment: fire-stick (has conjured fireball spell focused into it); shield (enchanted), TOU+5/14; armor and mask (enchanted), TOU+4/13

Description: The Mayan "fire destroyer" is not as physically powerful as his fellow war "deities," but his powers allow him to cause widespread destruction. Ah Chuy Kay will have no qualms about setting the whole city ablaze (save for the Temple of the Jaguar)

Kac-u-Pacat

DEXTERITY 10

Dodge 12, maneuver 11, missile weapons 13, unarmed combat 11

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Find 10, trick 10

MIND 8

Test 9, willpower 9

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 11

Faith (Mayan) 12, intimidation 12, reality 15

Possibilities: 7

Equipment: armor and mask (enchanted), TOU+8/19; shield (enchanted) TOU+6/17, damage value STR+5/16

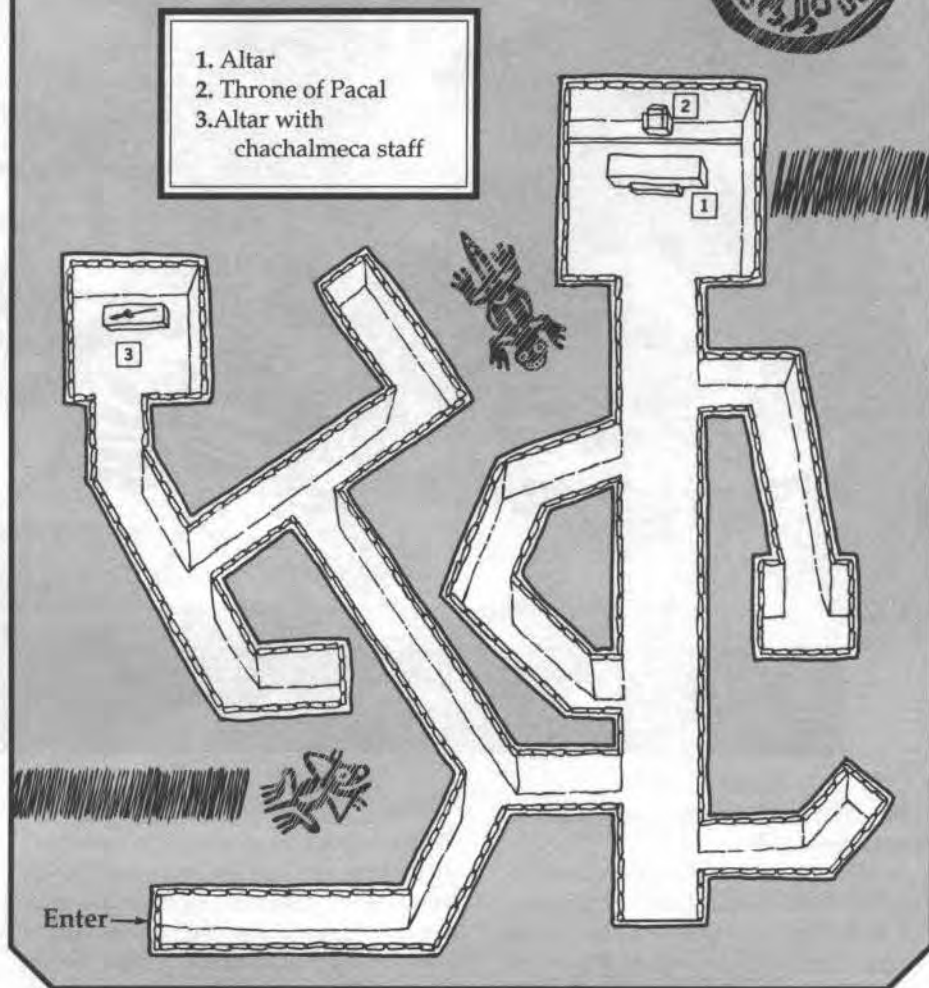
Description: Kac-u-Pacat is the pa-



High Lord of Earth: Map 7 The Tomb of Pacal



1. Altar
2. Throne of Pacal
3. Altar with chachalmeca staff



tron of a city's defenders, thus his armor is stronger than that of his brethren. His primary mode of attack is throwing his shield at an opponent — part of its enchantment causes it to immediately return to him

If the war gods are defeated, their armor and weapons will disappear, a precaution to prevent invaders from using them.

The Gift of Pacal

When the Knights have defeated the war gods, Pacal's ghost will nod and beckon them to follow him into

the Temple of the Jaguar. Read aloud or paraphrase:

It is cool inside the temple, and the only light is that given off by the spirit who guides you. You can dimly see that there are passages leading off in other directions, but you dare not take the chance of becoming lost. Finally, the spirit turns to you and vanishes from sight.

The Knights have reached Pacal's chamber. It is a large, rectangular room carved out of the center of the pyramid. In the center of the chamber is a stone altar — on a *Perception* total of 8, the Knights see that there is dried blood





D. Miller

on the altar, which could not be more than a week old.

An even more macabre sight awaits. Against the far wall there is a throne, and seated in it is a skeleton, clad in the royal garb that Pacal's spirit appeared in. Before the Knights' eyes, it starts as if awakening from a long sleep, and raises its hand slightly.

In a hoarse voice, it asks the Knights if they have the Palenque Vase. If they showed the fragment to the spirit, the skeleton will still ask, for it is part of the ritual. Once the skeleton has seen the shard, it will speak once more. Read aloud or paraphrase:

"I am the mortal remains of Pacal, ruler of all this land, preserved for centuries by Mayan magic. In life, I was the favored one of Hex Chun Chan, and offered many sacrifices to him. But when our cities fell, he turned from us and took the name Huitzilopochtli. Thus he led another people to greatness and then ruin.

"You seek the temple of Huitzilopochtli, perhaps to make his power yours. I have seen another with that dream, and sent him on his way to meet his fate. I will do the same for you — you will find the temple in the place where man becomes a god: Teotihuacan.

"But beware, for Huitzilopochtli is an angry god, and if you are found wanting, he will destroy you and all your works, as he did mine. I can offer you but one other gift, one which the other was too impatient and filled with hate to receive. Within my temple, you will find the staff of the *chachalmeca*, the high priest of the deity you seek. It is the only true sign of belief — but to find it, you must let your spirit show the way."

The staff of the high priest is stored in one of the smaller chambers in the temple. To find it, the Knights must generate four *faith* totals of 9 — each

success will allow them to choose the correct direction to go. If they make a wrong choice, a stone slab will drop from the ceiling and seal them in the passage they are in, and they will have to generate additional *faith* totals to find their way back to the true path. (See the map on page 39).

In the correct room, they will find an ornate wooden staff resting on an altar. The Knight who takes this will suddenly know the way out of the temple. On a *divination magic* total of 11, he will be certain that the skeleton spoke the truth — the "god" they are seeking, the Core Earth Darkness Device, is indeed in Teotihuacan, Mexico.

Chachalmeca Staff

Description: This carved wooden stick, about 1.5 meters long, has the Mayan spell *sense deity* focused into it. It allows the wielder to sense the essence of Hex Chun Chan — the Darkness Device — and has traditionally



W hispers on the Wind

Heketon, the Orrorshan Darkness Device, reached out across this cosm called Earth in search of knowledge. In the months since Stormers defeated the Gaunt Man, it had watched in amusement Thratchen's bumbling attempts to master its power. Thus far, the techno-demon had not discovered the key, and so the realm of Orrorsh had ceased to expand.

This left Heketon with much time to explore the other realms and monitor the progress of the invasion its High Lord had masterminded. It had sensed Malcolm Kane's departure from Orrorsh, and his travels to Core Earth. It sensed the rage in his heart as well—it had known the

Gaunt Man erred in offering the power of the Core Earth Darkness Device to Decker and the others.

Heketon remembered—ages ago, there had been a great war between the Gaunt Man and another High Lord, one named Kurst, that resulted in the expulsion of the offending Darkness Device. At the time, it had taken the form of a black stone, but there was no way to know what it might look like after so long a sojourn in this cosm. Heketon knew it was not yet active, so Kane could not have found it yet.

Suddenly, the Orrorshan Darkness Device sensed a disturbance in the flow of possibil-

ity energy, a pattern it knew well. The stirrings and tentative probings came from the other Device, and Heketon knew it was in the part of Core Earth known as Mexico.

Heketon knew the Gaunt Man wished another ally in the wake of Tharkold's signominous defeat. But he wanted a High Lord he could bend to his will and control, not one as violent and untrustworthy as Kane.

Heketon focused its concentration on the emanations from this new player in the game. If this Device came to full and active life and found a High Lord to serve it, Heketon knew it would have to intervene once more, and crush it once and for all.

been the possession of the "god's" human servants. It is attuned only to the Core Earth Darkness Device, and could not be used to find any others.

Activating the spell requires a *divination magic* total of 11. It has a duration of only one second, so the user will get a sudden flash of the location of the Device.

Flags

If a *Mistaken Identity* card is played, Pacal's ghost will mistake one of the Knights for the reincarnation of a chachalmeca who once served in Tikal during its heyday. *Faith* totals to find the staff will be reduced by -2.

Variables

If all of the Knights have been soundly defeated by the war gods, Pacal's ghost will offer them an ultimatum: surrender or die. If the Knights refuse to surrender, the gods will col-



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lapse, and Pacal will explain to them that, although they failed the test of strength, they passed the test of courage. They will be permitted to enter the temple.

Leaving Tikal

The final leg of the Knights journey will take them from Guatemala to Teotihuacan, which is 50 kilometers northeast of Mexico City. While there are various methods of travel open to them, if they are ambitious they can find the least arduous way.

As the Knights leave the temple, they will notice a small private plane without lights coming in for a landing somewhere off to the west. A *find* total of 8 will allow the Knights to successfully seek out the airfield, a small dirt runway being used by drug smugglers.

The plane is being guarded by two men, both armed with machine pistols. If the Knights defeat them, they can take the plane and fly to Mexico City, restock their supplies there, and then travel overland to Teotihuacan

for the final confrontation with Malcolm Kane. (Flying the plane requires an *air vehicles* total of 9, or a *Perception* total of 11. If none of the Knights have the *air vehicles* skill, they may wish to capture one of the guards and force him to fly them to Mexico City.)

Guards (2)

DEXTERITY 9

Dodge 10, fire combat 12, maneuver 10, running 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 8

PERCEPTION 8

Air vehicles 10, find 9, tracking 9, trick 9

MIND 7

Test 8

CHARISMA 7

Charm 8, persuasion 8, taunt 8

SPIRIT 8

Intimidation 9

Possibilities: none

Equipment: Uzi, damage value 17, ammo 11, range 3-15, 40, 100

Awards

For successfully completing this act, award each character four Possibilities.

Cut To ...

Once the Knights have reached Teotihuacan (by whatever means), cut to "Act Three: The Mark of Kane."



Act Three

The Mark of Kane

The Major Beat

The Storm Knights arrive in the ancient city of Teotihuacan, now restored to its former grandeur by a Darkness Device gone mad. Convinced it is the manifestation of an Aztec god of war, the Device has demanded sacrifices from Malcolm Kane, who seeks to become High Lord of Earth. Now the Knights must endure nightmarish visions, the power of Kane, and the lure of the Darkness Device if they are to emerge triumphant.

