TORG™

Orrorsh™



WEST END GAMES®

THE SOURCEBOOK OF HORROR REALITY

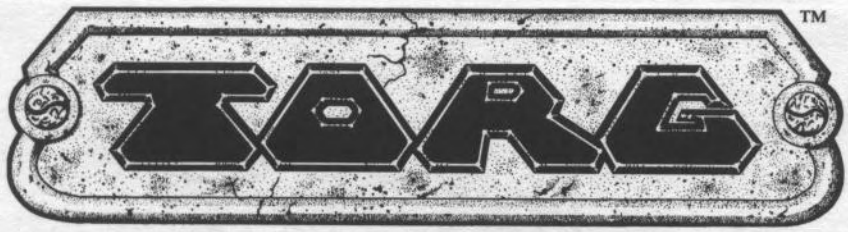
The Near Now™...

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

The Possibility Raiders had come to steal Earth's energy, its Possibilities. Indonesia suffered the first invasion. Its reality was transformed into the most terrible reality to assault Earth: Orrorsh. The realm of Orrorsh is the fruition of centuries of schemes by the Gaunt Man and his Darkness Device, Heketon.

Now creatures which defy the rational mind roam dark jungles. Victorians brutally colonize much of the land, bringing their resolution and fierce religion to battle the horrors. Nightmares spin corrupt souls into beings that inspire fear. Thratchen, a techno-demon, clings to a tenuous rule of the realm through guile and deceit. Great sacrifices need to be made to stop this evil. Now is the time, for the Gaunt Man, High Lord, splits, sparks, shatters and mends in a death struggle within a reality storm. This may be Earth's only chance.

This is the realm of ...



Roleplaying the Possibility Wars™

Orrorsh

The Sourcebook of Horror Reality

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"It's not what you are willing to kill for, it's what you are willing to die for that matters."

—Father Christopher Bryce



A. Nunis

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Introduction

From the journal of Dr. Kyai Maja

For the third time this week they discovered a corpse at sunrise. Dipanagara, Saleh, and now Maharadja. The neighborhood is in a panic.

I have examined the bodies myself, and cannot deny that the neck of each victim was torn open and the bodies drained of blood. The supernatural? I find such things impossible. I studied countless cultures while obtaining my doctorate in anthropology. Until now I learned that tales of the undead and curses and creatures were merely warnings contained in the form of stories. From the fairy tales of my own land of Indonesia to the multi-million dollar cinemas of Hollywood, USA, the people of the world have had a fascination with the terrors produced from their minds. We are at once repelled by them, for they are death, and yet we are drawn to these terrors, for they are mysteries that we want to understand. And so a tale of a vampyre has always been a matter of curiosity for me, but not a reality.

Until now.

For now the Possibility Raiders have come. They have attacked the world and exerted their will upon my planet. Things once a part of my childhood nightmares now walk the Earth.

Other parts of the globe suffer as well, I know. But I cannot imagine that any of the conquered lands of Earth are so tortured as the nations of Southeast Asia under the rule of Orrorsh. For this is a reality of fear. It permeates the air, lives within rain drops, burns within the sun's heat. We fight our war, but it is not the same fight as others conduct.We never know what our enemies are — they strike from darkness and disappear before we can react. Our defenses are still weak, for we have yet to learn all we must of our opponents. And even when we learn something, say of a zombie or an *other*, the next time we encounter one, its strengths and weaknesses have changed.

When I think of Orrorsh, I think of uncertainty. I think of the unknown. I think of the terror produced when an industrial society that believes that the universe can be conquered by science suddenly encountering foes that draw their strength from mystical powers.

I have heard tales from travellers from other countries that a being is ruling Orrorsh, a High Lord, called the Gaunt Man. He is the master of Orrorsh, its designer and warden. We wage the battle on two fronts. The first is the level of the monsters. They live in the jungles and towns and cities of Southeast Asia and hunt and terrorize the people of our nations. We must hunt them down and destroy them, as I have taken it upon myself to hunt down the vampyre that terrorizes the people of Jakarta. The second is on the level of a war, where Thratchen and the Gaunt Man's lieutenants struggle to keep the reality of Orrorsh strong and expand it. We must eventually infiltrate their organization and stop their plans.

There is so much to be learned and understood before we can defeat the enemy. What is clear is that it shall not be easy. The people I mentioned earlier, the travellers from all over the globe, call themselves Storm Knights. They have told me of their deeds in the primitive reality in North America and their heroic actions in the Nile Empire and the Cyberpapacy. They are brave people and seem capable of performing miracles. But when they speak of Orrorsh ... Every one of them has lost a Storm Knight companion to the horrors of Orrorsh, some of them have lost several. Of all the invading realities, it is Orrorsh that seems to be the most brutal, the harshest, with the ability to drive a Storm Knight to the brink of terror.

And then over the brink.

From the Journal of Dr. Kyai Maja — 8 January, Near Now

The vampires have undoubtedly moved on after the battle at the warehouse. Their lair was discovered, and they will seek new shelter.

We will, of course, pursue.

Sister Thorn and I are the only ones left of the expedition. It seems that no one else will accompany us on our mission. I have asked aid of some of my dearest friends, but they either think that I have gone mad because of my claim that the creature I seek is a monster from an American cinema, or simply refuse to help me out of fear. They turn away from me, embarrassed, but actually *unable* to help me. I see them trembling as I press them for aid. Some of the people I have spoken with slammed their doors in my face, deserted me in mid-conversation. Some ran away, or even, on three occasions, broke down into tears. I believe that Sister Thorn's theory of a force of fear acting upon this area is correct. It is the only way I can explain such behavior.

And yet, why am I not so affected?

Is it because I have become what Sister Thorn refers to as a Storm Knight? Perhaps. Yet even I felt every nerve in my body turn to ice when I held the Koran and the creature simply laughed at me. How overwhelmed I was with terror!

We leave for the jungles to the east of Jakarta tomorrow. That is where we think the creature and his servants retreated to, though we do not know for sure. Our only lead is that several homeless people near the docks told us they saw giant bats flying in that direction the night of the fight.

Before we leave on our quest in the morning I shall note some of the Sister Thorn's news about invaded area. Because communications are limited, I cannot keep in touch with the rest of the nation and other nations in Southeast Asia. Sister Thorn, on the other



A. Nunis

hand, has travelled extensively through the area since the invasion.

What Sister Thorn has learned from other Storm Knights who have adventured in Southeast Asia is that Orrorsh is no longer expanding. Is this due to an unexpected weakness in the Gaunt Man, or some ploy to raise hopes, the better to rouse fear?

There are rumors that a demon known as Thratchen now has a place of importance in Orrorsh. Sister Thorn believes this might be another guise of the Gaunt Man, for he has taken other forms before. She has heard rumors that the High Lord's lieutenants and special subordinates, known as Nightmares, are hesitant. That is a rumor I fervently hope is true.

Sister Thorn just reminded me we must leave at dawn. I had no idea the hour had grown so late. I pray for a peaceful slumber.

From the Journal of Dr. Kyai Maja — 10 January, Near Now

Our trek has only lasted for two days and already I believe we are doomed. It is not for the reasons that I once suspected would make a hunt in the jungle so dangerous.

We are not in serious danger from the elements or malnutrition. We stocked our provisions carefully, and brought with us proper supplies for shelter and cooking. Sister Thorn is obviously a woman of great resources and, compared to a university bookworm such as myself, has proven herself to be the picture of the frontier survivor.

Nor have we had any trouble with the wildlife of the jungle — although the animals of the jungle are present. We spotted a tiger just this morning, and heard a catalogue of animal noises last night as we tried unsuccessfully to sleep amidst all of our fears. For those of you without a knowledge of our jungles, the creatures seldom attack humans without provocation or a desperate need for food. Since we do not bother them and the rain has been neither too heavy nor too light this year, neither condition exists to prompt their attack.

So why do I say we are doomed?

It is the strain — the tension of travelling through the jungle. I cannot describe it any other way. There is an unearthly quality to the air, the sounds of the jungle. Shadows move alongside us within the brightly lit green leaves of jungle. I often hear heavy, loud breathing in the distance when we stop to rest. I am sometimes aware of creatures flying over head — passing so quickly that by the time I have looked up they are gone.

To what does this all add up?

Fear.

It is the reality of Orrorsh. There is something about the very fabric of my land that now induces terror not from sight, but from the unknown. If a creature would only leap out of the jungle



A. Nunis

— that would be relief! But this constant *not knowing!* It is beginning to wear at my sensibilities.

And I know that it is unnatural. I travelled through the jungle many times when I was a boy. I know the nature of the jungle. I was wary as a boy, yes, as I was taught to be, but this is something different. This is *not natural*. One must be careful in a jungle because there is always the chance for danger. One is terrified in a jungle in Orrorsh because the danger taunts you, staying just out of sight.

It began yesterday, just hours after we began our journey. We started out in the direction that the bats were seen flying. (It is our hope to encounter farmers or Gypsies who might have further clues of the creatures' whereabouts. So far this has not happened.)

At first I was aware of something walking alongside us at about fifty meters distance. All I heard was a crunching of undergrowth and branches and the loud moving of leaves. The noises were so non-threatening that I at first thought that it was the echo of the footsteps of the Sister and myself through the jungle.

But I noticed that the "echoes" often continued when we stopped. They didn't keep moving forward, but often turned and began walking closer to us.

After an hour or so the footsteps stopped — I do not remember if they moved away from us. It just occurred to me at one point that they were no longer there.

Later on I noticed that many of the leaves of the underbrush around the path we walked shook as we passed them. It was not we who were making the leaves shake, no. any wind, for the day was brightly lit with a cloudless, blue sky and the air was still and warm. (Ah, the Power of Orrorsh that even on such a beautiful day, when it seemed that nothing could be wrong, fear could so permeate my being! I must remember that terror does not always present itself with the visual clues of a Hollywood movie, but oftentimes in the most mundane of locations.)

Now, although I saw nothing specific to stir my imagination, I began to speculate on the cause of the noises. My imagination soon conjured the image of hands, dismembered human hands, crawling around on the jungle floor, following us. It then occurred to me that there might be a large creature of some kind burrowing its way through the ground of the jungle. I fashioned in my mind a monster covered with many limbs, each tipped with horrible claws and layered with sharp claws.

Sister Thorn was right in front of me, and at one point she just stopped

walking and stared at the ground.

"What?" I asked, apprehensive that she might have seen a chitinous spike rising up through the surface of the jungle floor.

"I don't know. I think there's something following us. A group of snakes. I don't know."

"Are you sure?"

Sister Thorn said nothing.

Important!

This sourcebook is a companion volume to *Torg: Roleplaying the Possibility Wars*. You must have the boxed set to use much of this book, as the boxed set explains many concepts and rules necessary for roleplaying in Orrorsh. Read the game first, then come back to this book for details on the reality of Orrorsh.

The Sourcebook

This sourcebook provides all the information and advice needed to design creepy campaigns and adventures set within Orrorsh and the *Torg* universe. It describes the culture, religion, and world of the horror reality and the lands it has invaded. It provides new character templates for players to use, new rules for equipment and axioms of Orrorsh, and more.

The first section of the book contains source material on Orrorsh. Inside it are descriptions of the important regions and characters within the realm, as well as notes on the realm's axioms and the makeup of the Gaunt Man's reality.

The second section features rules and other information for the gamemaster. These rules are additions to those found in the *Torg Rulebook* for use specifically in Orrorsh. This section also contains a listing of creatures found in the realm, spells and equipment.

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





Chapter One

Southeast Asia

The reality of Orrorsh now intrudes upon or eclipses six nations: Burma, Malaysia, Thailand, the Philippines, Singapore, and Indonesia. We do not intend this book to cover every detail of so many different countries. Adequately describing even one of these nations would require a book containing hundreds of pages.

What follows is a brief listing of data about five Southeast Asian nations, plus Australia, and a more detailed portrayal of one of the nations — Indonesia. We highlighted Indonesia because both of Orrorsh's maelstrom bridges landed within its borders.

Before the Storm

The portion of the world overrun by Orrorsh contains more than 150,000,000 people spread out over one peninsula and more than 13,000 islands. Many of the people live in isolated tribes and by the laws of their ancestors. Others live in huge cities such as Singapore and Jakarta, the business people and factory workers and miners. Any discussion of Southeast Asia must keep in mind that the area has a tremendous mix of ancient traditions and modern technologies. There are no hard and fast rules that can be applied to sum up the nations or the people living within a nation.

The rugged terrain of the area has steep mountains descending almost to the sea. The climate is hot and wet, although the mountains are cooler than the lowlands. Tropical rain forests and jungles cover much of the countryside. Many acres of jungle have been cut down to provide arable land for farming to support the ever-growing population.

The area is a mix of several religions — Hinduism, Buddhism, Christianity and Islam. The influence of each religion varies from nation to nation. The history of each country is influenced by the exchange of ideas, people and religion that took place through trade within the area of Southeast Asia.