SCENE ONE: Visions of Blood

The Situation

Standard. The Storm Knights reach Teotihuacan and begin their search for Kane and the Darkness Device.

Read aloud or paraphrase:

As you pass through the gates of the ancient Aztec city, you can almost *taste* the evil that is a part of every stone in every temple. With each step you take, a dark malignancy beats against you like the wind from a hurricane. You stagger, and shrink into yourselves, hunching your shoulders against the raw hatred coming from up ahead.

Your eyes search the street upon which you walk, known in legend as the "Avenue of the Dead." You are not surprised to see that the buildings on either side of the boulevard look as if they were constructed days ago, rather than centuries. Waves of power are flowing out from the Darkness Device across this whole region, slowly transforming the land and people to a reality frighteningly

similar to that of the bloody Aztec empire.

Around you there are crowds of people, all dressed in ancient garb, seemingly oblivious to the miasma of violence that hangs over the city. They take little heed of you as they busily attend to the tasks their ancestors performed here over a millennium ago.

The Action

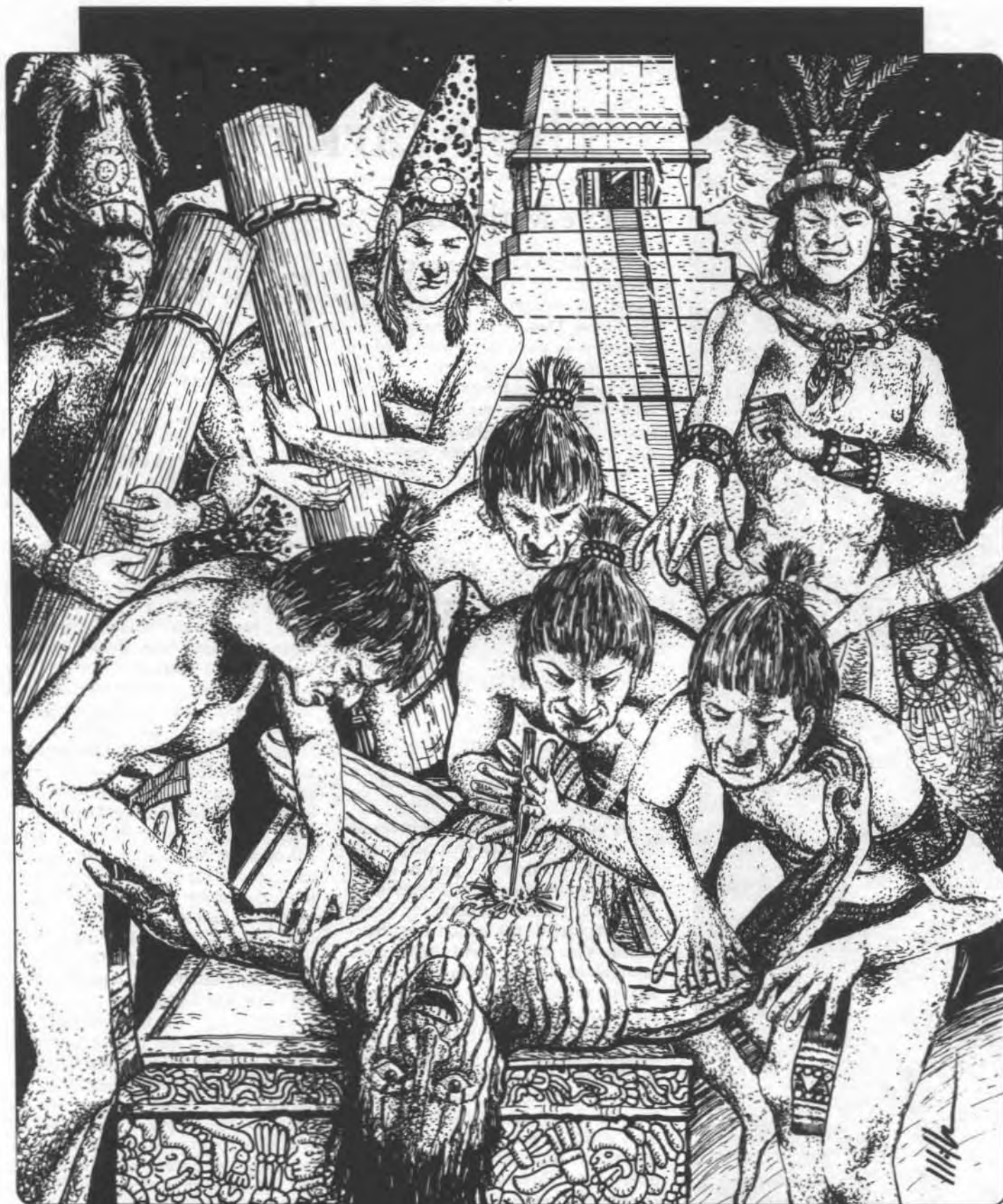
The Storm Knights begin this scene standing on the Avenue of the Dead in Teotihuacan, between the Great Compound Market and the Temple of Quetzalcoatl (see map, page xx). Most of the people they see on the boulevard are real, residents of nearby villages who have been drawn here by the song of the Darkness Device. They have effectively been mesmerized, and if the Knights approach them or speak to them, they will take no notice.

As the Knights wander through the city, they will have a number of strange experiences, some real, some illusions created by the maddened Device in its guise of Huitzilopochtli, god of war. All of these are designed to test the courage and sanity of the Knights, and to weaken them before their confrontation with Kane.

If the Knights make use of the chachalmeca staff to locate the Device, it will show them that the Aztec idol is in the Temple of the Moon at the opposite end of the city. Thus they will still have to travel down the avenue, and they cannot be sure where Kane might be.

If the Knights refuse to enter any of the other buildings and proceed directly to the Temple of the Moon, allow them to do so. But they will have lost an opportunity to learn more about the nature of this particular Device, and perhaps discover a way to defeat it.





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If the Knights go straight to the Temple, have the young man named Topili appear to them periodically, beseeching them to enter one building or the other. If they refuse all of these offers and approach the temple, cut to "Scene Two: There Shall Come a High Lord."

Visions of Blood

The following encounters should be run in order as the Storm Knights move through the city:

The Compound Market

This is a huge open plaza with walls on three sides. As the Knights approach the entrance, they are greeted by a handsome young man clad in a clean white loincloth. He beckons them to join him and leads them inside. As they walk into the throng of people, the youth begins to speak. Read aloud or paraphrase:

"Welcome, travelers. I am to be your guide, and you may call me Topili. In this place, we celebrate the planting of corn. Our people live on corn; it is the great food which sustains and strengthens us. To thank the gods for the corn, and to placate them and make them continue to feed us, many gifts are given them. Now you will see the giving of one such gift."

Topili is an illusion cast by the Darkness Device, but a highly convincing one (*Mind* total of 13 to disbelieve). He is thus incapable of making a physical attack on the Knights, and serves to voice the thoughts and feelings of Huitzilopochtli. If he is attacked at any point in this act, he will simply fade away, only to reappear later. He will not give the Knights any information beyond that which he initially relates.

Looking around, the Knights will notice that no one in the market is handling corn, but rather large tablets that resemble the one found in the *White Rose*. A scholar (*arcane lore*) total of 9 will reveal that these tablets were referred to as "stelae."

In the center of the marketplace is a

sacrificial altar. Bound to the stone is a young man who appears to be drugged, and is muttering something in what appears to be English. His body has been painted with black lines, and a number of priests hover over him. Two pinion his arms while another starts a small fire on his chest, preparing to burn him alive to appease the gods.

The sacrifice is an illusion, and requires a *Mind* total of 11 to disbelieve. If the Knights attempt to stop the sacrifice, the priests and their victim vanish, and only the altar remains, the stone charred black.

The people in the market will continue to take no notice of the Storm Knights, and proceed with their work on the stelae. The Knights can, if they wish, attack them (all have attributes of 8), drive them away, and destroy the stelae. If they do this, read aloud or paraphrase:

Topili looks at you with barely-controlled anger. "Foolish ones!" he says. "You cannot defeat the gods, for they have infinite patience and will live on when you are dust. The wise man seeks to make himself pleasing to the gods, so that they will not make a sacrifice of him."

If the Knights do not attack the stelae, Topili will offer to guide them to the next place of interest in Teotihuacan.

Flags

If a *Connection* card is played, a Knight recognizes one of the mesmerized villagers as a friend from Mexico City. But no action of the Knights will be able to break the hold of the Darkness Device, and his friend will continue to ignore him.

The Temple of Quetzalcoatl

When the Knights leave the market, they will find themselves beside a temple decorated with four stone serpent heads. This is the temple of Quetzalcoatl, the snake god the Knights fought earlier. As the Knights approach the temple, they hear a chattering sound which grows in volume until it drowns out all else. The

stone heads have begun to talk. Read aloud or paraphrase:

"See, brothers! They come!"

"The ones who seek to destroy mighty Huitzilopochtli!"

"They would unmake everything!"

"They would destroy our land and our people!"

"But they will fail!"

"Soon they too will join us — forever!"

The stone heads gain automatic initiative in the first round, and will use it to make an *intimidation* attack on the Knights. In the second round, they will split off from the temple and fly at the Knights, intending to attack them. The Knights can attack and defeat the skulls individually, or they can overcome the temple itself, beating it in a test of faith (its *faith* value is 18).

Serpent Heads (4)

DEXTERITY 11

Dodge 12, flight 14, maneuver 12, unarmed combat 13

STRENGTH 9

TOUGHNESS 10

PERCEPTION 10

Find 11, tracking 11, trick 11

MIND 8

Test 10

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 17

Faith (Aztec) 18, intimidation 19, reality 18

Possibilities: none

Natural Tools: fangs, damage value STR+3/12

Note: The serpent heads are genuine menaces, created using the same sort of spell that brought the Toltec statues to life.

If the Knights enter the temple of Quetzalcoatl, they will find it empty, with merely a few long unused altars present.

Flags

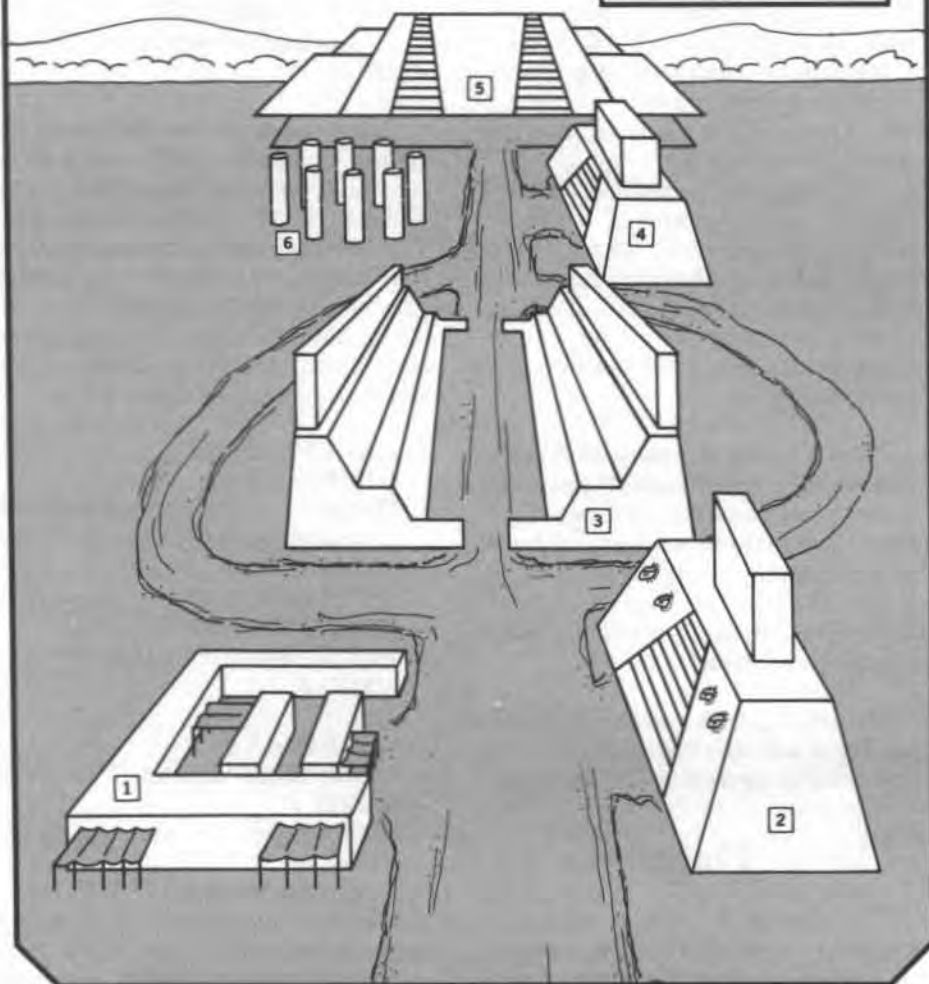
If a *hero setback* occurs during the battle, the crowd will move out of the compound market and form a wall between the Knights and that build-





High Lord of Earth: Map 8 The Avenue of the Dead

1. Compound Market
2. Temple of Quetzalcoatl
3. Avenue of the Dead Complex
4. Temple of the Sun
5. Temple of the Moon
6. Court of the Columns



ing. They will not attack, simply stand there and look menacing.

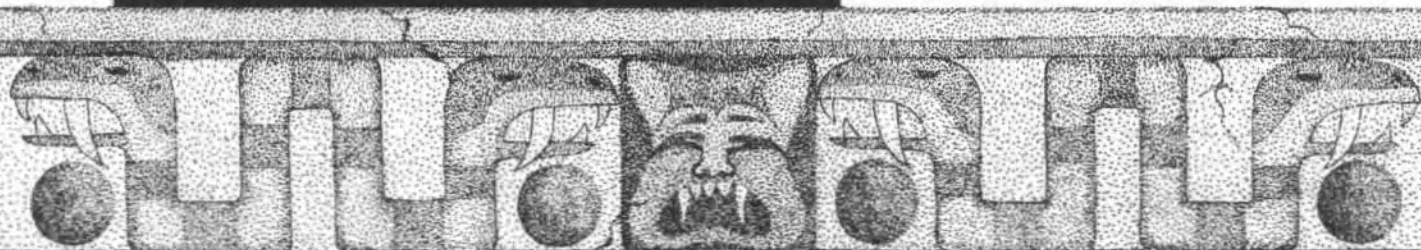
The Complex

In the center of the city, the avenue passes through what appears to be a large arena. As the Knights near this, Topili reappears before them. He greets them amiably, no matter what happened in the market. Read aloud or paraphrase:

"In this place, men compete against each other for the greater glory of the gods. Their victories show the gods' favor; their defeats the gods' displeasure. Men are made stronger by the contest; the gods too are strengthened or weakened according to the outcome. The young men inside would fight you for the glory of Huitzilopochtli — will you test the strength of the gods you worship, and accept this challenge?"

Topili explains that the Knights are free to accept or decline the challenge as they wish. The warriors of Huitzilopochtli will fight with obsidian daggers; the Knights cannot use any ranged weapons, ranged attack spells, and so forth. This would be considered cheating the gods of a good fight, and would constitute a forfeit. The Knights can use any melee weapons they have, no matter how modern and powerful.

Any Knight who refuses combat will be asked to leave the arena, so he cannot provide aid to his comrade. Battles in the complex are one-on-one affairs, and teaming up against an opponent is forbidden. If a Knight should defeat his opponent and try to aid another, Topili will declare the contest over, and the warriors of Huitzilopochtli the winners. He will then tell the Knights that they must



allow the warriors to execute them, as is the custom in Teotihuacan.

The young warriors of Huitzilopochtli will never *break*. They will continue to fight until all are vanquished. The fight is to the death.

If the Knights have the advantage but refuse to kill their opponents, or if the Knights refuse to allow the warriors to slay them, Topili will shake his head sadly and vanish again, along with all of the spectators in the arena.

If the Knights do kill their opponents, Topili will beam at them and beckon them on to the next encounter.

The Warriors of Huitzilopochtli (one per Storm Knight)

DEXTERITY 10

Acrobatics 11, dodge 11, maneuver 11, melee weapons 13, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 9

Trick 11

MIND 9

Test 10, willpower 10

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 10

Faith (Aztec) 11, intimidation 11, reality 11

Possibilities: 2

Equipment: obsidian dagger, damage value STR+3/12

Description: These "warriors" are in fact local residents and foreign scholars who have been entranced by the power of the Darkness Device and are determined to kill the Knights in Huitzilopochtli's name.

Flags

If a *True Identity* card is played, one of the Knights recognizes his opponent as a student he met during a

mission in the Core Earth United States. He can attempt to use this knowledge to *persuade* the youth that he is not really the servant of an Aztec god. If the *persuasion* attempt is successful, give the student a "shake-off" opportunity against a difficulty number of 12.

The Pyramid of the Sun

This edifice gives off an aura unlike anything the Knights have ever experienced — a contrast of pleasure and pain, holiness and wickedness, life and death which is nearly overwhelming. Once again, Topili awaits them at the base of the pyramid. He tells them the following as they ascend:

"You have struggled long and well to reach this, the Pyramid of the Sun. It is right that you, who love life so, should at last encounter the symbol of life, the bringer of light and heat.

"And yet, despite your courage, you lack the wisdom that is the key to all: you would throw your lives away in fruitless opposition to powers far beyond your understanding. I do not understand this — unless, perhaps, your travels have made you mad.

"Behold the fate that awaits you all!"

In the central chamber of the pyramid, the Knights see a hellish sight: Malcolm Kane, clad in the raiment of an Aztec priest, hovers over an altar, a dagger in his hand. To his side is a grotesque idol, and when the Knights look at the slab, each sees herself about to be sacrificed. This is obviously an illusion (*Mind* total of 5 to disbelieve). However, a Knight who fails his *Mind* roll will suffer an intimidation attack with a damage value of 15.

If the Knights make any attempt to attack Kane or Topili, the illusion vanishes.

If the Knights wish to explore the rest of the temple, they find it empty.

Court of the Columns

The Knights come to a circular plaza bounded on all sides by columns. Again, Topili is waiting for them, and guides them into the center of the plaza, saying:

"You have dedicated yourselves to fighting what your limited perceptions identify as evil. Yet by defiling this place and threatening the gods, you are, in truth, aiding the very forces you would oppose.

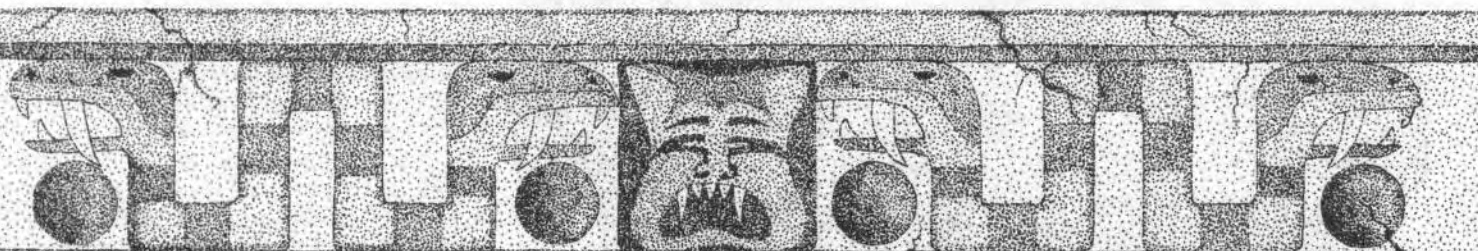
"Behold, weary travelers — behold what a true priest of the gods may do!"

From behind seven of the columns step familiar figures: Pella Ardinay, resplendent in her scarlet robes; Dr. Mobius, his face shrouded, his bearing arrogant; Cyberpope Jean Malraux, his rove-eye surveying his new surroundings; Angar Uthorion in the body of a Viking warrior, maneuvering to get within striking distance of Ardinay; Baruk Kaah, rebelling at the presence of so many dead things; 3327, coolly considering the possibilities for escape; and the Gaunt Man, looking battered and worn from his experience in the maelstrom.

Before the Knights can make a move, there is a bright flash of light, and then Malcolm Kane, in his priest's garb, stands before the assembled High Lords. He commands them to kneel, and when they do not, he attacks.

Read aloud or paraphrase:

The sights and sounds that assail you are wondrous and horrible at the same time. Ardinay is the first to fall, and then Uthorion, both wounded through the heart by Kane's blade.



Kaah is slashed, greenish blood oozing from his neck as he writhes in pain in the sand. 3327 and Malraux attack together, but are swept aside with a wave of Kane's hand. Dr. Mobius grovels at Kane's feet, pleading for mercy, and is rewarded with a kick that almost severs his head.

Finally, only the Gaunt Man remains. Kane reaches out a hand and touches his former master, and the great High Lord withers and rots until he is no more than dust. Kane stands alone.

This is an illusion, and a *Mind* total of 7 will allow the Knights to disbelieve it. When the battle is over, Kane and the corpses will fade away, and only Topili will remain to explain to the Knights that the power of the gods is so great, no foe can stand before it.

Variables

If, at any point in their travels, the Knights should decide to proceed directly to the largest temple, the Pyra-

mid of the Moon, cut to Scene Two.

If the Knights are defeated by any of the challenges they face while touring Teotihuacan, they will be brought before Malcolm Kane. Cut to Scene Two.

Cut to ...

When the Knights are approaching the Pyramid of the Moon, cut to "Scene Two: There Shall Come a High Lord."

SCENE TWO: There Shall Come a High Lord

The Situation

Dramatic. The Storm Knights confront Malcolm Kane, now the High Lord of Earth, atop Teotihuacan's Pyramid of the Moon.

Read aloud or paraphrase:

The skies darken as you walk the Avenue of the Dead toward the pyramid, and the temple atop it. Suddenly, there is an explosion of thunder louder than any you have ever heard before, and the sky is split by lightning bolts.