All the histories are also colored by European colonialism. The Europeans arrived in the fifteenth century and used the nations of Southeast Asia as a base for economic profit. Although the Europeans often aided the inhabitants of Southeast Asia, for the most part the Asian nations suffered betrayal and brutality. The political influence of some Western nations continued until only *twenty years* ago, in most cases expunged from the Asian nations only after years of bloodshed and war.

Here are brief details about some of the nations invaded by the Gaunt Man's reality.

Malaysia

Malaysia is a parliamentary democracy with a constitutional monarchy. It's population is 60 percent Malays, 30 percent Chinese, and nine percent Indian. The major religions are Moslem, Hinduism, and Buddhism. The population is evenly split between urban and rural. Heavily industrialized, Malaysia produces 30 percent of the world's output of rubber. The official language is Malay, though many speak English and Chinese.

The government has fled Kuala Lampur, and is now in exile in Japan. Cities and large towns are now independent city-states, struggling for survival as best they can.

Singapore

Singapore is a parliamentary democracy. The entire country is virtually one large city; within an area of 224 square miles (573 square kilometers) lives a population of more than 2,600,000 people. Seventy-seven percent of the population is Chinese, 15 percent is Malay, and six percent Indian. Singapore practices many of the world's major religions. The nation is so industrialized that it relies on imports for nearly all its agricultural needs. With an excellent harbor, it is still one of the great commerce and manufacturing centers of the world. The capital of Singapore is Singapore. Chinese, Malay, Tamil, and English are all official languages.

The Nightmare Skutharka has adapted horror to technology. While Singapore's lights and televisions still work, they are often a danger rather than a convenience. Singapore finds comfort in the illusion that the Gaunt Man's realm stops short of their border.

Burma

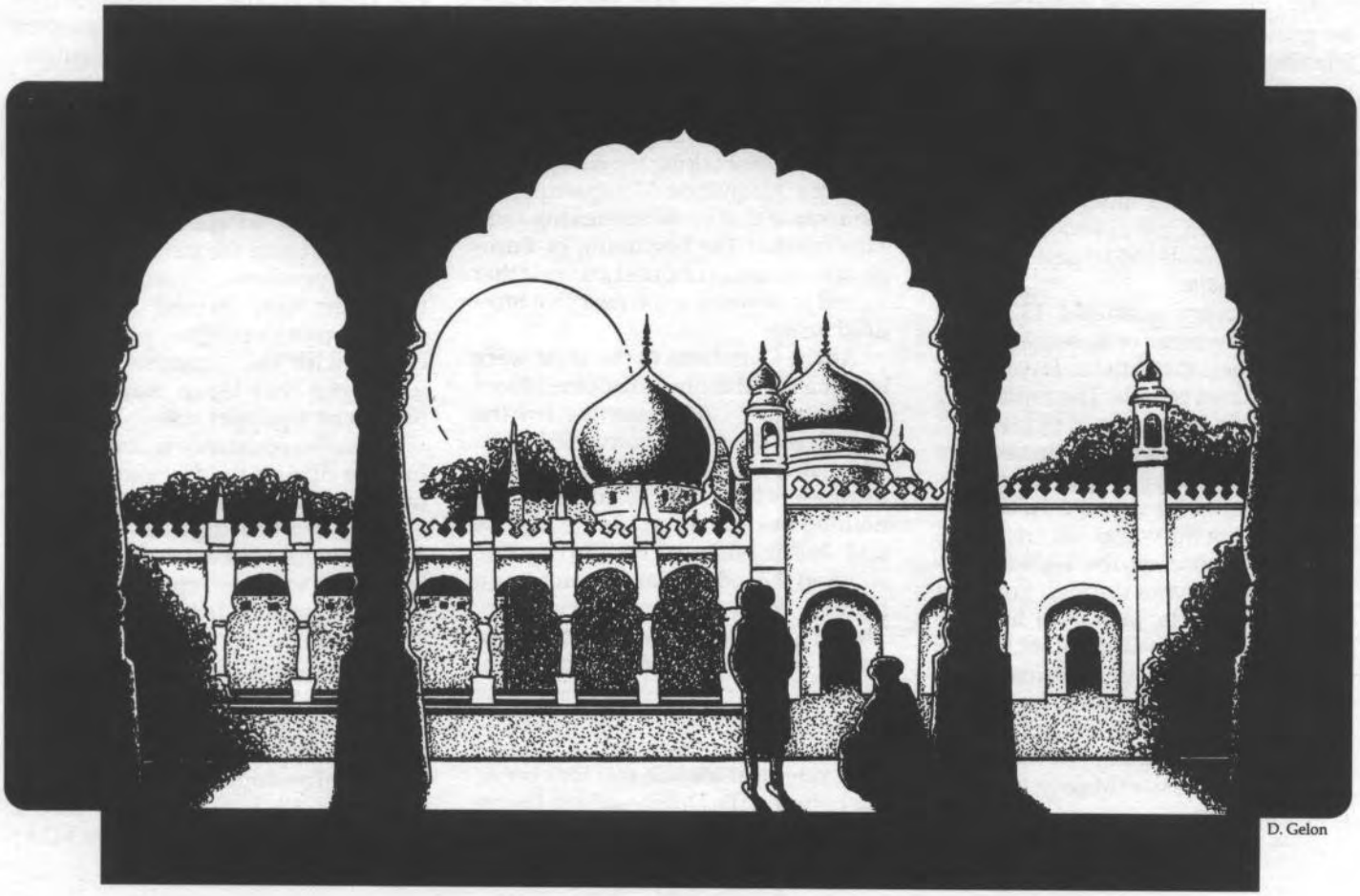
Burma is a republic located on the Asian continent. Over 30 million people live in the nation. The country covers approximately 678,000 square kilometers. Buddhism, Moslem, Christianity, and a host of indigenous beliefs are all part of the nation's religious character, though the nation is 85% Buddhist. It's capital is Rangoon. The nation's official language is Burmese, which gives way in certain parts of the country to a variety of ethnic dialects.

Largely intact, Burma is concentrating not on Orrorsh but the flood of refugees. Arriving by the tens of thousands by foot and boat, Burma's infrastructure cannot support the added burden. International relief agencies, such as the Red Cross and the Cyberpapacy's Soldiers of Mercy, are rushing food, medical supplies and personnel to the region.

Thailand

Ruled by a constitutional monarchy, the nation of Thailand also on the mainland. The nation is 514,000 square kilometers and nearly 40 million people live in Thailand. It's two major religions are Buddhism and Islam. Dominant languages are Thai, English, and local dialects.

Thailand is undergoing a religious revival. The intensity of the revival is unlike anything in the past thousand years. The faithful stream into Bangkok, and the press reports nearly daily occurrences of miracles. Apparently as a result, the horrors have reduced incursions into Thailand.



D. Gelon

Philippines

The Philippines are made up of over a dozen islands which total approximately 300,000 square kilometers of land. More than 40,000,000 people live in the Philippines. It's government is a republic, run from it's capital city of Manila. Well represented religions are Roman Catholic, Protestant, Moslem, and Buddhist. It's major languages are Pilipino and English.

The threat from Orrorsh initially fractured the Phillipine people rather than uniting them. Recent initiatives by the government and opposition groups are beginning to patch the nation together again, just as pressure from Orrorsh is increasing.

Indonesia

Indonesia is an archipelago in the Indian and Pacific oceans. It lies across the Equator for one-eighth of the Earth's circumference. Its islands can be grouped into the Greater Sunda Islands of Sumatra, Java, the southern extent of Borneo, and Celebes; the Lesser Sunda Islands of Bali and a line of islands that runs eastward through Timor; the Moluccas between Celebes and New Guinea; and the western extent of New Guinea known as Irian Jaya. Indonesia is the largest nation is Southeast Asia.

The country straddles 13,667 islands. Not even half of these are named. The Indonesians inhabit fewer than 1,000 of theses islands. The capital city of Jakarta is on the island of Java.

The major islands of Indonesia are made up of rugged volcanic mountains, covered by dense tropical forests. Many of the volcanoes are active, especially those on the islands running from Sumatra through Java and the Lesser Sunda. Java itself has seventeen volcanoes with a recent history of eruption. The mountains slope down to coastal swamps, bordering shallow seas and coral reefs.

The official language of Indonesia is Bahasa Indonesian (Malay); Javanese is also spoken.

Background on Indonesia

The Indonesian islands are believed to have been settled by travellers from southwest China some 4,000 years ago. By the seventh and eighth centuries A.D., kingdoms had grown up in Sumatra and Java with close ties with India. Traders and settlers from India brought with them not only Hinduism, but Buddhism as well. Around the fourteenth century Muslim traders arrived in Indonesia. They began spreading the Islam faith throughout the coastal towns and cities of Indonesia. By the end of the fourteenth century the powerful kingdom of Malacca strongly committed itself to the Muslim faith. Malacca controlled the Straight of Malacca, a strip of water found between Sumatra and the Malay Peninsula. The Straight gave control of the trade from the Spice Islands and the seaborne commerce of the Far East with India, the Middle East, and Europe.

Portugal began establishing its power in the area of the Indian Ocean at the start of the sixteenth century. Controlling the Straight was vital — and this meant taking the Kingdom of Malacca. Alfonso de Albuquerque led the armada that invaded the kingdom. This marked the beginning of European invasions, conquest and rule that would continue for the next five hundred years.

As the Christians in the West were battling the Muslim faith of the Moors and Turks, de Albuquerque led the assault on the newly converted Muslims half a world away. Because of the Europeans hatred for Islam, they had nothing but contempt for the Malays and Indonesians. The Portuguese shocked the Indonesians by building a fortress from Muslim gravestones. They staged a series of executions without provocation, and undertook a campaign of general piracy in the Indian Ocean.

When the Dutch arrived in Indonesia it was clear a trade war was brewing between the Dutch and the Portuguese. A Portuguese ordered a war fleet based on Goa and Malacca to sweep Dutch vessels from the Indian Ocean. But the temptation to attack and plunder other ships as well overpowered the Portuguese, and they came to regard any ship as their prey, including ships of the Javanese kingdoms. The Javanese struck back, crippling the Portuguese fleet so badly that they were unable to stop the next Dutch expeditions. An alliance of sorts formed between the Dutch and Indonesians, the cornerstone of which was the destruction of the Portuguese.

Soon the Dutch ruled and made profit by making deals with princes, who were responsible for making their subjects produce a fixed amount of goods at a fixed price. This led to a great deal of abuse as the princes worked their people to near death to make profits. The Dutch broke treaties, permitted slavery, promoted the opium trade, drained the islands of their wealth without equal benefits to Indonesia, and treated the people like second-class citizens in their own country. To control the prices of spice they destroyed forests of trees to prevent the spice from becoming too plentiful. The practice wiped out the means of livelihood for countless Indonesians. Indonesia began resisting the colonials.

The fulcrum of Indonesia's independence came in 1942, when the Japanese invaded Indonesia. The Japanese claimed to bring the means of Indonesian independence. Societies and military units were formed under Japanese sponsorship. Many people cooperated with the Japanese, but soon found out that Japan wanted them only to be a puppet state.

As in the resistance movements in Europe during the German occupation the Communists and anti-Communists worked together. The freedom fighters worked as outward collaborators with the Japanese, secretly establishing underground movements, and taking to the hills and organizing guerilla bands. Toward the end of the war the Japanese tried to soften their position, but many nationalists opposed anything short of complete freedom. On the seventeenth of August, 1945, Sukarno, the leader of the revolution, read Indonesia's Dec-

laration of Independence. Men and women freedom fighters barricaded themselves in radio and telegraph offices to send the message to all parts of the country. The Republic of Indonesia had begun, but there was no guarantee it would survive.

Blood spilled immediately after World War II as both the Dutch and Indonesians committed atrocities. A military truce was signed in 1946 and negotiations were started to set up a Dutch rule over part of the Indonesian islands. This plan did not sit well with many nationalists and there was a great deal of arguing. In 1947 the Dutch launched a full scale attack on the Republic.

An emergency government was established in Sumatra out of Dutch reach. After protracted war and pressure from the United States, the Soviet Union, and other Asian nations, the Dutch backed down. On November 2, 1949, the Dutch agreed to recognize the Indies as a sovereign power.

In-fighting now plagued Indonesia. It was not until 1971 that Indonesians firmly established the government as we know it today — nearly five hundred years after the Portuguese first put the Indonesian islands under European influence.

This is the world that the Gaunt Man has invaded. He has come to rob the people of Indonesia of their freedom, of their lives, of the very energy that made their revolution for independence possible. He comes not alone, but with the Victorians, his unwitting helpers in his plans, for they carry with them the same racial arrogance that enslaved Indonesia in centuries past. With their freedom so recently won after such hardship, it is no wonder that the citizens of Southeast Asia are putting up a fierce fight against the invaders. They have no desire to exchange one foreign ruler for another — they will resist the new colonialism no matter what the cost.