The storm begins, the rain lashing against you and the wind cutting through your clothing. Then, above the fury of the elements, you hear a sound, soft at first, then louder, and louder still until it bids fair to drown out the thunder: the sound of laughter.

You raise your eyes heavenward, and see only hell. Atop the temple, silhouetted in the lightning flashes, is a lone figure, his fist held in the air in a gesture of victory.

You do not need to see his face to know you have found Malcolm Kane at last.

The Action

Malcolm Kane has managed to pass the tests presented by the Darkness Device, and discovering that it truly believes it is an Aztec god, has made the appropriate sacrifices in its name. Wishing to placate the Device, Kane has donned the garb of the chachalmeca and vowed to be a faithful priest of Huitzilopochtli.

In return for this, the Darkness Device has provided Kane with what power it had remaining, strengthening him physically and enhancing his senses. But due to the fact that its initial stela boundaries are not in place yet, it has been able to provide Kane with only a limited number of possibilities. Now he is ready to take the first step toward conquering the cosm — after, of course, he disposes of the Storm Knights.

To reach Kane, the Storm Knights must ascend the step-pyramid that leads to the temple (*climbing* difficulty of 8). It will take the Knights three rounds to reach the temple — during that time, Kane will attempt to *intimidate* them into surrendering to him.

If a Knight should fail a climbing roll, he will fall one-third of the way back down the pyramid. A *Dexterity* total of 8 will allow the Knight to catch himself and prevent a fall, and a *Dex-*





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terity total of 10 will allow another to catch a falling Knight. No damage will be taken from falls.

Read aloud or paraphrase:

"You're doomed, Stormers!" Kane bellows. "I was a match for you when I was a normal man — now I am a High Lord! I will cut out your living hearts and present them to my Darkness Device as a gift!

"I have tasted of the power the Gaunt Man enjoys, and Mobius, and Kaah, and the others. When the final stela in the pattern is planted, the Darkness Device will fill me with energy sufficient to lay waste the six realms!

"Come closer, Stormers. I want you to see a man become a god before your eyes! You will be the first sacrifices made for the glory of Malcolm Kane!"

When the Storm Knights reach the top of the step-pyramid, Kane will descend from the temple roof and meet

them face to face. He will draw the obsidian dagger from his sheath and offer them one last chance to kneel before him.

If the Knights show him the chachalmeca staff, he will not recognize it. If the Knights refuse to be Kane's slaves, he will attack them, planning to make them suffer a long, lingering death. So confident is he that he will occasionally not counter a Possibility spent by a Knight, as a way of showing them that, even without utilizing all of his power, they will still be unable to defeat him.

Malcolm Kane

DEXTERITY 18

Dodge 22, fire combat 24, maneuver 21, melee weapons 25, stealth 19, unarmed combat 21

STRENGTH 14

Climbing 15

TOUGHNESS 15

PERCEPTION 13

Evidence analysis 15, find 15, scholar (Aztec lore) 14, tracking 16,

trick 15

MIND 9

Survival 12, test 11, willpower 13

CHARISMA 10

Charm 12, persuasion 12, taunt 14

SPIRIT 9

Intimidation 15, reality 18

Possibilities: 25

Equipment: obsidian dagger, damage value STR+3/17

Description: Kane is a large, burly man with serpents tattooed on his arms. He thrives on violence and pain, and found the Possibility Wars the perfect opportunity to exercise his homicidal talents.

He allied with the Gaunt Man, but later discovered that the High Lord had betrayed him by offering the secret of the Core Earth Darkness Device to Stormers. Faking his own death, Kane traveled to Orrorsh to have his revenge, only to discover that the Gaunt Man was "otherwise occupied" and Thratchen was in charge.

He agreed to serve the techno-demon, all the while planning to seize



the Darkness Device and elevate himself to High Lord status.

Kane is a sadist and a psychopath, with no regard for human life. His fondest dream is that of a blood-splattered world, with only himself alive to stride proudly atop the piles of corpses.

The Storm Knights have two options here — kill Kane, or agree to serve him. If they should choose to do the latter, or are defeated by Kane, cut to “Kane Ascendant.”

If the Knights decide to battle Kane, he will rely at first on his crushing physical might alone to defeat them, as well as *taunts* and *intimidation*. If that fails, he will concentrate on *tricks*, and can be expected to fight as dirty as possible.

If the Knights are defeating him, Kane will pretend to be beaten and will try to lull the Knights into a false sense of security. He will then strike swiftly and try to kill as many Knights as possible before they recover from the surprise.

Kane will never surrender — his whole life has been a quest for power, and he knows that an opportunity such as this will never come again. The Knights will have to kill him to stop him.

If a *break* result should appear for Kane, the Darkness Device, angered at the weakness of yet another High Lord, will incinerate him with a lightning bolt from the sky.

If the Knights succeed in slaying Kane, they will still have to deal with the threat of the Darkness Device. The chachalmeca staff will indicate that the Device is somewhere inside the Temple of the Moon.

Flags

If a *Personal Stake* card is played, one of the Knights had friends or loved ones who were slain by Kane. He will demand the right to slay the High Lord.

Kane Ascendant

If the Storm Knights are defeated by Kane or surrender to his will, he will plant the third stela he needs to form a triangular pattern. The Darkness Device will then bestow greater power upon him, and he will remain High Lord of Earth. A seventh realm will be established in Mexico, and the old ways of blood sacrifice and constant warfare will return to that land.

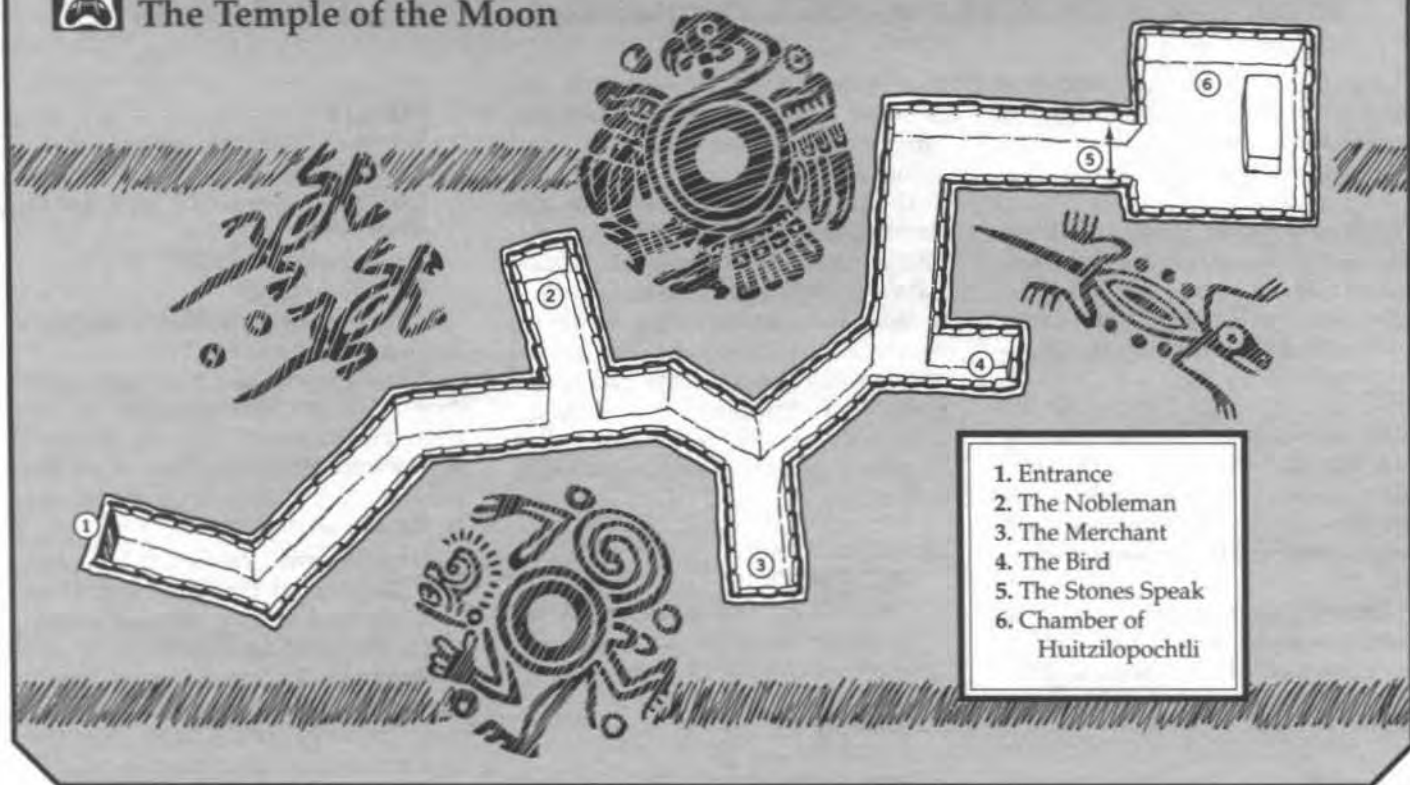
If this should occur, cut to “The Aztec Empire.”

Cut to ...

When the Knights enter the Temple of the Moon to begin their search for the Darkness Device, cut to “Scene Three: Temptation and Triumph.”



High Lord of Earth: Map 9 The Temple of the Moon



1. Entrance
2. The Nobleman
3. The Merchant
4. The Bird
5. The Stones Speak
6. Chamber of Huitzilopochtli



SCENE THREE: Temptation and Triumph

The Situation

Dramatic. The Storm Knights venture into the Temple of the Moon and find themselves being tempted by the Darkness Device to use its power for their own ends.

Read aloud or paraphrase:

The interior of the temple is dark and ice-cold, and the stones fairly reek with the smell of corruption. The entire structure is alive with the evil that is the Darkness Device — the evil you must destroy if Core Earth's reality is to have any chance of surviving.

Once inside the walls of the temple, the chachalmeca staff will cease to function. (In essence, the proximity of the Darkness Device has burnt out the rod's enchantment.) The Knights will thus have to explore the temple to find the chamber of Huitzilopochtli.

The encounters that follow represent the efforts of the Darkness Device to win the Knights over to its side. They may be run in any order, depending on which chambers the Knights enter on their way through the building. All of the speakers are illusory, and will vanish if attacked.

The Nobleman

Read aloud or paraphrase:

A distinguished looking man approaches you, clad in fine robes made of brightly-colored feathers. On his head, he wears the skull and skin of a jaguar, and he carries a sword made of pieces of obsidian set in wood. He speaks in a deep — impossibly deep — voice which strikes chords of fear and ecstasy in your soul.

"See the world I have created!" he says. "Is it not beautiful? See the shining city; see the beautiful edifices before you; see the healthy and happy people about you! This is what I offer you and mankind! An end to

weakness; an end to uncertainty, an end to the hollow mockery of life which humanity now lives!"

The Darkness Device is attempting a group *charm* against the Knights (see the One-on-Many chart on page 45 of the *Torg Rulebook*). The Device's *charm* skill is 24, and it will not spend Possibilities on this attempt. If it fails, it will attempt to *press the issue*.