Indonesia of the Near Now

Jakarta continues as a Core Earth hardpoint, but is no longer the capital of Indonesia. The government has been transferred to Irian Jaya. The government is trying every diplomatic effort to get aid from other nations, particularly Japan and the Soviet Union. Aid from Japan is slowing, while aid from the Soviets, particularly military aid, is increasing. Soviet advisors are present, a few having made it to Jakarta. Envoys are talking of moving part of the Soviet Psychic Group from the southern front of the Nile Empire to Indonesia.

Australia

While not part of Southeast Asia, Australia has been forcibly drawn into the struggle with Orrorsh. Australia maintains full diplomatic relations with the Indonesian government in Irian Jaya. Cooperation is best exemplified by the exchange of information between the military and academic institutions of the two nations. Indonesian troops are allowed to base and resupply in Australia, although this activity is not officially recognized.

Australian and Victorian relations range from cool to tempestuous. Australia has not given the Victorian colony of Majestic diplomatic recognition, treating it a revolutionary movement which has temporarily, and illegally, displaced the legitimate regime.

Northern Australia is suffering. The good news is the reality storms are not as frequent as they were in the early days of the invasion. The bad news is the horrors now infest the Northern Australian coast. The cities of Derby, Wyndham, Kununurra and Darwin have been particularly hard hit by a rash of creatures. The Australians believe they are holding their own, or perhaps even winning. Core Earth technology seems capable of killing some of these creatures. The truth is different; see Chapters Four and Eight. These creatures are reconnoitering, sensing and probing how to twist the horrors to best affect the Australians.





Chapter Two

The World of Gaea

There is no longer a home cosm for Orrorsh. Like the other invading realities the reality moves on from world to world. The reality of Orrorsh was so brutal that it eventually consumed each world the Gaunt Man invaded. He left no trail.

The Victorians' home world of Gaea is the first world to survive the Gaunt Man's invasion. The High Lord spared Gaea because the Gaunt Man learned of the power of colonialism from the Victorians. He redesigned his reality to foster the potential colonialism offered. The nature of these changes to Orrorsh's reality are discussed below.

Gaea is now directly involved with the affairs of Earth. It is important to examine this sister world of our planet to learn more about the invasion, and the people who have settled on our planet.

The World of Gaea, The Nation of Victoria

Gaea shares a great deal in common with our own world, but two drastic changes turned it into a world with a great many differences. The first change took place in 43 AD.

In our history Caratacus led the people of Britain against the Roman Empire when the Romans made their bid to conquer the island. Caratacus and his forces were defeated at Medway and the Romans' westward conquests were complete.

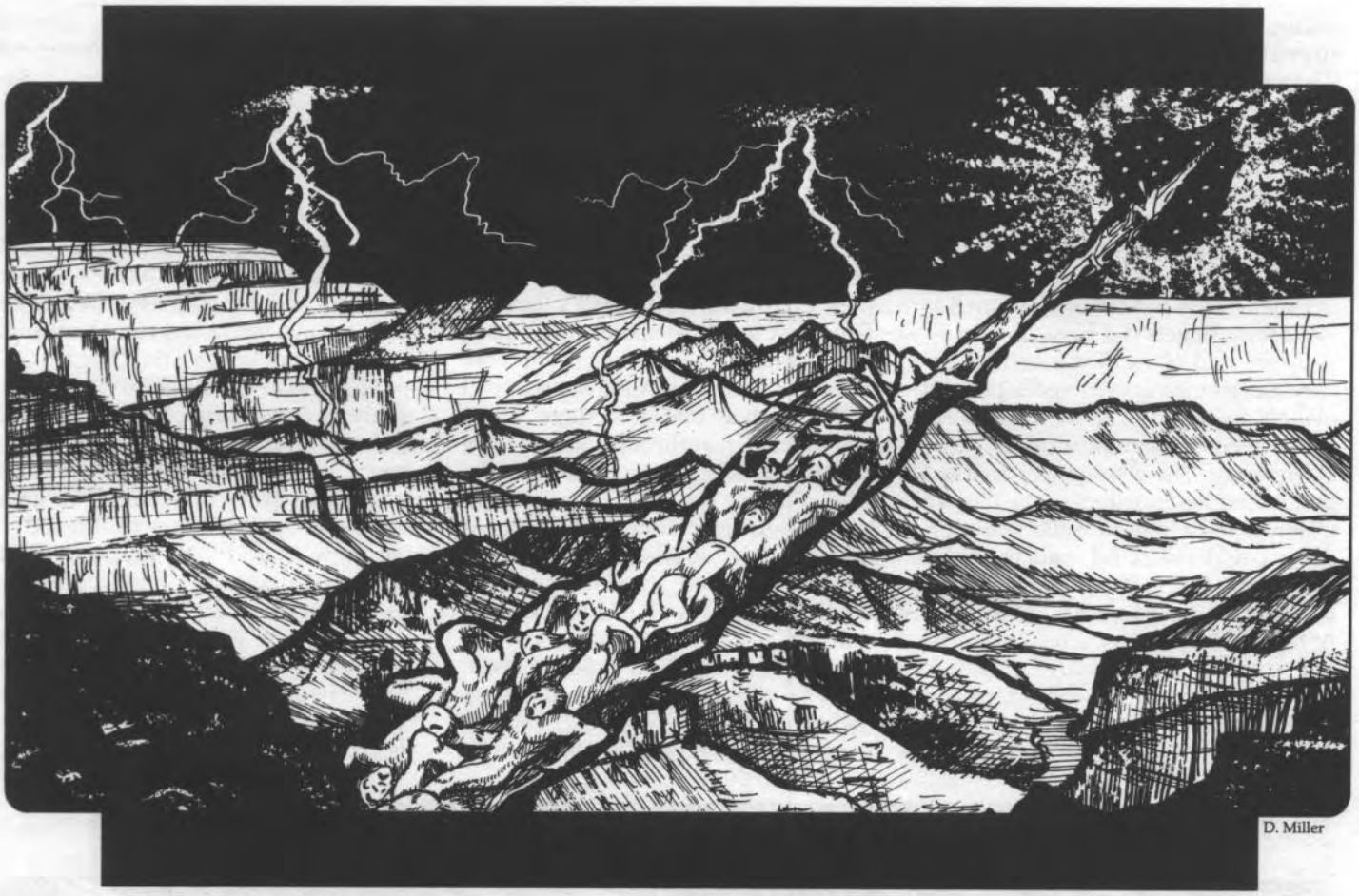
In the history of Gaea, the Brits had in their number a warrior-woman named Victoria. Just when the Romans seemed about to win, she turned the battle and brought her people to victory. They rallied around her and she unified the people of her island. She was a politically astute woman who realized that she would have to focus her peoples' attention upon an external force. Focus against Rome eased dissension in Britain. She turned her people toward the Roman Empire. Her subjects coined the phrase "Victoria For The World," and it never lost its value.

The wars with the Roman Empire took decades, and Victoria, ruling as a queen from a throne in later years, commanded her people with an iron fist. Victoria I died in 72 AD and was succeeded by her husband, who would live only a few more years. It became tradition for kings and queens to rule Britain. It not only became popular to name daughters born to the royal couple Victoria, but the Brits themselves renamed their island Victoria, in honor of their first leader.

The wars continued, and over the next hundred years the Victorians slowly ate away at Gaul then onto the Italian peninsula. Unlike the Romans, who simply ruled a civilization as it stood, letting their rules frame the existing laws of the land, the Victorians established colonies right from the start. They took land, fortified it, and then took land and resources from those who lived around them. These ancient Victorians fought the Romans fiercely. They infused themselves with an indomitable sense of righteousness. Anyone with an army of such men could rule the world.

They did.

It took time. The Victorians still had not developed seafaring ships and had to learn the technology from the Mediterranean cultures they encountered



D. Miller

and conquered. This was not always easy for them to do. They are a very, very arrogant people. Many times in their history they stumbled across valuable technology or writing or learning — and dismissed it.

Not only did they slow themselves down, but there were still the Huns to deal with. Then the Vikings. They confronted many of the problems that the Romans, and their feudal successors, confronted in our world.

One external influence that the Victorians *did* assimilate was the word of Christ, which they encountered through missionaries travelling through the remnants of the Roman Empire. Before the missionaries the religion of the Victorians was a pagan faith. They had, of course, no respect for other religions, and dismissed or killed those who argued with them. The strange Martyr cults of the early Christians that finally impressed the Romans of our world found a receptive audience in the Victorians as well. For not only were the Christians willing to die for their faith in their God, but there were enough references to swords and The Kingdom of Heaven to fill the ambitious souls of every one of the former Brits.

Victoria became the Roman Empire of Gaea. The difference was that their world's empire lasted longer than ours. Their strength and influence spread. They built colonies throughout Europe and the Mediterranean and finally the Middle East. But by this time the Islamic faith had also made its way throughout the Middle East, and the Victorians had finally found for themselves opponents that matched them for religious and tribal furor. The battle lines were drawn, and the "Eastern Campaigns" lasted for over three centuries.

During the campaigns, time did not stand still back in Victoria. Despite their best efforts, ideas and concepts from different cultures did assimilate into Victorian society. Despite the bloodshed that was part of distant colonies, the island of Victoria found time to develop interests in philosophy and negotiation. They balanced their strange alternate history with habits and customs considered "normal" for England during Earth's history.

The Victorians spread their Empire, greatly reducing the Islamic states and establishing colonies in the New World. The Asian nations were the only lands they were never able to break militarily. Japan rebuffed them, but they traded with China.

By the 17th century Victoria's colonies stretched from the southern tip of Rhodesland, to the Middle East and through India, up to the edges of Russia, and onto the continent of North America. The histories of Russia and Asia, for the most part, stayed similar to Earth's. In other parts of the world the Victorians took the roles of the European nations of our world. The Victorians colonized the West Indies instead of the Dutch. The Victorians colonized North America instead of the French, Spanish and English. One difference — South America's history

changed greatly in that it was not strongly colonized by anybody. The Victorian efforts failed there.

The American colonies were much the same as the colonies of our world. It was not the desire for religious freedom but the pursuit of profit that populated the new world. This difference was minor, for the Church of Victoria's religious beliefs permeated daily life in the alternate New World as much as Protestant beliefs did here.

At the end of the Seventeenth Century something very strange happened in the New world — another change in world history as significant as the battle at Medway. The change was marked by mysterious murders in the Crown Colonies, and later in India. No murderer could be found, and the murders were grisly, involving dismemberment and apparent cannibalism. At first the colonists assumed that those who died were the victims of Indian assaults. Although the Victorians had tempered their vicious xenophobia over the centuries, they were all too ready to believe that such horrors could only be committed by the heathens. Several leaders of the communities riled the colonists up into hunting down the Indian tribes.

They found a terrible surprise.

The Indians were suddenly empowered with mystical properties. They were, according the reports of the colonists, "alive with the fire of the devil, their eyes ablaze with Hell's flames." They cast mystical spells and caused great pain to the colonists who confronted them. The colonists escaped and told their tale, and there was a great deal of fear throughout the colonial towns. All gates were closed in the cities. Guards stayed up all night, but still the murders continued. Sometimes the Victorians found strange footprints left on the ground, sometimes strange liquids, colored pools of slime. But the murders could not be prevented.

In 1692 ten girls in Salem, Massachusetts were convicted of murdering their own parents. The girls claimed to have been corrupted by the satanic powers of an East Indian named Tituba, a servant of the Reverend Samual Parris, and two women of Salem. The girls all decreed that hell was unleashing its demons upon the world; only a return to the old way of blood and conquest could save the world. The morning after the girls made their statements, their bodies were found completely charred in their beds. Fire had touched nothing else in any of their rooms, including their bedding.

The Salem Witch Trials began.

The planet of the Victorians suddenly became infused with magical and spiritual power at just the time everyone was paying close attention to such things. Cotten Mather became a spiritual beacon for the frightened in the New World. He suddenly had powers supposedly given from god, and spent his days writing missives about how the Victorians had become lax in their morality. The accusation of Tituba tied all the Indians into a grand Satanic conspiracy, and the blood began to flow freely in the New World.



E. Geier

Instead of eventually breaking off political ties with Victoria, the colonies came to depend on them for men and supplies. It was nothing short of a holy war in North America.

It soon became clear that the Indians were not the real threat. The colonists who carried their war over the Appalachian mountains wearing their coonskin caps and armed with their muskets soon encountered strange creatures. The Mississippi River marked a stalemate that lasted for several years, with horrible creatures of darkness on the west bank, and the colonists on the east.

There were open, pitched battles between demon-led forces and the colonists. Powerful creatures who could pass among humans — vampyres, werewolves in human form, sorcerers, zombies raised immediately after death — made their way to human camps and to the colonies of Victoria. Their appearance created havoc and caused terror.

The horrors spread.

The Gaunt Man chose to possess the bodies of prominent members of Victoria's ruling class. In this way he could seduce members of the parliament to his aid. Sometimes the men he influenced knew they were making deals with an evil being, and other times they were simply swayed by his arguments. In this way he encouraged the racism and sweat shops that are a curse of Victorian society. The Gaunt Man would live within one body until it had grown old enough to die, and the let it expire. He would then move on to another body.

Three hundred years passed and the might of the Victorian Empire waned. Bit by bit the reality of Orrorsh ate away at their colonies around the world, as well as the other nations that had remained independent of the Imperialist touch of Victoria. Throughout it all the Victorians saw the situation as a punishment for their moral laxity. They strengthened their spiritual resolve and eventually shaped themselves into the Victorian culture that we knew on our own world. However, the Evangelical movement of Earth was replaced by the Victorian Sacellum. The Sacellum is the philosophical and religious structure that holds the Victorian society together today.



D. Gelon

Eventually the Orrorsh reality clawed its way up to the island of Victoria. The motherland lost contact with countless colonies and assumed that the horrors had destroyed most of them. However, even today word arrives from an outpost in North America or an envoy from Rhodesland. Unlike Victoria, which has retained a semblance of everyday life, these outposts on Gaea are besieged and desperate. They are like cities or forts from the middle ages or American Western movies, surrounded on all sides by foes who barely give them a moment's rest.

Expeditions and outposts gathered enough information over the years to let the Victorians know that there is a creature who rules the horrors of their world. They know the Gaunt Man by name now, but do not suspect that he is a raider from another dimension. For the Victorians, the Gaunt Man is just one name of many for Satan, invoked by Victorian parents who want to silence their children at bedtime.

The last one hundred years of their history have been a desperate battle to keep the horrors off their shores, and to free portions of their world. There are Storm Knights on Gaea, though they are usually outcasts from Victorian society. They scour the world searching for artifacts and eternity shards to aid them in their fight against the Gaunt Man. There are also men and women who, for their own profit and personal gain, launch expeditions into the horror of the Orrorsh reality seeking treasure or arcane knowledge. Such expeditions usually end in tragedy, for the world is alive with the Gaunt Man's terrors.

And what of the Gaunt Man?

He ruled from his bridgehead in the Grand Canyon of Gaea's North America. Over the years he watched with grim satisfaction as the work of centuries of experimentation reached fruition on the world of Victoria. The Gaunt Man, as other High Lords, gains strength from robbing the inhabitants of worlds of their possibility energy. But his world was so violent and bloody that he seldom drew from a planet all the possibility energy that was available on a world. To rectify this he spent thousands of years altering the nature of Orrorsh so that he gained more possibility from a person if the person was afraid. And since terror was what Orrorsh did best, he gained more and more possibility energy.

Orrorsh: Map 1
The Cosm of Gaea
1. Victoria
2. The Abyss
3. Jonestown
4. Rumostria
5. Ch'in
6. Nippon
7. Congo
W
N
S
E

C. Hunter

The World of Gaea

1. Victoria — England in our world, home of the Victorians on Gaea. The country is like the England of our Earth at the end of the 19th century.

2. The Abyss — Earth's Grand Canyon was apparently the point of arrival for the Gaunt Man's invasion of Gaea. Several exploration societies launched expeditions into Western North America in the 19th century in search of the source of the terrors. Few adventurers came back, and those who did return reported seeing Hell on Earth — a giant pit filled with towering flames. Creatures of the night danced and cavorted in the fires while mortal men, women and children burned but never died.

3. Jonestown — One of the few colonies that keeps in regular touch with Victoria. Jonestown is a massive walled city that has large tracts of land set aside within its walls for farming and livestock.

4. Rumostria — A kingdom carved out of Europe ruled by Prince Beastro, an undead ghoul, and populated by ghouls, vampires and zombies. Beastro is one of the Gaunt Man's lieutenants left on Victoria to keep things in line. He has worked out a system of raising humans like livestock, which is how a country of undead can remain alive. The culture seems based on eastern European principalities of Earth's middle ages.

5. Ch'in — This nation, Victoria's China, has been overrun by the horrors, but has kept its national character intact. The Power of Fear has reshaped creatures into the eastern mythos. Interestingly, the social structure of medieval China still exists, and the country is ruled by the 102nd dynasty. The imperial bureaucracy is now more like the stations of hell. The art of brush painting uses blood, and flower arrangements are created with human limbs.

6. Nippon — Like its sister island on the other side of the world, Nippon, Victoria's Japan, has kept the incursions of horror at bay. Having never been pierced by a foreign navy, Nippon's society is much as it was from the time of Medieval Japan.

7. Congo — Central Rhodesland is even more rugged and jungle-grown than Earth's Africa in the 19th century. It is also overrun by dangerous mutations of jungle wildlife. The animals are not only sentient but sometimes armed with thicker hides covered with spikes, or larger than normal teeth. They have formed themselves into tribes and prey on human military outposts established around the coast of Rhodesland.

It was during his invasion of Victoria that the Gaunt Man fitted this new technology upon Heketon, his Darkness Device. For this reason he lets the Victorians live on their mother island, for now he gains so much energy from their fear that it is profitable to hold back his hordes and keep the mortals alive. In fact, he aids the Victorians from time to time — planting clues to a werewolf's identity, dropping ancient tomes with clues to destroying a new type of zombie — all so that the Victorians can continue to breed and prosper and live in fear.

Eventually it came time for Orrorsh to attack another world. With his new technology of fear the Gaunt Man knew he could set up one "colony" of fear after another. He could then leave behind a trail of conquered worlds that would always feed his insatiable appetite for power.

Thrilled with his new power of fear, he sought a world wealthy in possibility energy, something that would let him gain vast amounts of energy. He found the world he was looking for. Our Earth. It was similar to Victoria, but with a greater variety of possibilities. It was so rich he knew he could not conquer it alone. So he found other High Lords of different realities and made an alliance. He would be the Torg of Earth, but they would share in the spoils. And so the Gaunt Man, Dr. Mobius, Jean-Paul Malraux I, Ryuchi Kanawa, Uthorion, Baruk Kaah and the cosm of Tharkold attacked the Earth, bringing their strange and violent realities with them. Tharkold's attack failed, but the others succeeded in establishing their reality.

For his part, the Gaunt Man found a way to have the Victorians aid him in his invasion of Earth. He had grown fond of their arrogance, their bloody past and their ability to be monstrous to their fellow man. He engineered their aid by tricking them.

A Victorian scientist, Dr. Wells, found an ancient treatise of arcane knowledge stating that there were other worlds. These worlds could only be reached by weakening the fabric of reality. Wells thought that it might be possible to build a device based on the knowledge and find aid for the world of Victoria. The machine worked, and Wells created a machine that created a bridge that connected Victoria to Earth. However, Wells saw the creatures of Darkness stream down the bridge — travelling from his world to Earth. He tried to turn off the machine, but it was to no avail. He had brought the terrors to Earth.

Out of an overwhelming guilt he committed suicide. He left word for his fellow countrymen as to what he had done. Knowing, as only a Victorian can know, that only *they* could stop the horrors that were invading Earth and knowing their country was responsible for the invasion, they gathered an army and crossed the bridge to Earth to defend our world for us. But their invasion only allowed the reality of Orrorsh to spread faster.





Chapter Three

The Realm of Fear

The realm of Orrorsh refers to the area of Earth that the Gaunt Man has conquered and imposed his reality upon. Making up the realm are several important factors — the people and cultures of Gaea, the Gaunt Man's ecology of horror, and the organizations of the Gaunt Man and the Victorians of Gaea.

The Gaunt Man has his own form of organization, though the system has slowed down in the High Lord's absence. Below are descriptions of these and other organizations found in the realm of Orrorsh, as well as the people and creatures that make the organizations run.

The Gaunt Man

The most important thing to know about the Gaunt Man is that he is a creature that feeds on fear. In fact, this is almost all anyone knows of him, for his history is shrouded in mystery, a shroud of his own making.

Unlike the other High Lords, who spend as much time proclaiming the glory of their victories as they do conquering worlds, the Gaunt Man rarely speaks of his past. There are some who believe he does this to avoid revealing any weakness that might be exploited by one of his underlings. Others suspect that he does it only to add an air of mystery and tension to his presence. The unknown is an elemental part of the reality he created in Orrorsh. Finally there are those who believe that he does not speak of his past because he does not know it. Their opinion is that the twisted and deranged mind required to construct such a reality as Orrorsh would of necessity be unstable — that the Gaunt Man has simply lost touch with certain parts of his identity.

The Gaunt Man's Goals and Ambitions

Currently the Gaunt Man is in the maelstrom of a reality storm, struggling with a powerful eternity shard known as the Heart of Coyote. His body is torn apart again and again in the struggle. Unless Thratchen can gain control of the Orrorsh Darkness Device the Maelstrom will some day stop and the Gaunt Man will probably be freed.

With this in mind, here are the Gaunt Man's goals, in order of their priority for him:

First, he craves knowledge of the Nameless One. The Gaunt Man, one of the oldest of the High Lords, is obsessed by the stories of the entity and bends all his efforts to making contact with it. Whereas once he sought power out of a small-minded greed, he is aware now that there are even greater powers at work in the cosmverse, and he wants contact with those beings.

Second, he seeks to increase his power. If he is to live long enough to find the Nameless One and to have enough power to survive contact with it, he must gain power.

Third, he wishes to expand the boundaries of Orrorsh. Although he invited the other High Lords to Earth, he has every intention of ruining them when the time is right. Like the world of Gaea, he wants to spread his horrors over every corner of the globe. Then he will establish "colonies of fear" and reap the benefits of his investment. *These colonies will be established on the cosms of the other High Lords, as these cosms are now conveniently attached to Earth.*

Fourth, he wants a feeling of fear to pervade the areas within the boundaries of Orrorsh. He does this by creating creatures and letting them run rampant through the civilized areas of the worlds he conquers. The monsters never come anywhere near to outnum-



A. Nunis

bering the native populations of the worlds he is attacking. If the people of Earth were fighting armies of monsters, the populace would become numbed to the horror and the fear would leave. Fear rests upon the unknown. We feel fear when death can leap out at any moment, in any form, from powers we do not understand. It is the tension of waiting that produces fear.

Fifth, he desires Eternity Shards. Even though the Eternity Shards are a weakness of the Gaunt Man, he desires their pure possibilities. His experience with the Heart of Coyote will move him to take precautions when near an Eternity Shard, or Storm Knights who are rumored to have an Eternity Shard.

Before any of these goals can be attained, the Gaunt Man must free himself from the Maelstrom. He is slowly draining the Heart of Coyote of its Possibilities. He now has the upper hand; soon he might claim victory.

The Gaunt Man's Personality

The Gaunt Man is a contemplative creature who spends much of his time analyzing the nature of fear. There is nothing so enjoyable to the High Lord as touching upon some new truth of terror, some new insight as to what makes people afraid. The cane he carries is actually a possibility energy-driven item of fear. Not only is it a weapon that can be used to render foes harmless with panic, but it constantly thrums terror in his hand, a warm pulsing of sheer horror that comforts him as he plots his conquest of Earth.

There are two peaks that the Gaunt Man often experiences on either side of his steady contemplation. The first is rage, usually brought on by failures, or perceived failures, of his underlings. The Gaunt Man has lived for so long and has gained so much power that he can accomplish almost anything to which he sets his mind. He expects such competence from his minions, even though they seldom have lived for more than a few centuries.

The other is a kind of joy — the only joy someone like the Gaunt Man could experience. When he causes someone terror, or explains a new mystic toy to someone, he is like an Earth-child thrilled with the death he can cause to a colony of ants. He revels in his relative power to those around him. To see the Gaunt Man happy is a terrible thing, for you know immediately that something unspeakable must have occurred.

Lord Bryon Salisbury

The identity of Salisbury is a recent choice for the Gaunt Man, having played the part for less than a decade. The original Salisbury was a dashing calvary officer who died fighting the horrors in Rhodesland on Gaea. The Gaunt Man stole his form and image for the rare times he wished to walk about Victorian society. The Victorians treat him as a broken hero who, while respected, is not quite all right. His disappearances were attributed to "an urgent calling to again face the foe, to win one final victory," as explained in notes written by the Gaunt Man himself. His occasionally staged victories gave the Victorians evidence that Salisbury still had what it took to be a Victorian. When the Victorians mounted an expedition to Earth, the Gaunt Man returned to Gaea in the guise of Salisbury to passionately argue for the action. He again entered Earth with the Queen's Own 17th Lancers. Quixotic as ever, Salisbury announced he was striking out for the heart of the enemy, and walked into the jungle. He has not been seen by Victorian society since.