Note: Keep the results of these attempts secret from everyone except the Knights involved (i.e., take each player aside and tell her how her character reacts to the *charm*. If the Knight is going to attempt to *clear her mind*, have the player tell you in secret. The object here is to make the Knights unsure of each others' allegiance. Characters should be roleplayed according to their current attitude toward the Darkness Device.)

The Merchant

Read aloud or paraphrase:

A portly gentleman in bright robes waits in this chamber. This man also speaks in a voice from the pit, saying, "Do you comprehend my power? Broken, cast down, all but annihilated in a battle beyond your comprehension, yet still was I able to subjugate an entire continent! Soon I will be whole once more — what then might we not accomplish, you and I?"

The Device makes another group *charm* attempt, if possible.

The Bird

Read aloud or paraphrase:

This chamber appears empty. As you are turning to leave, a parrot with bright plumage swoops down at you, and then alights on a rocky perch. Amazingly, its beak forms human speech, in a voice like thunder.

"You fear me," it says. "That is as it should be, for I am terrible to those who oppose my grim purpose. Yet we need not be enemies! We both hate those who have come to this planet, we both seek to destroy them — you because they seek to conquer your planet and drain its life, and I

for reasons I choose not to reveal.

"I am Huitzilopochtli, and mine is power beyond your comprehension. But still do I need a priest, a High Lord, to work my will. Your species and mine have always used each other — separate, we are nothing, but together, we are all.

"I have sensed that there are others of my kind on this planet, including the hated Heketon. Think you that you can defeat them, alone and unaided? No, join with me, and we will make such a battle as will cause the ... the cosmverse to shake!"

The Device makes another group *charm* attempt, if possible.

The Stones Speak

Read aloud or paraphrase:

You are traveling down a long, dark corridor. When you reach the midpoint, the stones themselves begin to speak to you.

"You must join with me, or perish! Kane was weak and foolish and easily felled by your might. But you cannot hope to defeat a god. In an eternity, only Heketon has ever bested me — and now that I know he is here in this cosm, I will have my revenge upon him.

"I know of your plight — you challenge six, all with the power of the gods at their command, while you are mere mortals. If one of you will join with me — become my High Lord — I vow to spill the blood of your enemies and lead you to glory."

There is no *charm* attempt here. The Darkness Device knows that a *charmed* servant will be of no real use — it needs a willing priest.

When the Storm Knights reach the chamber of Huitzilopochtli, cut to "Whom Gods Destroy."

Whom Gods Destroy

Read aloud or paraphrase:

You enter a huge chamber with a single window set high in the far wall. The lightning flashes illuminate the room, revealing the splat-





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tered blood on the walls and floor. In the center of the chamber is an altar, upon which rests a stela and an Aztec idol. The figure is that of a fanged warrior with bracelets around its wrists and ankles and an ornate necklace around its neck. It holds a bowl atop its head, stained a deep crimson from catching the blood of so many sacrifices over the centuries.

"Which of you shall become my new master and slave?"

The voice comes from the air, from the stones, from within your own minds. You stand, at last, in the presence of the Darkness Device.

If none of the Knights respond, or if they respond in the negative, the Darkness Device roars at them in a voice which shakes the temple.

Read:

"Fools! Do you believe you have the power to challenge Heketon and his brother gods? Look upon them —

look upon them, and fear!"

Suddenly, the temple is gone, and you are in the middle of a vast jungle. An unending stream of dinosaurs roar past you, each ridden by an edeinos warrior. Then, riding on a huge bork aka, you see Baruk Kaah himself, screaming up at the sky, which answers him with thunder and lightning.

Your vision fades, and when next you can see, you are in the sands of the desert. Hundreds, thousands of tanks, trucks and planes surround you. There are two suns in the sky, one of which sends forth a searing flame, turning the desert floor into a bubbling pool of lava.

Then you are in the jungle again, but an older, darker place. A solitary figure stands in the shadows before him. You cannot see his face, only blood-red eyes and gleaming white fangs.

The visions continue. Viking hordes sacking a Norwegian village;

Cyberpapal Inquisitors torturing heretics in the GodNet; the lethal attack of a ninja army on a mega-corporate meeting.

As swiftly as it began, it is over. You are back in the chamber, facing the Darkness Device. "This world falls," it says to you. "The powers arrayed against it are too great. Do you dare to turn from any ally who could possibly aid you? Join with me, and reclaim your world — refuse me, and you will precede your planet in death by mere weeks.

"I ask again — will you become High Lord?"

If the Knights still refuse, the Darkness Device makes one final plea. Read:

"You see before you a stela, the last that must be planted for the pattern to be complete. Accept my offer, become High Lord of this realm, and carry the stela one mile west of the city. Once it is in the ground, I can



obtain the power I need to defeat your foes.

"Heketon will not defeat me again. I will create a bridge and travel back to the realm of the gods. Then, when I have reclaimed my weapons and armor, I will return to this place and aid you in your quest. What say you?"

If, at any point, a Knight attempts to *test*, *taunt* or *intimidate* the Darkness Device, it will use its formidable *intimidation* skill to crush the resistance of that foe.

If one or more Knights agree to serve the Darkness Device, cut to "Slaves of Darkness." If the Knights refuse to serve and attack the Darkness Device, cut to "To Challenge a God." If the Knights deceive the Darkness Device into thinking they will join him as a means of obtaining the stelae, cut to "The Stelae Gambit."

The Darkness Device

(Huitzilopochtli)

DEXTERITY 0

STRENGTH 0

TOUGHNESS 203

PERCEPTION 20

Alteration magic 30, find 25, language 27, trick 24

MIND 35

Conjuration magic 40, test 38, willpower 38

CHARISMA 21

Charm 24, persuasion 22, taunt 22

SPIRIT 40

Faith (Aztec) 50, intimidation 43, reality 51

Possibilities: 600

Equipment: none

Powers: All powers listed on page 88 of the *Torg Rulebook*.

Description: The Core Earth Darkness Device has the form of a fierce-looking Aztec idol, bearing a bowl on its head designed for catching the blood of sacrificial victims.

Aztec Empire Stelae

DEXTERITY 0

STRENGTH 0

TOUGHNESS 10

PERCEPTION 0

MIND 0

SPIRIT 0

Reality 12

Possibilities: 5

Slaves of Darkness

If a Storm Knight agrees to become the High Lord, his comrades have the option of attacking him or joining him. He will not, as yet, have received any power from the Darkness Device (although if they attack him in its presence, the Device will use its skills to aid him).

The Knights may also choose to pretend to join him until they are away from the Darkness Device and can destroy the stelae and their former friend. If they do this, cut to "The Stelae Gambit."

If the remaining Knights agree to join the new High Lord in service to the Darkness Device, they will have failed in their mission. Once he has been empowered by the Darkness Device, the High Lord will cease to be a player character and will come under the gamemaster's control (as he is corrupted by the evil of the Device). Cut to "The Aztec Empire."

To Challenge a God

If the Knights refuse outright to follow the Darkness Device, they may attempt to attack it. Despite not having a High Lord to work through, the Device will use all its formidable skills to defeat the Knights. That, combined with its phenomenal *Toughness* and vast amount of possibility energy, makes it highly unlikely the Knights will be able to defeat it before it kills them. At best, they may be able to destroy the stelae before they are slaughtered.

If they are able to crush the stelae and survive (perhaps by convincing the Darkness Device they intend to plant it, and then breaking it once outside of the temple) cut to "Shattered Stelae." For detail on efforts to persuade the Darkness Device of your intentions regarding the stelae, cut to "The Stelae Gambit."



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Shattered Stelae

Destroying the stelae alone is no guarantee that the Darkness Device will have been stopped. It may still be able to attract followers, get new stelae constructed, and eventually create a maelstrom bridge and establish a pure zone in the area. It is also possible that Heketon, sensing the presence of its age-old enemy, will manipulate events so that Orrorsh will drop stelae into Mexico and the Core Earth Darkness Device will be destroyed. Either way, any victory in combat with the Darkness Device is apt to be a short-lived and hollow one.

If the Knights take this course of action, read or paraphrase the following:

The stelae is dust in your hands, and the Darkness Device's designs have been frustrated. Without the power provided by three charges stelae in the proper pattern, it cannot spread its influence across Mexico.

But you are haunted by the fact that it still exists. No matter the precautions you may take, the day could come when Huitzilopochtli will find a way to contact another with dreams of becoming High Lord.

And in your mind, you can hear the Device's references to Heketon, the Orrorshan Darkness Device. There exists a bitter feud between the two—Heketon might well choose this opportunity to crush its foe, meaning Orrorsh could spread to the Americas.

This battle has been won — but your war, it seems, is far from over.

The Stelae Gambit

The need to get the third charged stelae planted is the weak link in the Darkness Device's armor. It requires human servants to take the stelae one mile west of the city and bury it — the other two needed for the triangular pattern have already been placed in Colotepec and off the coast of San Andres Tuxtla in the Gulf of Mexico.

The Knights can attempt to *persuade* the Darkness Device that they are willing to join with it, and will follow its instructions regarding the stelae. If

they succeed, they will be allowed to take the stelae and depart. If Kane is already dead, the Darkness Device wants very much to believe that it has found another High Lord, and will take a -8 penalty to attempts to resist the Knights' *persuasion*.

Before the stelae is planted, it can be shattered with physical force alone. However, the Knights should be aware that this still leaves them with an active Darkness Device, and short of utterly destroying it (see "Shattered Stelae," above), no guarantee that it will not one day menace Core Earth again. In addition, its references to Heketon might lead the Knights to believe (correctly) that the Orrorshan Darkness Device will wish to extend its control to Mexico for the opportunity to destroy its hated foe.

But Huitzilopochtli's own words carry the key to its defeat. It has informed the Knights that, once the stelae are activated, it will create a maelstrom bridge between Earth and its home cosm and temporarily return there. If the Knights allow it to do this, then uproot and destroy the stelae, the bridge will collapse and the Darkness Device will be trapped and no longer able to pose a threat to Core Earth.

If the Knights successfully plant the stelae, read aloud or paraphrase:

In the distance, you can see a winding bridge of obsidian rising from the Temple of the Moon toward the sky. Chiseled into the sides are the faces of the Aztec gods, and scenes of sacrifice and war. In a matter of moments, it has pierced the clouds.

Then, aglow with newfound power, the Darkness Device begins to glide up the bridge toward the home it was forced from over a millenium ago. When it returns, it will be prepared to conquer Core Earth and turn the years back to the time of the Aztec Empire. The rivers will run with the blood of innocents sacrificed on the Device's altars, unless you can stop it from ever coming back.

Destroying the Stelae

When the stelae was planted, a reality storm sprang up along the border. The storm is a moderately severe one,

with a *Strength* of 14, and will continue until the stelae is destroyed. If a *setback* result occurs, one of the Knights (gamemaster's choice) may be transformed by the storm. Have that Knight generate a *reality* total against the *Strength* of the storm — if he fails, he is transformed to a denizen of the Aztec Empire. Each character need only resist the storm once.

There are two ways to shatter the stelae once it is planted. The first, and easiest, requires Dramatic Skill Resolution (coordination difficulty of 10) with the following steps:

A. Destroying the stelae's links with the other two in the triangle. Breaking the first connection requires a successful *reality* total against a difficulty number of 12.

B. Step A is repeated on the second link.

C. With the stelae isolated, the Storm Knights can attempt to destroy it. This, too, requires a successful *reality* total against a difficulty of 12.

The Knights have 10 rounds to accomplish this before the Darkness Device will return. It will then transfer possibility energy to the Knight who volunteered (sincerely or not) to become High Lord. This Knight will then assume that mantle and, corrupted by the immense power and influence of the Device, will become a gamemaster character and a foe of the Storm Knights.

Invoking a Storm

The second, and far more dangerous, method of destroying the stelae is invoking a reality storm against it. The storm can be invoked automatically, and will perform steps A and B of the Dramatic Skill resolution itself. However, since the Darkness Device will have been alerted to what it going on by the violence of the storm, the difficulty of using the *reality* skill to shatter the stelae increases to 18.

In this case, the Knights will get only one chance to wreck the stelae. If they fail, they will be transformed by the storm.

If the Knights successfully destroy the stelae after the bridge has been created and the Device has left Earth, read aloud or paraphrase:



The reality storm abates as suddenly as it began. At your feet is a pile of stone that was once a stela. Then there is a sound like the sky is disintegrating, and you look up to see spiderweb cracks forming in the obsidian bridge. Then it begins to shatter, layer by layer, great shards falling to earth and crumbing to dust.

Somewhere, the Core Earth Darkness Device is raging — once again it has been exiled, this time to its home cosm. Its revenge against Heketon will never be, and Core Earth is safe from the threat of a civilization long-dead.

You look toward Teotihuacan, and see that the Pyramid of the Moon glows no more. The city has fallen back into ruin — the Temple in which the Darkness Device had resided in rubble, just as the Spanish had left it over four centuries ago. The long struggle is over.

If the Knights should fail to destroy the stela, the Darkness Device will eventually return to what will now be an Aztec Empire pure zone. It will concentrate its energies on creating more stela and expanding its control to the rest of Mexico and South America.

Flags

If a *Suspicion* card is played, the Darkness Device doubts the sincerity of the Knights, and will send two warriors of Huitzilopochtli to follow them to the planting site. If the Knights attempt to destroy the stela, the warriors will attack — if this occurs after the stela has been planted, the Darkness Device will transfer its *intimidation* skill to one of the warriors.

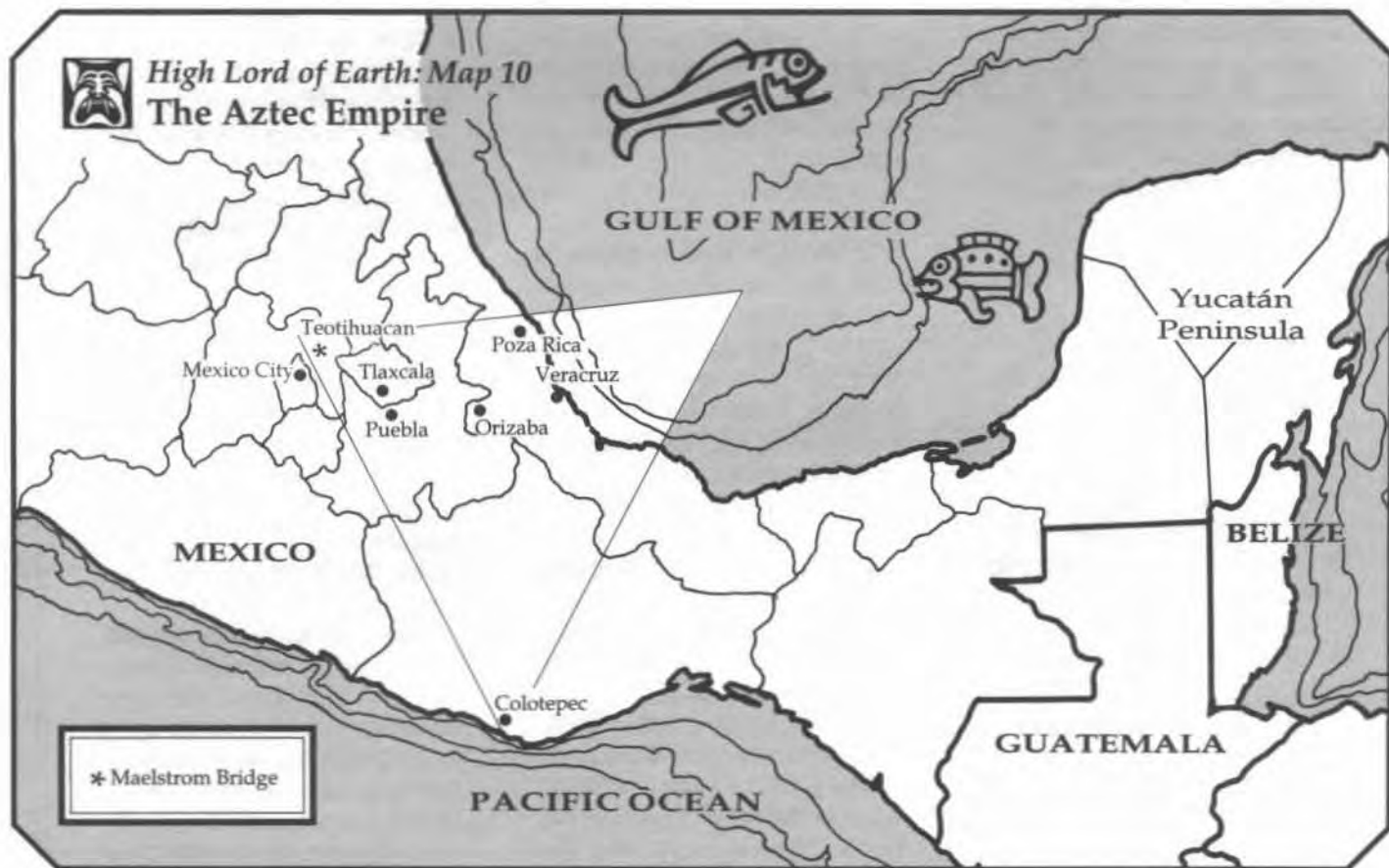
If a *complication* or *possible setback* occurs, the reality storm increases in *Strength* by +1.

Aftermath

If the Knights succeeded in destroying the bridge and trapping the Darkness Device in its home cosm, all is well. They can expect a vast increase in status and a handsome material reward from the Delphi Council (as well as whoever assigned them to this mission, if other than Delphi). The Aztec Empire will not be established on Earth, and Heketon will have no pressing reason to instigate an invasion of Mexico.

The Knights will also be heroes to the Mexican and South American authorities, and can expect full cooperation in any future operations in that region.

If the Knights destroyed the stela, but not the Darkness Device, they will have to contact the Mexican government and request that Teotihuacan be cordoned off. The effective communication range of a Darkness Device is



only 100 meters, so if it can be isolated, it will lessen the chances of there being another would-be High Lord of Earth.

It does not eliminate the possibility, however — the best of blockades has its holes, and someone may, in future, make contact with the Device and start the nightmare again.

In addition, Mexico will have to be watchful for any incursions by Orrorshan agents, particularly if the Gaunt Man should ever escape the maelstrom.

The Knights will still be recognized as heroes for their deed, both in the Core Earth United States and Mexico. However, Guatemala and Belize will

both file protests regarding their actions, and the Delphi Council may be unwilling to give them full public support for fear of offending allies in Central and South America.

If the Knights fail (being defeated by Kane, submitting to his will, or allowing one of their number to become High Lord), cut to "The Aztec Empire."

Adventure Awards

If the Storm Knights have successfully completed this adventure and trapped the Darkness Device in its

own cosm, award them 15 Possibilities and consider it the equivalent of a glory result.

If the Knights stopped the Darkness Device only temporarily by destroying the stelae before it was planted, award them 8 Possibilities.

If the Storm Knights failed and the Aztec Empire has been established on Earth, they receive no Possibilities for this adventure.

The Aztec Empire

If the Knights have failed in this adventure, a seventh realm has appeared on Earth, encompassing a large portion of Mexico, including the cities of Veracruz, Puebla and Orizaba. Within its stelae boundaries, the Aztec Empire will have been reborn, and blood and conquest will once again be glorified by the denizens of that place.

The Aztec Empire

TECH 16
SPIRIT 17
SOCIAL 20
MAGIC 14

For the purposes of this adventure, apply the link difficulty statistics for Aysle to characters disconnecting in the Aztec Empire.

Like the Cyberpapacy, the Aztec Empire will be a theocracy. Although the Darkness Device will return from its home cosm aware of its true nature, it is so enamored of Aztec culture that it will continue to play the role of Huitzilopochtli, god of war. It will make its base in

Teotihuacan, and surround itself and its High Lord with the trappings of that time.

The Aztec Empire will rely on military conquest to extend its boundaries. Within the realm, the will of the gods, as interpreted by the *chachalmeca* (the High Lord), is all, and human sacrifices will once again become commonplace.

If Malcolm Kane is the High Lord, his first priority after establishing firm control of Mexico will be to sabotage Orrorsh. If the Knights did not destroy the uncharged stelae in Act Three, Kane will be able to rapidly extend the borders of his realm throughout Mexico and into Central America.

It is also possible that the Darkness Device will not inform him that it is now aware of its true nature, and Kane may grow tired of his *chachalmeca* charade. What effects that might have upon the Empire are unknown.

The primary source of resistance to the realm's spread will be the Mexican army and the various guerilla groups already

active in Central America. The drug cartels will be made welcome in Kane's empire, and will go into the distribution of pulque, an intoxicating drink made from the fermented sap of the agave. This is used to keep human sacrifices docile as they confront their fate.

The Aztec Empire can expect to be the focus of hostility from most of the other realms, being seen as an interloper by the other High Lords. It can expect the most immediate resistance from Orrorsh (due to Heketon's hatred for the Darkness Device), the Living Land (which had designs on Mexico), and Nippon, which has a vested interest in keeping the Core Earth United States free of invasion to keep economic channels open.

How the Delphi Council will react to the situation is open to speculation. It may make some effort to establish diplomatic relations with the Aztec Empire, but its interest in Mexican oil should keep financial and military aid firmly on the side of the Core Earth Mexican authorities.



Gamemaster Character Records

Use these pages to record the damage to and status of the gamemaster characters in the key encounters. Use the "status" line to record *wounds*, *stymied*, *unskilled*, and *setback* results. Each character's Toughness is repeated on the "Stun Damage" line for easy reference.