The Gaunt Man

DEXTERITY 17

Dodge 22, maneuver 18, melee weapons 20, prestidigitation 20, unarmed combat 18

STRENGTH 21

TOUGHNESS 28

PERCEPTION 29

Evidence analysis 31, find 30, language 32, scholar (eternity shards) 32, scholar (the Nameless One) 33, trick 31

MIND 28

Test 32, occult 34, willpower 34

CHARISMA 22

Charm 26, persuasion 27, taunt 23

SPIRIT 28

Faith (Orrorsh) 37, intimidation 38, Reality 35

Possibilities: At least 140; more if he has recently tapped Heketon, his Darkness Device.

Equipment: Cane with a small living head at the top of it. The cane is an occult device. It causes fear within a 30 meter radius around the Gaunt Man when the High Lord raises it. The spell functions as the spell *fear*, as listed in Chapter Six.

Powers: ***attack form resistances (from physical, mental, and spiritual damage from magical attacks), regeneration, resistance to normal weapons, silence.***

Corruption Value: 61

Fear Rating: 5

Perseverance DN: 27

Weakness: Eternity Shards. His weakness is severe, as the Gaunt Man's incarnation includes destructiveness so similar to the void and the Nameless One that an Eternity Shard immediately causes a reality storm. This weakness takes precedence over the Power of Fear's ability to limit invoked reality storms.

True Death: None known

Heketon

Heketon is the savage and proud Darkness Device of Orrorsh. It appears as a obsidian heart. It has worked with the Gaunt Man for millennia. They alone have bested another Darkness Device and High Lord. They triumphed over Kurst, then the High Lord of Dairoga, and his Darkness Device in a savage battle. The devastated Darkness Device blindly fled by dimthread. Heketon's threads pierced in pursuit. It found the nearly insane Darkness Device in a then undiscovered cosm, Earth. The possibility energy of Earth nearly overwhelmed the senses of the Orrorsh device. Heketon and the Gaunt Man must have this cosm.

But how? Heketon knew its limits, and Earth was beyond it. But the Gaunt Man schemed. The Gaunt Man then returned to the world of the ravagons, to appear as one of the Prophets, or Irishanti. Entire tribes followed the Gaunt Man's promise of conquest and battles beyond any they had experienced.

They found a Darkness Device when conquering a cosm. They led a lieutenant to "discover" the device, allowed him to leave to create his own realm; Tharkold. A later cosm gave Uthorion the same opportunity. That

was two realms whose High Lords had reason to fear the Gaunt Man, and whose High Lords' greed could be manipulated in a predictable way. As cosms with High Lords were discovered, Heketon made sure that its Darkness Device, and therefore the High Lord, had reason to be impressed with the Gaunt Man's power.

Discovering the cosm of Gaea provided the final key, a stable ecology of destruction and fear (see "Ecology of Horror" below). Now the invasion of Earth could be readied. It was a invasion which the High Lords would win. Heketon's triumph was near.

Heketon carefully observed the opening days of the Possibility Wars. It was disturbed by what it saw, and what the ravagons reported. While not likely, the chance of defeat existed. One or more realms might fall, and then the possibility energy of Earth would surge in a storm across the remaining realms, shattering the stelae which bounded them. All the work of Heketon and its High Lord undone in one furious cataclysm. The Gaunt Man believed the plan still worked well enough. Heketon did not.

Heketon researched the problem with the blinding speed and power available to it as the master of Orrorsh's reality. The answer was an occult ritual, one of daring complexity and scope requiring great sacrifice. The first sacrifice was betraying the Gaunt Man to his enemies. Many others were necessary. The final sacrifice involved itself, giving up part of itself to use the power of the occult.

The ritual is now complete. Now all Orrorsh stelae are a part of Heketon. Any future Orrorsh stelae will be part of Heketon. Heketon may use its power directly through a stelae, affecting any object or being within 10,000 meters of a connected stelae. Most importantly for Heketon, it may now create dimthreads from any of the stelae. These dimthreads will run from Orrorsh to a cosm previously drained of its possibilities by the Gaunt Man. If Core Earth's possibility energy builds to the point that it threatens Orrorsh boundaries, the dimthreads are created. The Core Earth energy pours through the threads to the depleted cosm, which offers less resistance than the reality of Orrorsh. The excess energy is bled off, and the horror reality preserved. Orrorsh is now the only realm which can survive alone on Earth. Heketon is the architect of horror's ultimate victory on Earth.

Now Heketon waits to see the fate of the Gaunt Man. If he frees himself, Heketon shall again offer him the position of High Lord. If the Gaunt Man fails to win the struggle with the Heart of Coyote, Heketon will wait to see if any Nightmare or member of the Hellion Court challenges Thratchen. Only with reluctance will Heketon accept Thratchen; it will first transform the techno-demon to the reality of Orrorsh.

Heketon

DEXTERITY 0
STRENGTH 0
TOUGHNESS 190
PERCEPTION 33
Alteration magic 34, divination magic 34, find 37, scholar (horror) 37, research 35, tracking 35, trick 36
MIND 40
Apportation magic 41, conjuration magic 44, occult 56, science 46, test 47, willpower 47,
CHARISMA 28
Charm 30, persuasion 30, taunt 33
SPIRIT 50
Faith (Nameless One) 51, focus 51, intimidation 51, reality 64
Possibilities: Untold thousands
Powers: Heketon can release corrupted souls to inhabit new monsters (see below).
Corruption Value: 63
Fear Rating: 5
Perseverance DN: 27
Weakness: None
True Death: None

Stelae

Orrorsh stelae are occult objects which are imbued with additional power by Heketon. The objects which have been converted into stelae include a gypsy dagger, a tombstone, a church gargoyle, one of General Wellington's uniforms, a deck of cards, and the jellied remains of a Victorian soldier. The most common stelae a statuettes representing one of the Nightmares, the Hellion Court or the Gaunt Man. This statuettes weigh between four and twenty kilos, and have a *Toughness* ranging from 15 to 19. The largest are half a meter tall, the smallest no more 20 centimeters (eight inches). They are made of rock, most frequently marble. The occult process turns the statuettes a sickly green-black.

Thratchen

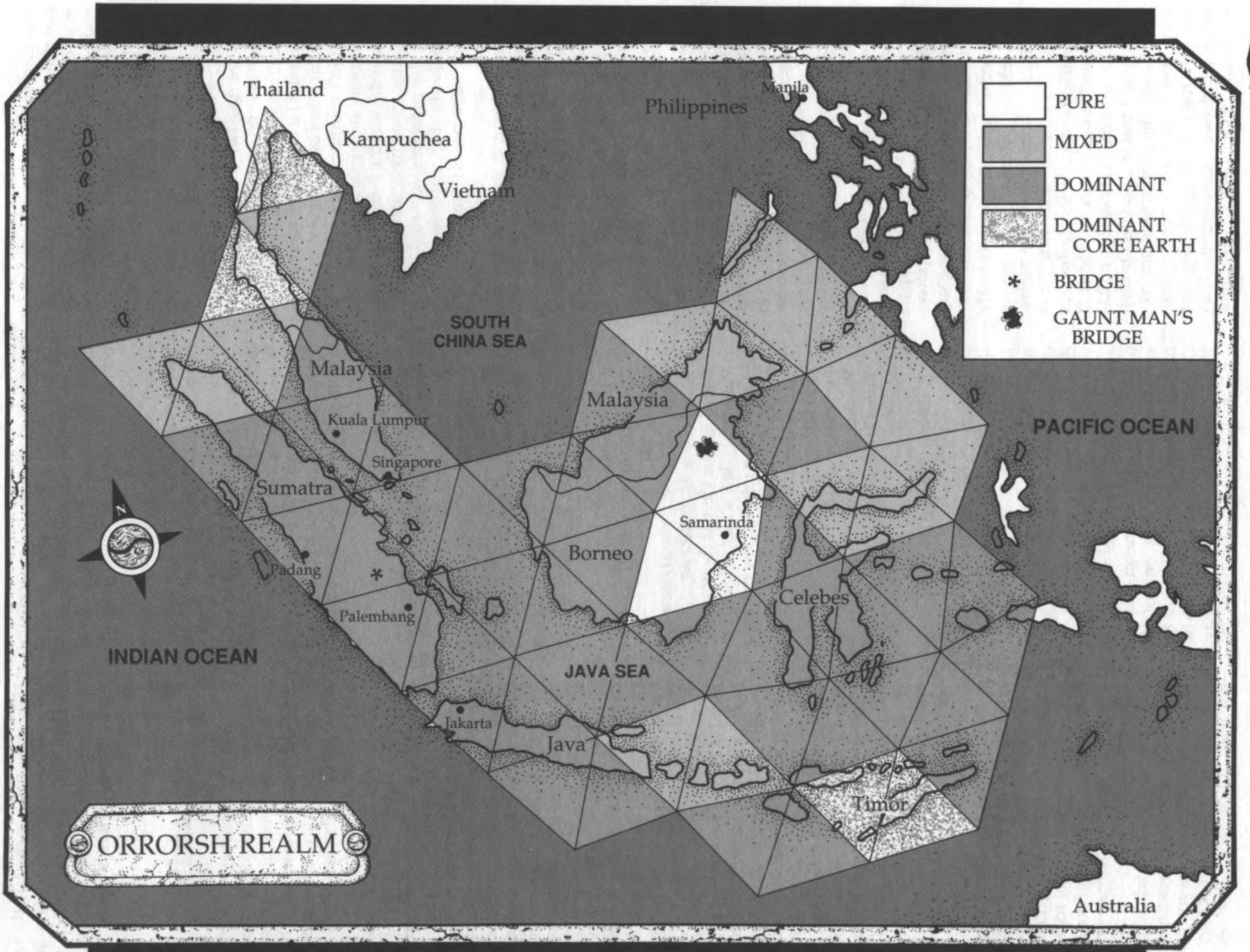
Thratchen, the usurper of the Gaunt Man's position, has declared himself the Regent of Orrorsh. He claims that the High Lord himself put him in charge of the realm, and while many believed him at first, his story is beginning to look threadbare.

Thratchen is a "techno-demon" from the cosm of Tharkold. The Possibility Raiders from Tharkold attacked the world of Kadandra. Kadandra defeated them, in part due to the warnings of a child prodigy named Dr. Hachi Mara-Two. She warned her people of the upcoming invasion and they applied their cybertechnology to create weapons of defense to beat off the Tharkoldu.

Thratchen was on Kadandra when they defeated his reality, and became trapped when the Tharkold bridge collapsed. In a fury of vengeance Thratchen tracked down Dr. Mara-Two, killing her friends and associates. Dr. Mara-Two escaped by gating to the Cosm of Earth. Thratchen followed, believing the child had travelled to Earth to warn its inhabitants that his people were about to invade the Soviet Union. Warned in time by the Core Earth psychic Katrina Tovarish, the Soviets gave Tharkold its second defeat. It could take Thratchen's High Lord some time to attain the power needed for another cosm raid.

Tharkold's reality is a reality of horror based on advanced technology, the grafting of machinery into living flesh. This differs greatly from the reality of Orrorsh, where the technology is simple and the horrors are usually something between man and animal. Thratchen is a demonic creature changed through advanced technology.

Tharkold is a world where man is turned into monsters through the use of technology. Men and women are so laden with machinery that they cannot even touch each other without


Thailand
Kampuchea
Vietnam
Philippines
Manila
PURE
MIXED
DOMINANT
DOMINANT CORE EARTH
BRIDGE
GAUNT MAN'S BRIDGE
SOUTH CHINA SEA
Malaysia
Kuala Lumpur
Singapore
Sumatra
Malaysia
PACIFIC OCEAN
Samarinda
Borneo
Padang
Palembang
Celebes
INDIAN OCEAN
JAVA SEA
Jakarta
Java
Timor
Australia
ORRORSH REALM

causing pain. He has metal claws that can extend and retract from his hand, mechanical wings, and powerful, mechanical legs. His flesh is enhanced by artificial skin. A human being can be strapped down and altered beyond his own recognition. Often the truly evil creatures remember who they were before they asked for power from the High Lord of Tharkold. In that it is similar to Orrorsh.

Thratchen conducts the affairs of Orrorsh in a similar fashion to the way the Gaunt Man did. However, Thratchen is burdened by the need to find the Darkness Device and make it his. Many suspect it is waiting either for the Gaunt Man to free himself or waiting for a worthy successor. Thratchen desperately want to find the device before Heketon decides another creature of Orrorsh is more valuable than he.

Thratchen

DEXTERITY 15
Dodge 17, energy weapons 17, fire combat 16, flight 19, maneuver 18, stealth 18, unarmed combat 23
STRENGTH 18
TOUGHNESS 26(30)
PERCEPTION 24
Evidence analysis 26, find 27, scholar (The Nameless One) 27, tracking 25, trick 26
MIND 25
Science 26, test 27, willpower 27,
CHARISMA 16
Charm 21, persuasion 22, taunt 23
SPIRIT 24
Faith (Tharkoldu Evil) 29, focus 30, intimidation 26, reality 28
Possibilities: 40

Equipment: cybersenses, internal computer (+3 bonus to *evidence analysis*, *find*, and targeting rolls if the target generates electrical impulses, such as a character with cyberware), cyberclaws (STR+5/ damage value 23), cyberwings (speed value 11), laser pistol (damage value 19), armor (TOU +6/ armor value 30, its maximum).