Act One

Standard Police Officer

DEXTERITY 8

Dodge 9, fire combat 10, maneuver 9, melee weapons 9, unarmed combat 9

STRENGTH 9

TOUGHNESS 8

PERCEPTION 8

Find 9, trick 9

MIND 7

Test 8

CHARISMA 8

Charm 9, persuasion 9, taunt 9

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (75)

Equipment: .38 revolver, damage value 14, ammo 6, range 3-10/25/50; shotgun (auto patrols only), damage value 17, ammo 2, range 3-15/25/40; nightstick, damage value STR+3/12; radio

Police Officer #1

Stun Damage (8)

Status

K

O

Police Officer #2

Stun Damage (8)

Status

K

O

Police Officer #3

Stun Damage (8)

Status

K

O

Detective Musa

DEXTERITY 9

Fire combat 10, maneuver 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 11

Evidence analysis 14, find 12, language 12, scholar (criminology) 12, trick 12

MIND 10

Test 11

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Reality 10, intimidation 10

Possibilities: 3

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

Detective Musa

Stun Damage (9)

Status

K

O

Enrique Carmina

DEXTERITY 7

Dodge 8, stealth 8, unarmed combat 8

STRENGTH 7

TOUGHNESS 7

PERCEPTION 9

Evidence analysis 10, find 10, language 10, trick 11

MIND 8

Test 10, willpower 10

CHARISMA 10

Charm 11, persuasion 13, taunt 11

SPIRIT 8

Intimidation 9

Possibilities: none

Equipment: none

Enrique Carmina

Stun Damage (7)

Status

K

O

Belizean Soldiers (10)

DEXTERITY 9

Dodge 10, fire combat 13, maneuver 10, melee weapons 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 9

PERCEPTION 7

Find 8, trick 8

MIND 7

CHARISMA 7

Charm 8, persuasion 8, taunt 8

SPIRIT 8

Intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (80)

Equipment: AK-47 (auto), damage value 21, ammo 10, range 3-40/150/400; knife, damage value STR+3/11

Belizean Soldier #1

Stun Damage (9)

Status

K

O

Belizean Soldier #2

Stun Damage (9)

Status

K

O

Belizean Soldier #3

Stun Damage (9)

Status

K

O

Belizean Soldier #4

Stun Damage (9)

Status

K

O

Belizean Soldier #5

Stun Damage (9)

Status

K

O

Belizean Soldier #6

Stun Damage (9)

Status

K

O

Belizean Soldier #7

Stun Damage (9)

Status

K

O

Belizean Soldier #8

Stun Damage (9)

Status

K

O

Belizean Soldier #9

Stun Damage (9)

Status

K

O

Belizean Soldier #10

Stun Damage (9)

Status

K

O

Colonel Mendoza

DEXTERITY 9

Dodge 10, fire combat 10, maneuver 10, melee weapons 10, unarmed combat 10

STRENGTH 9



TOUGHNESS 9**PERCEPTION 10**

Evidence analysis 11, find 11, trick 12

MIND 10

Test 11

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 9

Intimidation 12, reality 10

Possibilities: 6**Equipment:** 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; stiletto, damage value STR+3/12; blackjack, damage value STR+3/12**Colonel Mendoza**

Stun Damage (9)

Status

K**O****Toltec Statues (3)****DEXTERITY 6**

Unarmed combat 10

STRENGTH 17

Lifting 24

TOUGHNESS 17**PERCEPTION 5**

Find 7, trick 7

MIND 5

Test (20)

CHARISMA 5

Charm (24), persuasion (24), taunt (25)

SPIRIT 7

Intimidation 11 (18)

Possibilities: none**Toltec Statue #1**

Stun Damage (17)

Status

K**O****Toltec Statue #2**

Stun Damage

Status

K**O****Toltec Statue #3**

Stun Damage

Status

K**O****Kibos****DEXTERITY 10**

Dodge 11, melee weapons 11

STRENGTH 9**TOUGHNESS 9****PERCEPTION 13**

Alteration magic 17, divination magic 14, scholar (arcane lore) 14, trick 14

MIND 13

Conjuration magic 16, test 14

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 10

Intimidation 11, reality 12

Possibilities: 15**Arcane Knowledges:** death 9, entity 7, inanimate forces 5, darkness 5, fire 4**Spells:** skeletal shield, lightning, darkness, conjured fireball, mage dark, sense undead, create zombie**Equipment:** obsidian dagger, damage value STR+3/12**Kibos**

Stun Damage (9)

Status

K**O****Zombies (9)****DEXTERITY 10**

Dodge 11, unarmed combat 12

STRENGTH 20

Climbing 22 (speed value 9), lifting 23

TOUGHNESS 20**PERCEPTION 1**

Trick (25)

MIND 1

Test (25)

CHARISMA 3

Charm (25), persuasion (25), taunt (20)

SPIRIT 10

Intimidation 11 (15)

Possibilities: none**Zombie #1**

Stun Damage (20)

Status

K**O****Zombie #2**

Stun Damage (20)

Status

K**O****Zombie #3**

Stun Damage (20)

Status

K**O****Zombie #4**

Stun Damage (20)

Status

K**O****Zombie #5**

Stun Damage (20)

Status

K**O****Zombie #6**

Stun Damage (20)

Status

K**O****Zombie #7**

Stun Damage (20)

Status

K**O****Zombie #8**

Stun Damage (20)

Status

K**O****Zombie #9**

Stun Damage (20)

Status

K**O****Indian Cultists (8)****DEXTERITY 8**

Dodge 9, melee weapons 9, unarmed combat 9

STRENGTH 8**TOUGHNESS 8****PERCEPTION 8**

Find 9, trick 9

MIND 7

Survival 8, test 8

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 9

Faith (Mayan) 12, intimidation 10

Possibility Potential: some (80)**Equipment:** club, damage value STR+3/11**Indian Cultist #1**

Stun Damage (8)

Status

K**O****Indian Cultist #2**

Stun Damage (8)

Status

K**O****Indian Cultist #3**

Stun Damage (8)

Status

K**O****Indian Cultist #4**

Stun Damage (8)

Status

K**O****Indian Cultist #5**

Stun Damage (8)

Status

K**O****Indian Cultist #6**

Stun Damage (8)

Status

K**O****Indian Cultist #7**

Stun Damage (8)

Status

K**O**

Indian Cultist #8

Stun Damage (8)
Status

K
O

Shionix**DEXTERITY 8**

Dodge 9, melee weapons 9

STRENGTH 9**TOUGHNESS 9****PERCEPTION 11**

Alteration magic 14, divination magic 12, scholar (arcane lore) 12, trick 13

MIND 11

Conjuration magic 13, test 12

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 9

Intimidation 10, reality 10

Possibilities: 10

Arcane Knowledges: death 6, entity 4, inanimate forces 3, darkness 3, fire 2

Spells: skeletal shield, lightning, darkness, conjured fireball, mage dark, sense undead, create zombie

Equipment: obsidian dagger, damage value STR+3/12

Shionix

Stun Damage (9)
Status

K
O



Act Two

Tzitsimine**DEXTERITY 7**

Dodge 8, maneuver 8, stealth 8, unarmed combat 8

STRENGTH 7**TOUGHNESS 7****PERCEPTION 9**

Trick 10

MIND 9

Test 10, willpower 11

CHARISMA 14

Charm (18), persuasion (18), taunt 15

SPIRIT 15

Intimidation 20

Possibilities: none

Tzitsimine

Stun Damage (7)
Status

K
O

Crocodile**DEXTERITY 9**

Maneuver 10, stealth 12, swimming 10 (speed value 5), unarmed combat 11

STRENGTH 11**TOUGHNESS 10/14****PERCEPTION 8**

Tracking 9, trick 9

MIND 4

Test (9)

CHARISMA 4

Charm (15), persuasion (17), taunt (17)

SPIRIT 5

Intimidation 10 (15)

Possibilities: none

Natural Tools: teeth, damage value STR+3/14; claws, damage value STR+2/13; scales, armor value TOU+4/13

Crocodile

Stun Damage (10/14)
Status

K
O

Python**DEXTERITY 10**

Maneuver 11, stealth 13, unarmed combat 12

STRENGTH 12**TOUGHNESS 8****PERCEPTION 9**

Tracking 10, trick 10

MIND 4

Test (8)

CHARISMA 6

Charm (10), persuasion (11), taunt (10)

SPIRIT 6

Intimidation 11 (13)

Possibilities: none

Python

Stun Damage (8)
Status

K
O

Piranha**DEXTERITY 10**

Swimming 13 (speed value 6), unarmed combat 12

STRENGTH 4**TOUGHNESS 4****PERCEPTION 11**

Find 12, tracking 12, trick (17)

MIND 5

Test (20)

CHARISMA 5

Charm (30), persuasion (25), taunt (25)

SPIRIT 5

Intimidation 12 (18)

Possibilities: none

Natural Tools: teeth, damage value STR+3/7

Piranha

Stun Damage (4)
Status

K
O

Apizteotl**DEXTERITY 8**

Dodge 9, maneuver 9, running 9, stealth 9

STRENGTH 8**TOUGHNESS 8****PERCEPTION 10**

Find 11, tracking 12, trick 11

MIND 12

Willpower 16

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 10

Intimidation 11, reality 11

Possibilities: 3

Natural Tools: Apizteotl's gaze attack uses his *willpower* as its effect value against a difficulty of the target's *willpower* or *Mind*. Its effect is to plant the illusion of overwhelming hunger in the target's mind, with a damage value equal to that of a *fatigue* result (two shock points). The target is allowed "shake-off" attempts just as with any other form of mind control, and if he successfully rebels against Apizteotl's will, the shock points disappear. Possibilities may also be spent to eliminate the shock points, but if the victim is still subject to Apizteotl's powers, his *willpower* will be reduced by -1 when resisting each subsequent attack.

If the target is actively avoiding Apizteotl's gaze, he must get a "set-back" or a "player's call" result on a *trick* to make the attack. The attack is considered a "one-on-many," adding +2 to the difficulty of the *trick* attempt and +4 to the difficulty of the actual attack (see the Multi-Action Chart on page 45 of the *Torg Rulebook*).

Apizteotl

Stun Damage (8)
Status

K
O



Vampyre Bats**DEXTERITY 9**

Dodge 10, flight 12, unarmed combat 10

STRENGTH 4**TOUGHNESS 4****PERCEPTION 10**

Find 11, tracking 11

MIND 5

Survival 8

CHARISMA 5

Charm (25), persuasion (25), taunt (25)

SPIRIT 4

Intimidation 10 (8)

Possibilities: none**Natural Tools:** wings, speed value 9; teeth, damage value STR+3/7

Note: Treat bat swarm attacks as a Many-On-One assault with no more than 10 bats challenging any one Knight. Successful attacks do damage value 13. If the bats are able to affix themselves to a Knight for six consecutive rounds, reduce that Knight's *Dexterity*-based skills by -1, and do the same for each round they are affixed beyond that.