Goals: To find the Darkness Device and become High Lord of Orrorsh before the Gaunt Man is freed or another inhabitant of Orrorsh becomes High Lord before him; to obtain enough power to discover more information about the Nameless One.

Miracles: Because of Thratchen's high *faith* and *focus* ratings he can call almost any miracle of Tharkold into existence. Below are two sample miracles of his horrid native realm. The gamemaster should use them as guidelines for creating other miracles of Tharkold:



E Geier

Mechanization

Spiritual Rating: 16
Community Rating: 12
Difficulty: 18
Range: touch
Duration: five minutes
Effect: turns the victim into a mechanical slave

Mechanization transforms the cursed character into a gleaming metal, robotic version of himself. His skin transforms into chrome, his eyes glow bright white, his ears become radio receivers and his mouth sealed with an electronic transmitter. He is a mindless servant of whoever cursed him. The character's attributes and skills remain the same for all but *Strength* and *Toughness*, which each gain a bonus of +1 for

each success level attained by the faith total of the miracle. Thus, a *good* success is worth +3 to the two attributes. The character who called down *mechanization* must be able to speak to the character he controlled. If the caller of the curse is able to transmit via electronic means he can control his mechanical slave through such means. The cursed character will hurt his friends, and even destroy himself, if so commanded by the *focus* character.

Animate Cables

Spiritual Rating: 14
Community Rating: 11
Difficulty: 17
Range: faith total
Duration: special
Effect: animates cables and wires so they can kill organic life within range

This miracle targets one person. Any metal wires that the person is in contact with — the telephone cord of a phone he is using, the wires in a car he is driving — suddenly come to life and attempt to strangle him. The duration of the miracle is a number of rounds equal to the result points of the miracle. If the *focus* character received four result points, the wires would be animated for four rounds. The wires all have the following attributes and skills:

DEX 12
Maneuver 13, unarmed combat 13
STR 14
TOU 14

Note that a car has many more wires than a phone and it is possible that more than one wire attacks a character depending on what the character was in contact with when the curse was called down upon him. The maximum number of wires is five. The wires will work in coordination if possible, that is one will hold a character in place while another tries to strangle him. The cables can rip themselves out of their sockets and move independently of their power source. They can crawl very fast with a speed value of nine.

Tharkold's Axioms

Magic 12, Social 20, Spiritual 17, Technological 26

Thratchen and the High Lords

Thratchen has been acting as regent of Orrorsh. His attitudes and dealings with the High Lords are the following:

Kanawa

Kanawa's operatives have invested time and effort into preventing Orrorsh from expanding its boundaries and slaying Orrorsh expeditions into Core Earth territory. Thratchen is fighting Kanawa to the best of his abilities.

Jean Malraux I

Antipope Jean Malraux is not the same being with whom the Gaunt Man made his alliance. The holy power of the church combined with the new technology might well have the power to wipe out Orrorsh's unholy reality, as Kadandra defeated the techno-horror realm of Tharkold; on the other hand it may be subverted into techno-horror. Thratchen now plays an even hand with the Cyberpapacy.

Dr. Mobius

Of the High Lords, none amuses Thratchen as much as Dr. Mobius. The Doctor's madness lets him rule his realm with a degree of glee that is unknown to the techno-demon. While he does not understand the high-paced reality of the Nile Empire, its novelty is a source of great entertainment. Since Mobius has made no effective moves against Orrorsh, Thratchen will let Orrorsh's agreement with the Nile Empire stand. He would most likely call upon the Doctor for aid against Malraux, possibly Nippon.

Baruk Kaah

Although the Saar of the Edeinos no longer trusts the Gaunt Man, he is working in concert with the forces of Orrorsh. This arrangement is vital to Thratchen, given the open hostilities between Nippon Tech and the Living Land.

Pella Ardinay

This "good" High Lord is a nightmare for Thratchen. Her fantastic reality, a fantasy with magic and honor, is a threat to fear and corruption of Orrorsh. He will lend all the aid that he can to Uthorion in the dark lord's attempt once again to usurp the throne.

The Structure of Orrorsh

"Know that fear rules Orrorsh. The Gaunt Man made it no secret that he drew his power from Heketon, the Darkness Device of Orrorsh. He let all under his command know that it is fear that appeases the device, and that he received the device's favor for creating fear on Gaea and Earth. In turn, whichever subjects created fear on Gaea and Earth would receive rewards from the Gaunt Man. Orrorsh became a pyramid of fear, with zombies vying to create fear beneath the powerful vampyres, each creature supporting the fear of the greater monster above it. Atop the pyramid rested the Gaunt Man. Above him, floating just over the pyramid's peak, was Heketon. The entire structure served the Darkness Device; it was the system's sole purpose.

"You ask me what the organization of the Gaunt Man is. This is hard for me to put into words you know, for your minds, your world, are used to organizing the world. The point of organizing the world is to remove fear. You catalogue the stars, name all the animals, study the motions of the planets so that they are no longer mysterious. You, Bryce, your people, from what you have told me, created a government based upon logic and social law. Men gathered and debated. The government arose out of rational arguments.

"This is not the case of Orrorsh. Orrorsh is a place of fear. It is a place where fear rules, not rational thought. The notion of having a regulated bureaucracy has no place in the Realm. But still, there are positions of power in Orrorsh. Not always of authority, mind you, but of power.

"Ruling Orrorsh is the Gaunt Man, the High Lord of the Realm. He draws his power from the Darkness Device, and all of his minions were taught this. The Gaunt Man made this clear to his minions so they would not try to overthrow him — every one of the Gaunt Man's servants knew that without the power of the mysterious Darkness Device to support him, he had little chance of challenging the Gaunt Man.

"The Gaunt Man is the mastermind of Orrorsh and its invasions. It is he who decides what core areas of an invaded world the horrors attack next. He decides who sits on the Hellion Court, which of his minions rules different parts of the realm, and which corrupted souls are assigned to what creatures.

"As to his methods of invasion: It is his policy to 'soften' an area with random attacks of terror in an area he wants to conquer. He destabilizes the government with mysterious murders of political leaders, and supernatural slaughter of the general populace. From what I understand Thratchen has followed this policy and shown its effectiveness within the borders of Thailand, Cambodia, and Vietnam. He has used zombie death squads to spread fear and panic throughout the general populace and the governments of the nations. The supernatural elements tended to confuse the people who confronted the zombies.

"In one of the nations, Vietnam I think, nationalist forces captured and studied a zombie. Did this calm the people who studied the creature? Certainly not. For in your world such a monstrosity brings every underlying precept of the nature of reality into question. You have all spent so much time on Earth figuring out how reality really works. When confronted by a creature that defies all you know a sense of dread passes over you. One of the scientists who studied the zombie, Dr. Nu Pham, took his own life after studying the creature. In his note he wrote — 'How can we survive the invasion? They have the power to create the horrors that mankind dreams. As mirrors of our subconscious such monsters were ours to control. But as physical realities ...? — No. We are doomed.'

"You may think that since Vietnam has heard about the invasion in the East Indies the impact of monsters running through their countryside would be lessened. This is not the case. Until a person sees a monstrosity with his own eyes or holds in his own arms the body of a loved one killed by a creature of Orrorsh, there is a denial of the reality of such beings. I saw the same thing occur on Gaea, for the citizens of Victoria believed that the colonists of India and the New World were reacting to intense loneliness when the first reports of monsters started filtering back to the Mother Country. It was not until the creatures overran the continent that the full impact took place.

"Of course, if the High Lord sends too many monsters into the areas to be "softened" then the impact is lost. People become used to the beasts and terrors. For this reason the Gaunt Man, and now Thratchen, keeps tight control on which horrors are sent where. No Nightmare is allowed to send any creatures outside of his province without the express permission of the High Lord, and this is rarely done. It is usually members of the Court or their assistants that are sent on missions outside the realm.

"The Gaunt Man has no concern for taxes or any other monetary wealth. He does not want tribute or glory or the respect of his allies or enemies. He only craves power. And he generates this power through the fear his minions create."

— from a transcript of an interview with Kurst, *a former servant of the Gaunt Man*

Hellion Court

Beneath the title of High Lord, the greatest power in the land is the Hellion Court. The Court members are the personal servants of the Gaunt Man — his messengers, his assassins, his enforcers, his spies. Members of the court often live in Illmound Keep and report directly to the Gaunt Man. Members of the Court are usually drawn from the Nightmares, though very powerful creatures are often put directly into the Court.

The Gaunt Man had a Hellion Court serve him for centuries. Its members kept changing, but it always seemed to serve its purpose, for its well rewarded members always remained faithful to the High Lord.

Despite this, Thratchen has instituted the Hellion Court in his Regency, though he has reduced the number of the Court to keep better control of it. His court currently has five members: Baron Victor Manwaring, Parok, General Avery Wellington, Lord Stanton Cheltenham, and Basjas.

Baron Victor Manwaring (Vampyre Mantooth)

The Baron is a new member to the Court. He is a vampyre, of pale skin and jet black hair. He appears to be 40 years old, but undoubtedly is much older. Manwaring is from Gaea's Europe, slain many, many years ago. He had a great deal of power on Gaea, but had a falling out with the Gaunt Man when he demanded that he be appointed a member of the Court. He was hunted by the Gaunt Man's minions, but avoided them. He has now returned, assuming a place in Victorian society and serving Thratchen. Manwaring is aware that Thratchen usurped the Gaunt Man, and is doing everything in his power to insure that the techno-demon acquires the power he needs to retain his position.

Victor Manwaring

DEXTERITY 12
Acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20
STRENGTH 17
Climbing 19
TOUGHNESS 18
PERCEPTION 11
Alteration magic 16, divination magic 14, find 14, language 15, scholar (Victorian Culture) 16, trick 16
MIND 14
Test 23, occult 16, willpower 23
CHARISMA 14
Charm 26, persuasion 21, taunt 16
SPIRIT 9
Intimidation 18, reality 21
Possibilities: at least four per Storm Knight
Powers: ***life drain* (*Strength*), *infection*, *regenerate*, *shapeshift* (bat), *Up***



D. Gelon

condition (night)

Corruption Value: 21

Fear Rating: 2

Perseverance DN: 21

Weakness: cross, holy water, stake through heart, stymie condition (day).

True Death: Decapitation

Natural Tools: fangs (STR+1/ damage value 18)

Goals: To help Thratchen attain the power needed to become High Lord.

Basjas

Basjas is a giant, intelligent spider. Her home is Illmound Keep, though she frequently wanders the world on assignments for the ruler of Orrorsh. She stands about three meters high and her body is about four meters in radius. She has the ability to shapeshift into a human form, and does so when travelling amidst humans suits her purposes. She has two human forms available to her — a young girl, about five years old, and a tall, attractive woman in her early thirties. Basjas knows that the Gaunt Man is imprisoned, for she has seen him. She has not told Thratchen this. Instead, she has made it clear to the Gaunt Man that she still serves him. Although she does not have the power to free the High Lord, she minds his affairs in the court. She helps to insure that the realm is strong and that Thratchen does nothing to threaten its existence for his own personal gain. She has set into operation a cabal of Nightmares that will remove the techno-demon as soon as the Gaunt Man is freed. She has not made her knowledge public, for she, like Thratchen, wants people to think that everything is progressing as it should. In this way she hopes to prevent the realm from ripping itself in a desperate power struggle. As it stands, since Thratchen rules the realm as the Gaunt Man would, there is no need to remove him until the Gaunt Man returns.

Basjas (Spider Form)

DEXTERITY 18

Dodge 22, stealth 24, unarmed combat 24

STRENGTH 22

TOUGHNESS 18

PERCEPTION 16

Find 19, tracking 18, trick 19

MIND 19

Test 21, taunt 14

CHARISMA 11

SPIRIT 17

Intimidation 21, reality 31

Possibilities: At least seven per Storm Knight

Natural Tools: Mandibles (STR+6/ damage value 28); Web (can spin a web large enough for one human-sized creature every 10 minutes; the web has a TOU 35. To free oneself of the web a character must get a *Strength* total over the value of the web.)