Vampyre Bats

Stun Damage (4)

Status

K**O****Quetzalcoatl****DEXTERITY 11**

Dodge 12, flight 13, maneuver 12, unarmed combat 13

STRENGTH 18**TOUGHNESS 13/18****PERCEPTION 12**

Tracking 15, trick 13

MIND 8

Test (11), willpower 9

CHARISMA 8

Charm (18), persuasion (18), taunt (10)

SPIRIT 8

Intimidation (15), reality 10

Possibilities: 3

Natural Tools: fangs, damage value STR+3/21; tail, damage value STR+2/20; armor, TOU+5/18; wings, speed value 9

Quetzalcoatl

Stun Damage (13/18)

Status

K**O****Ahulane****DEXTERITY 10**

Acrobatics 11, dodge 11, maneuver 11, missile weapons 13, running 11

STRENGTH 11**TOUGHNESS 11****PERCEPTION 9**

Find 11, tracking 11, trick 10

MIND 9

Test 10

CHARISMA 8

Charm (16), persuasion (16), taunt 9

SPIRIT 13

Faith (Mayan) 14, intimidation 14, reality 15

Possibilities: 7

Equipment: bow (enchanted), damage STR+8/19; ritual armor and mask, (enchanted), TOU+4/15

Ahulane

Stun Damage (11)

Status

K**O****Hun Pic Tok****DEXTERITY 10**

Dodge 11, maneuver 12, missile weapons 13, unarmed combat 11

STRENGTH 11**TOUGHNESS 10****PERCEPTION 9**

Find 10, trick 10

MIND 9

Conjuration magic 11, test 10

CHARISMA 9

Charm (16), persuasion (16), taunt 10

SPIRIT 13

Faith (Mayan) 14, intimidation 14, reality 15

Possibilities: 7

Arcane Knowledges: *inanimate forces* 6

Spells: *conjure spear*

Equipment: spear (enchanted), damage value STR+5/16; armor and mask (enchanted), TOU+4/15

Note: Hun Pic Tok's *conjure spear* spell has two effects. When he throws a spear, one magically appears in his hand so that he is never without a weapon. Also, once a spear is thrown, the targets sees two illusory spears accompanying it. A *Mind* total of 9 is required to disbelieve the existence of the additional missiles. If that roll is failed, the difficulty number of *dodging* the true spear increases by +3.

Hun Pic Tok

Stun Damage (10)

Status

K**O****Ah Cun Can****DEXTERITY 10**

Dodge 12, long jumping 11, maneuver 11, running 11, stealth 11, unarmed combat 13

STRENGTH 15

Climbing 16

TOUGHNESS 15/18**PERCEPTION 10**

Find 11, tracking 11

MIND 4

Test (11)

CHARISMA 4

Charm (16), persuasion (16), taunt (8)

SPIRIT 11

Faith (Mayan) 14, intimidation 12, reality 15

Possibilities: 7

Natural Tools: teeth, damage value STR+4/19; claws, damage value STR+3/18; hide, TOU+3/18

Ah Cun Can

Stun Damage (15/18)

Status

K**O****Ah Chuy Kay****DEXTERITY 9**

Dodge 11, maneuver 10, melee weapons 10, unarmed combat 10

STRENGTH 9**TOUGHNESS 9****PERCEPTION 10**

Find 11, tracking 11, trick 11

MIND 11

Conjuration magic 14, test 12

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 11

Faith (Mayan) 12, intimidation 12, reality 15

Possibilities: 7**Arcane Knowledges:** *fire* 8**Spells:** *conjured fireball*

Equipment: fire-stick (has *conjured fireball* spell focused into it); shield (enchanted), TOU+5/14; armor and mask (enchanted), TOU+4/13

Ah Chuy Kay

Stun Damage (9)

Status

K**O**

Kac-u-Pacat

DEXTERITY 10

Dodge 12, maneuver 11, missile weapons 13, unarmed combat 11

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

Find 10, trick 10

MIND 8

Test 9, willpower 9

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 11

Faith (Mayan) 12, intimidation 12, reality 15

Possibilities: 7

Equipment: armor and mask (enchanted), TOU+8/19; shield (enchanted) TOU+6/17, damage value STR+5/16

Kac-U-Pacat

Stun Damage (11)	K
Status	O

Guards (2)

DEXTERITY 9

Dodge 10, fire combat 12, maneuver 10, running 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 8

PERCEPTION 8

Air vehicles 10, find 9, tracking 9, trick 9

MIND 7

Test 8

CHARISMA 7

Charm 8, persuasion 8, taunt 8

SPIRIT 8

Intimidation 9

Possibilities: none

Equipment: Uzi, damage value 17, ammo 11, range 3-15, 40, 100

Guard #1

Stun Damage (8)	K
Status	O

Guard #2

Stun Damage (8)	K
Status	O



Act Three

Serpent Heads (4)

DEXTERITY 11

Dodge 12, flight 14, maneuver 12,

unarmed combat 13

STRENGTH 9

TOUGHNESS 10

PERCEPTION 10

Find 11, tracking 11, trick 11

MIND 8

Test 10

CHARISMA 9

Charm 10, persuasion 10, taunt 10

SPIRIT 17

Faith (Aztec) 18, intimidation 19, reality 18

Possibilities: none

Natural Tools: fangs, damage value STR+3/12

Note: The serpent heads are genuine menaces, created using the same sort of spell that brought the Toltec statues to life.

Serpent Head #1

Stun Damage (10)	K
Status	O

Serpent Head #2

Stun Damage (10)	K
Status	O

Serpent Head #3

Stun Damage (10)	K
Status	O

Serpent Head #4

Stun Damage (10)	K
Status	O

The Warriors of Huitzilopochtli (one per Storm Knight)

DEXTERITY 10

Acrobatics 11, dodge 11, maneuver 11, melee weapons 13, unarmed combat 11

STRENGTH 9

TOUGHNESS 9

PERCEPTION 9

Trick 11

MIND 9

Test 10, willpower 10

CHARISMA 10

Charm 11, persuasion 11, taunt 11

SPIRIT 10

Faith (Aztec) 11, intimidation 11, reality 11

Possibilities: 2

Equipment: obsidian dagger, damage value STR+3/12

Warrior #1

Stun Damage (9)	K
Status	O

Warrior #2

Stun Damage (9)

Status

K
O

Warrior #3

Stun Damage (9)

Status

K
O

Malcolm Kane

DEXTERITY 18

Dodge 22, fire combat 24, maneuver 21, melee weapons 25, stealth 19, unarmed combat 21

STRENGTH 14

Climbing 15

TOUGHNESS 15

PERCEPTION 13

Evidence analysis 15, find 15, scholar (Aztec lore) 14, tracking 16, trick 15

MIND 9

Survival 12, test 11, willpower 13

CHARISMA 10

Charm 12, persuasion 12, taunt 14

SPIRIT 9

Intimidation 15, reality 18

Possibilities: 25

Equipment: obsidian dagger, damage value STR+3/17

Malcolm Kane

Stun Damage (15)

Status

K
O

The Darkness Device (Huitzilopochtli)

DEXTERITY 0

STRENGTH 0

TOUGHNESS 203

PERCEPTION 20

Alteration magic 30, find 25, language 27, trick 24

MIND 35

Conjuration magic 40, test 38, willpower 38

CHARISMA 21

Charm 24, persuasion 22, taunt 22

SPIRIT 40

Faith (Aztec) 50, intimidation 43, reality 51

Possibilities: 600

Equipment: none

Powers: All powers listed on page 88 of the *Torg Rulebook*.

The Darkness Device

Stun Damage (203)

Status

K
O



Stacks



his page outlines suggestions for incorporating the various subplots from the drama deck into High Lord of Earth. Included in the adventure text are various "Flag" sections, which give additional details on how to work specific subplots into specific scenes.

The Martyr Card

If this card is played during the final act, a Storm Knight can kill Malcolm Kane at the cost of his own life. This will leave his comrades better able to resist the entreaties of the Darkness Device, and perhaps more determined to destroy it as well.

For example, if the Knight playing the card says that he is lunging at Kane, you can say that he has successfully grabbed him and the two have toppled down the step-pyramid. The Darkness Device, angered at Kane's poor performance in battle, uses its power to slay him, killing the Knight in the process as well.

The Nemesis Card

There are a number of possible *nemesis* subplots in this adventure. The most likely gamemaster characters who could become long-time foes of the Knights would be Kibos, Shionix, or Colonel Mendoza (providing, of course, they survive the adventure). Any one of them could return at some point in the future to harass or assault the Knights, or provide aid or information to their enemies.

Malcolm Kane would not be an effective *nemesis*, as it is highly unlikely both he and the Knights will survive the adventure. If they do, it will mean that Kane is now High Lord of Earth, and the Knights are his willing servants, in which case the subplot would not apply.

The Suspicion Card

If the suspicion card is played, the Knight in question will be suspected of being affiliated with Panamanian drug smugglers. Authorities in Belize, Guatemala and Mexico will be on the lookout for him, and this will make his operations more difficult.

The Mistaken Identity Card

If the mistaken identity card is played, Malcolm Kane may believe one of the Knights is an Orrorshan agent sent by Thratchen to prevent him from obtaining the Core Earth Darkness Device. All attacks made in Scene One of Act Two will focus on this character in particular, as Kane tries to eliminate him.

It is also possible that Colonel Mendoza may mistake one of the characters for an ally of Kane's and believe he is spying on the Knights for the would-be High Lord. Mendoza will order his troops to take special care during the ambush not to harm this Knight. This order will remain in effect until that particular Knight downs a few soldiers.

The Personal Stake Card

If this card is played, the Knight has friends in the city of Flores who are among those menaced by Quetzalcoatl. He will be determined to rescue them from this fate — if he fails, he will reproach himself for being too slow to act. He may be distracted by this guilt for the remainder of the adventure, or he may develop a burning hatred for Kane and be determined to make him pay for their deaths.

The Romance Card

If this card is played by a female Storm Knight, one of the Belizean guards at the *White Rose* spots her and is instantly attracted. He may be willing to help the party slip into the tavern, believing it will win her favor.

The True Identity Card

If this card is played in Act Two, one of the Knights recognizes Hun Pic Tok as a Guatemalan government official who had been touring the Tikal area when the Darkness Device was seeking subjects to simulate the Mayan war gods. If the Knights can subdue him without seriously hurting him, he will regain his sanity when the Darkness Device is defeated. He will be extremely grateful, and the Knights will have access to information gathered by the Guatemalan intelligence service in the future.





Roleplaying the Possibility Wars™

High Lord of Earth Response Form

Name _____

Number of Storm Knights

Campaign Number

(For Infiniverse subscribers only)

Address _____

Please check one:

- ☐ Infiniverse Subscriber
☐ New Subscriber (payment enclosed)
☐ Non-subscriber

☒ Adventure Realms

Other: Core Earth 4

☐ Aysle 1

☐ Cyberpapacy 1

☐ Living Land 1

☐ Nile Empire 1

☐ Nippon Tech 1

☐ Orrorsh 1

☐ Adventure Outcome

* NOTE: Numbers marked in gray are suggested if the adventures ran normally. You may alter these results if you feel it is warranted.



Herald Messages

- ☐ Starting Possibilities
☐ Ending Possibilities
☐ Card Total

Specifics

1. Was Kibos killed? _____
2. Did the Knights get the chalchalmeca staff? _____
3. Were the stelae in the compound market destroyed? _____
4. Was Malcolm Kane killed? _____
5. Was the Aztec Empire established? _____
6. Did a Storm Knight become High Lord of Earth? _____
7. Is the Darkness Device still in Earth's cosm? _____
8. Is the Darkness Device trapped in its own cosm? _____

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