Powers: ***cold aura; darkness; silence; life drain (Dexterity)*** anyone trapped in a web spun by Basjas suffers the life drain — She usually leaves

her pray in the web for one day to get possibility points, and then eats the victim; *resistance to normal weapons.*

Corruption Value: 23
Fear Rating: 3
Perseverance DN: 25
Weakness: gold
True Death: Basjas must be wrapped in her own web for three days, and then she will die

Basjas (Human Form)
DEXTERITY 15
Acrobatics 18, beast riding 19, dodge 18, maneuver 19, stealth 18, unarmed combat 19
STRENGTH 12
TOUGHNESS 13
PERCEPTION 21
Find 22, tracking 23, trick 22
MIND 21
Test 24, willpower 22
CHARISMA 22
Charm 25, persuasion 24, taunt 23
SPIRIT 17
Intimidation (19) Reality 31
Skill Notes: Both human forms have the same Attributes and skills. When in the form of the little girl, however, Basjas does not reveal most of the abilities.
Equipment: None
Goals: To keep the realm of Orrorsh protected until the Gaunt Man returns; to subtly prepare Thratchen's downfall.

General Avery Wellington

Wellington is the commander of the Victorian forces on Majestic. He introduced the forces of the occult to Governor Robert Ashton, governor of New London. Wellington is a carry over from the Gaunt Man's Hellion Court. Although he has suspicions that Thratchen's story is false, he is not terribly concerned with the truth of the matter. Wellington suspects that the Gaunt Man is actually leaving subtle clues to suggest that he has died as a test to see how the members the Hellion Court will react. For Wellington, it makes no difference whether he serves the Gaunt Man or Thratchen. His concern is that he is rewarded with power and the pleasures of the senses.

Wellington has a reputation as a military leader. Although the man is a brilliant tactician, many of his victories against Orrorsh's horrors have been prearranged with either the Gaunt Man or Thratchen. In such cases he has been given information to destroy horrors that have gotten out of hand, or the victories are staged. Wellington's value is that he can be used to direct troops to their deaths or to create the impression of victory when there was none. His reputation is so great that he can lose and still be respected. Wellington is a fit man of 51 years. His hair and mustache are gray, but his body is firm and trim. Although he appears to be a man in excellent shape for his age, his physical form is actually superhuman — rewards from the power of the Gaunt Man.

General Avery Wellington
DEXTERITY 12
Beast riding 14, dodge 16, fire combat 17, maneuver 17, melee combat 21, running 14, stealth 15, swimming 14, unarmed combat 15
STRENGTH 13
TOUGHNESS 14
PERCEPTION 14
Find 17, language 14, scholar (military tactics) 20, tracking 15, trick 16
MIND 12
Test 17, occult 18, willpower 15
CHARISMA 13
Taunt 18
SPIRIT 12
Faith (Sacellum) 18, intimidation 16, reality 20
Possibilities: at least four per Storm Knight
Powers: *resistance to normal weapons, regeneration, armor defeating attack (any melee weapon)*
Corruption Value: 22
Fear Rating: 2
Perseverance DN: 23
Weakness: None Known
True Death: Slain at sunrise in a duel with a single opponent.
Equipment: Tawning .38; (Tech 19; damage value 15; range 3-5, 15, 40)
Goals: To please whomever is ruling Orrorsh through acts of military sabotage; to live a life of luxury.

Although the General is unnaturally strong and agile, he does not possess the power levels of the other members of the Court. Lacking that power, he is constantly guarded by ten elite soldiers, known to the Victorians as the Wellington Reds. The Wellington Reds have no idea of the dark secrets and activities their commander is involved with. To their eyes he is a great man that must be protected, even at the cost of their own lives.

Wellington Red
DEXTERITY 12
Beast riding 14, dodge 14, fire combat 15, maneuver 14, running 13, stealth 13, swimming 13, unarmed combat 15
STRENGTH 12
TOUGHNESS 12
PERCEPTION 11
Find 15, scholar (military tactics) 13, tracking 12, trick 13
MIND 9
Test 11, willpower (11)
CHARISMA 9
SPIRIT 9
Intimidation 11, faith (Sacellum) 13
Possibility Potential: Some (25)
Powers: none
Corruption Value: 13
Fear Rating: 1/2
Suggested Perseverance DN: 10
Weakness: None
True Death: A peaceful, non-violent death.
Equipment: Lee-Hollings Rifle (damage value 18), bayonette (STR+5/ damage value 17),
Goals: To preserve Victorian society; uphold the laws of the Queen; protect with their very lives the blood of General Avery Wellington.

Lord Stanton Cheltenham

Lord Stanton Cheltenham is a carry-over from the Gaunt Man's Court. He has lived for nearly three hundred years, and has served the Gaunt Man faithfully during that time. Cheltenham was in India when the Gaunt Man's bridges locked onto Gaea in India and the western United States. He encountered the minions of the Gaunt Man, agents sent ahead to secure recruits from Gaea's inhabitants. Cheltenham, a wealthy lord with hidden and deep interests in the occult, quickly agreed to help the invaders, and sacrificed members of his own expedition to seal the pact. He returned to Victoria, his bags stuffed with secret

tomes of occult lore, and engaged in passionate study. He only came out of his library long enough to attend meetings of the House of Lords, where he argued vehemently against pursuing the stories of evil horrors invading Gaea. "It's all rubbish," he said again and again. "We've better places to spend our time and money." He helped the Gaunt Man eat away at the far flung Victorian empire. Today Cheltenham is powerful in the powers of the occult, but is only a husk of a man. His skin is withered and dry, and when he speaks the movement of his jaw creates a soft sound like leaves against pavement. His mind is now like an animal's — but instead of searching for food and a warm place to sleep, he is obsessed with information about the occult. He protects himself when threatened just as a dog might, and he serves his master just as faithfully. He always appears distant, perhaps even senile — but he is not. His mind is sharp and alert. He only appears unfocused because he spends so much of his time thinking about new experiments he wants to try in his occult lab. Cheltenham gave up his place in Victorian society centuries ago.

Lord Stanton Cheltenham

DEXTERITY 12
Beast riding 14, dodge 16, fire combat 15, stealth 15, unarmed combat 15
STRENGTH 15
TOUGHNESS 15
PERCEPTION 18
Find 21, language 19, tracking 20, trick 19
MIND 19
Occult 24, test 22
CHARISMA 13
Taunt 16
SPIRIT 14
faith (Orrorsh evil) 17, intimidation 18, reality 22
Possibilities: at least five per Storm Knight

Equipment: Amulet of Regeneration (created through the occult, heals one wound the round after the wound is taken); Glove of Boiling Blood (when the glove is pressed against the flesh of someone and the words "To the Master" spoken the glove discharges the spell *boiling blood*. The spell is cast at Cheltenham's *occult* skill level.



D. Miller

Powers: ***attack form resistances (physical, mental and spiritual damage from magical attacks)***
Corruption Value: 28
Fear Rating: 3
Perseverance DN: 23
Weakness: His personal possessions from his life before corruption.
True Death: Burned in flames fueled entirely by occult books from his collection.
Goals: To obtain more occult knowledge; to please the ruler of Orrorsh to gain more knowledge of the occult and more power to live longer to gain more knowledge of the occult.

Parok

Parok is the Ravagon Warlord who pledged his race to the Gaunt Man generations ago. He is one of the few creatures that accompany the Gaunt Man from world to world as he pursues his goal of power. Parok is not certain that the Gaunt Man was betrayed by Thratchen. He carries out his duties faithfully, waiting for the Gaunt Man's return. The Warlord is given to rash outburst of rage, and often jeopardizes his own life to deal with problems personally if he believes that a solution has been too long in coming. Parok values his loyalty, and if he finds certain proof of what Thratchen had done to the High Lord he will fly with all speed to the technodemon's presence and and attempt to rip him to shreds.

Parok

DEXTERITY 15
Dodge 18, flight 17, maneuver 18, unarmed combat 24
STRENGTH 17
TOUGHNESS 19 (25)
PERCEPTION 13
Find 19, language 16, tracking 19, trick 18
MIND 12
Test 13(22)
CHARISMA 10
Taunt 13
SPIRIT 10
Intimidation 19, faith (Irishantism) 20, reality 19
Possibilities: at least six per Storm Knight
Powers: ***resistance to normal weapons***
Corruption Value: 22
Fear Rating: 2

Perseverance DN: 25
Weakness: Enchanted weapons made of elemental earth
True Death: Occult ritual to sever the wings from his body
Natural Tools: natural armor (TOU +6/ armor value 22); talons (STR+3/ damage value 17); wings (speed value 13)
Goals: To serve the High Lord faithfully; to hunt down and destroy Stormers.

The Nightmares

The world of Gaea and the Orrorsh realm are divided into provinces, and each of these provinces is ruled by a creature designated as a Nightmare. Those areas which the Gaunt Man allows the Victorians to rule are not divided into provinces. Victorian areas are bounded by Nightmare controlled provinces to simultaneously heighten the Victorians fear of the world and reinforce the Victorian's belief that their ways are right. If the Victorians are wrong, why do their areas have fewer monsters than those that immediately surround them?

The size of a Nightmare's province is determined by the population of an area. The average province contains about 1,000,000 people. There are about 200 Nightmares in the Orrorsh realm on Earth. Different areas can have wildly varying populations, however. Singapore has only one Nightmare for the entire city.

Each Nightmare is responsible to the Hellion Court and the Gaunt Man (or currently, Thratchen). Each Nightmare's task is to insure that the population of his province is kept in a constant state of fear. How they do this is their choice. Many of them utilize creatures which are very familiar from Earth's horror stories, but others create according to a Nightmare's twisted whims. They are also responsible for restraining their province's horrors if it appears the population is becoming jaded to the effects of the terror.

Below are some of the more active nightmares.

Ahjebax

Ahjebax (ah-JAY-bax) is giant mound of pus and ooze. His province includes Jakarta and the area to the west of the city. He lives far beneath the ground in the midst of a complicated maze of caverns surrounded by guards of his own design. This Nightmare has bent his imagination toward creating oozing creatures, creatures of strange shapes and undefinable form. It is said that the creatures of Ahjebax's imagination are so strange that even people looking directly at them have trouble determining exactly what the creature looks like. When asked about the monsters later, witnesses hesitate in their descriptions, for they are unable to accurately describe the beasts and often doubt their very sanity—*for what they remember cannot possibly have been true.*

Ahjebax is a powerful sorcerer of the occult, which is responsible for his very strange appearance. Little is known of the Nightmare's origin, though he is rumored to be an American Indian shaman from Gaea who used the new mystical powers introduced by the Gaunt Man's reality to travel into an even stronger Dream Journey state. (The Indians of Gaea had always taken "journeys" in their dreams.) With the Gaunt Man's horrible magic available, it became possible to bring creatures back from the dream place. Ahjebax enslaved the creatures and began gathering more and more power on Gaea, slowly corrupting into his present form.

Ahjebax is aware that the Gaunt Man is entrapped in the maelstrom, but he has probed the situation with his mystical powers and knows there is nothing he can do to help his master. He therefore does nothing but dream of new terrors and use his mystical abilities to create them.

Ahjebax is almost always found in his central chamber, for he spends very little time moving about. The room is thick with smoke that encourages the "dream state" he enters when looking for creatures upon which to model new servants.

Ahjebax
DEXTERITY 9
Maneuver (14)
STRENGTH 14
TOUGHNESS 25
PERCEPTION 19
Alteration magic 22, divination magic 25, scholar (dreams) 21, trick 22
MIND 20
Apportation magic 22, conjuration magic 21, occult 23, test 22, willpower 23
CHARISMA 11
SPIRIT 19
Faith (Orrorsh evil) 20, intimidation 24, reality 26
Skill Notes: Through his years of study Ahjebax has found a way to create mystical wards using the spell *madness*. Anyone entering Ahjebax's central chamber is attacked by the spell once. The spell is cast at Ahjebax's *alteration* skill level. If anyone exits the chamber and reenters the spell fires once again.
Possibilities: at least four per Storm Knight
Powers: ***attack form resistances (heat/fire, physical, mental, and spiritual damage from magical attacks); hypnosis; darkness; fire resistance; resistance to normal weapons***
Corruption Value: 32
Fear Rating: 4
Perseverance DN: 24
Weakness: none known
True Death: An occult tool from something taken from the "dream state."
Goals: To serve the Gaunt Man; to plumb the horrors of his own dreams and bring them to life.

Dr. Willhem Sconce

Dr. Sconce resides in a grim castle at the southeastern tip of Majestic. He is a member of Victorian society who bent his genius toward finding a mystical means to destroy the Gaunt Man's power. As he studied the dark arts of the occult he was seduced by them. His lust for the occult led him to make a pact with the Gaunt Man. Although he carefully hid his change in nature from his fellow Victorians he quickly became one of the Gaunt Man's prize agents of evil. Eventually Dr. Sconce impressed the Gaunt Man so much that the scientist was offered a posi-

tion as a Nightmare for the invasion of Earth. Sconce quickly accepted. When it came time for the invasion he established a castle far from the Victorian colony, claiming that he needed to keep a distance from the colony "in case my research should release forces that might threaten New London." In fact, he was simply looking for a way to keep the Victorians from prying into his affairs.

Dr. Sconce is a mad scientist. He creates life from dead limbs, dabbles with placing the hearts of a tiger into a human body (and vice versa), and explores the effects of potions to make people behave in a purely evil way. His castle is filled with strange machines, rods that emit bolts of electricity, odd dials and gauges. The whole place looks like something out of Dr. Mobius' realm of weird science. Dr. Sconce's technology is not weird science, nor is it even technology. It is all based on the occult, shaped to look like science and technology.

Castle Sconce is alive with the experiments (failures) of the doctor's work. There are flesh golems, men with the brains of sharks, crawling, disembodied hands, and worse. These are also the terrors the doctor sends out into his province. His creatures usually kill Core Earth inhabitants and Victorians and then bring the corpses back to the castle.

Sconce is one of the growing number of Nightmares that has realized that the Gaunt Man is no longer in charge and that Heketon has vanished. Sconce is ambitious enough to believe that he is capable of becoming the new, true High Lord of Orrorsh. Although he appears to be following Thratchen's orders he is really attempting to be so horrific, so terrible, that the Darkness Device will pick him as the Gaunt Man's successor.

Dr. Sconce's most able assistant is a misshapen hunchback named Golo. Golo is one of the doctor's first experiments — living creature made out of the pieces of corpses. Golo is loyal to Dr. Sconce to the point of fanaticism. The two are rarely apart.

The Many Hands of Dr. Sconce

The trio of Storm Knights progressed carefully through the jungle toward Dr. Sconce's castle. They could see it in the distance, resting atop the a cliff halfway up the steep mountain.

"That'll be a good climb," said Marcus, the Core Earth merc. Arean, the mage, and Scuzz, the cyberpunk, grunted in agreement.

They had talked less and less as they had travelled through the jungle. Ever since Jenny had been taken out by the tiger with the head of a blonde-haired woman. The stitches around the thing's neck had been large and obvious. Marcus remembered that the woman, the face of the woman, had been attractive. He wondered who she had been before Sconce got his hands on her.

The woman, her head, had screamed the whole time of the attack, as if she suffering from intolerable pain — but at no time did she sound human. They knocked her out, the creature she'd been turned into ... But only after the thing had torn into Jenny. The kid barely had a chance. The monstrosity leaped out of the jungle before any of them knew what was going on. When the creature regained consciousness, they'd tried talking to it, to see if it could tell them anything of Dr. Sconce. It was all tied up and wasn't going anywhere. Her mouth still had Jenny's blood all over it. She didn't say a word — but looked up at them. Eyes big. She wanted to die. Marcus had seen the look before. She was begging them to kill her. Arean wasn't up for it, she wanted to study the animal, but he made a unilateral decision, and before they could stop him he whipped out his pistol and took a clean shot to her forehead.

So they hadn't talked much. Not for the last couple of days.

And then the rustling noise returned. They hadn't heard it since before Jenny's death. Something in the brush. Travelling alongside them. Except it was louder now. Like there were more of them.

And then Marcus felt something grab his ankle. He jumped back and looked toward the ground. He didn't see anything — but there was still pressure on his ankle. He looked down at his foot — and saw a disembodied hand clutching at his ankle. The thing's fingers started to climb his leg. Marcus stooped down to pry the thing off his ankle —

Before he knew it another hand scuttled out of the underbrush and latched onto his right wrist. Instinctively he pulled up and raised his left hand to tear the thing from his wrist. The hand was scarred and golden brown. Veins and bits of torn muscle trailed out of the thing's wrists.

"Marc," began Scuzz, "What's the deal...?" The punk's question was intercepted by Arean's scream. Marcus whirled and saw hands, dozens of them falling from the giant leaves of the palm trees all around them. Arean was covered with them, others began crawling up Scuzz's legs.

Marcus felt something land on his shoulder. In an instant he felt a pressure against his throat as the fingers of a disembodied hand began to squeeze around his neck ...

Dr. Willhelm Sconce

DEXTERITY 13
Beast riding 16, dodge 15, fire combat 14
STRENGTH 12
TOUGHNESS 11
PERCEPTION 22
Evidence analysis 24, find 24, first aid 26, language 23, trick 25
MIND 21
Medicine 28, occult 25, willpower 21
CHARISMA 18
SPIRIT 14
faith (Sacellum) 15, reality 21
Possibilities: at least four per Storm Knight
Equipment: BP 1856 (damage value 15)
Powers: None, not yet a monster
Corruption Value: 23
Fear Rating: 2
Perseverance DN: 20
Weakness: None
True Death: None. When killed will go to waiting village to be assigned to a monster that will have a True Death.
Goals: To tap the mysteries of life and death; to create such horrors that Heketon, the Darkness Device of Orrorsh, will take notice of him and make him High Lord of Orrorsh.

Golo

DEXTERITY 15
Acrobatics 16, dodge 19, maneuver 20, melee weapons 19, running 18, unarmed combat 20
STRENGTH 17
Climbing 19, lifting 18
TOUGHNESS 22
PERCEPTION 12
MIND 9
CHARISMA 11
SPIRIT 12
Reality 15
Skill Notes:
Possibilities: 17
Powers: None
Corruption Value: 12
Fear Rating: 1
Perseverance DN: 10
Weakness: None
True Death: While Golo is still alive, removing occult sutures which hold his heart in place.
Equipment: large metal studded club (STR + 4/ damage value 21; STR 15 or better to wield)
Goals: To serve and protect Dr. Sconce

Sabathina

Sabathina rules a province along the northeastern edge of Majestic. The province runs from Palembang to the eastern edge of the island, about fifteen miles in from the shore. Sabathina is an ancient vampyre, one of the few creatures to travel with the Gaunt Man into Gaea and then continue on to Earth. The Gaunt Man offered her a position on the Hellion Court , but she politely refused the offer. Her stated reason was that she preferred her position as a Nightmare too much to give it up. While true, a second reason is Sabathina knows that the Gaunt Man usually bestows True Death on those who know too much about his internal politics. It is her goal to serve the Gaunt Man faithfully, but learn nothing of obvious value about her master. She wants the Gaunt Man to feel no compulsion to remove her from his pyramid of power.

Sabathina's home cosm was called Lereholm. It was a world of frozen wastes. Giant creatures roamed the landscape and strange, ghost-like apparitions wandered the tundra. The humans who lived on the world lived in vast catacombs carved out of mountains. The world's harsh conditions required a rigid social structure, and the humans were divided into strict tribes. Each tribe was ruled by a Matriarch, and Sabathina was such a Matriarch. When the Gaunt Man's invasion began she began depending on evil means to protect her people. The Power of Corruption ate away at her soul, and finally she found herself transformed into a vampyre. Her position of power within the caverns allowed her appetite for blood to be sated easily. Although she at first felt pangs of guilt for murdering her tribespeople, the corruption within her assuaged her feelings and she quickly came to love the thrill of hunting for blood.

Sabathina appears to be about 62 years old. Her skin is wrinkled, her short, full hair is gray, but her presence is strong. To be near her is to know what a true ruler is. Over the centuries she adopted her tribal customs into her clan of vampyres. Her vampyre clan presently consists of 30 members. Only 10 of them are of personal value to her, the other are expendable. New members are created through the murder of innocents by clan members. Whenever a new vampyre is born Sabathina's agents go out and find him, bringing the creature back to her base of operations located in the caves of a semi-active volcano on Majestic and he swears an oath of loyalty to her. The caverns serve as a home for Sabathina and her core group of ten vampyres. The other vampyres are allowed to hide in the caverns in emergencies, but are usually required to find lodging elsewhere (so as not to lead vampyre hunters back to the caverns all the time.)

Sabathina

DEXTERITY 15
Acrobatics 24, dodge 22, maneuver 17, running 18, stealth 18,unarmed combat 23
STRENGTH 22
Climbing 24
TOUGHNESS 21
PERCEPTION 14
Find 16, tracking 18, trick 19
MIND 17
Test 24, willpower 23
CHARISMA 16
Charm 28, persuasion 23
SPIRIT 13
Faith (Orrorsh Evil) 21, intimidation 23, reality 22
Possibilities: At least five per Storm Knight
Natural Tools: Fangs (STR+2/ damage value 24)
Powers: ***life drain* (*Spirit*); *shapechange* (wolf); *animal control; resistance to normal weapons, infection.***
Corruption Value: 30
Fear Rating: 3
Perseverance DN: 24
Weakness: Vassen (a holy symbol from Sabathina's home world — a circle with a triangle within it) The weakness is severe.
True Death: A stake of ice must be driven through Sabathina's heart.
Goals: To serve the Gaunt Man faithfully by creating fear; to keep herself and her favorite clan members alive.

The ten core clan members are, from eldest to youngest, Barstrate, Keywin, Lucy, Heather, Stanton, Randolph, Michael, James, Winston and Agatha. Older vampyres may have skill values which are even higher, some having a few skills which exceed Sabathina's.

Core Clan Members

DEXTERITY 13
Acrobatics 20, dodge 20, maneuver 18, running 19, stealth 22, unarmed combat 21
STRENGTH 17
Climbing 20
TOUGHNESS 19
PERCEPTION 12
Find 15, language 15, tracking 15, Trick (15)
MIND 14
Test 16, willpower 21
CHARISMA 16
Charm 25, persuasion 22
SPIRIT 10
Intimidation 18, reality 18
Possibilities: at least two per Storm Knight
Natural Tools: Fangs (STR+2/ damage value 19)
Powers: ***life drain (Spirit); resistance to normal weapons, infection.***
Corruption Value: 12
Fear Rating: 2
Perseverance DN: 19
Weakness: Vassen (a holy symbol from Sabathina's home world — a circle with a triangle within it). Descended from Sabathina they share her weakness.
True Death: A stake of ice must be driven through Sabathina's heart. As long as their leader is alive, these vampires can never truly die.
Goals: To serve Sabathina; to create fear.

Skutharka

Skutharka is a terrible, wolf-like creature. His build is powerful and he stands about three meters tall. He is not a shapeshifter, but an intelligent beast. Rumors claim he has established his base of operations at the top of a skyscraper in Singapore. He dresses in tailor-made suits designed for his massive frame. His offices are populated by about a dozen corrupted individuals who serve him. They work at desks and function as a typical office. This is part of Skutharka's style: the dog-eat-dog world of business held great appeal for him as soon as he heard about it. He mimics the mannerisms of capitalists — going so far as to pick up phones not in use, speaking into them and laughing the whole way through an imaginary conversation.

Skutharka was also inspired by Thratchen's tales of his techno-horror realm of Tharkold. He has turned Singapore into a realm of mechanical horrors.

The Nightmare's chief assistant is Mr. Su Ho, an Earth native of Chinese decadences. Some say Mr. Ho sold his loyalty to Skutharka in order to get the power to save his dying wife. The first command Skutharka gave Mr. Ho was to murder his wife. Having tasted the delightful power of the Power of Corruption, Mr. Ho chose to comply with the instructions. Mr. Ho was an accomplished martial artist before his mind was corrupted. He now enjoys finding people in the midst of an emotional crisis and designing a physical horror to complement it. He then passes his suggestions on to Skutharka.

Skutharka

DEXTERITY 15
Acrobatics 17, dodge 19, maneuver 18, running 17, stealth 20, unarmed combat 19,
STRENGTH 21
Climbing 23, lifting 22
TOUGHNESS 18
PERCEPTION 16
Find 19, tracking 19, trick 20
MIND 14
Occult 19, survival 16, test 17
CHARISMA 14
Persuasion 17, taunt (15)
SPIRIT 12
Intimidation 15, reality 16
Possibilities: 24
Powers: ***attack form resistance (magical physical damage); resistance to normal weapons; hypnosis; resistance to magical weapons***
Corruption Value: 22
Fear Rating: 3
Perseverance DN: 23
Weakness: Roses
True Death: Skutharka must be decapitated and a mixture of bee's honey and rose petals poured down his throat.
Natural Tools: claws (STR+2/ damage value 25); teeth (STR+3/ damage value 26)
Goals: To create fear in Singapore; to amuse himself while doing it.

Mr. Ho

DEXTERITY 12
Acrobatics 14, dodge 15, fire combat 13, maneuver 14, martial artist 17, melee weapons 13, stealth 21
STRENGTH 11
Climbing 13
TOUGHNESS 13
PERCEPTION 11
Find 12, Evidence Analysis 12, Tracking 12, Trick (13)
MIND 10
Test (13), willpower 13
CHARISMA 9
SPIRIT 9
Reality (Core Earth) 12
Skill Notes: Ho's corruption have cost him his martial art's disciplines. He still adds +2 to his *Strength* (damage value 13) when attacking with martial arts.
Possibilities: 12
Powers: None
Corruption Value: 16
Fear Rating: 1
Perseverance DN: 11
Weakness: None
True Death: None. When killed will go to waiting village to be assigned to a monster that will have a True Death.
Equipment: 45 Colt Auto (damage 16); nunchuks (STR+4/ damage value 15)
Goals: To serve his master in finding victims of horror; to keep his mind so full of pain to inflict on others that he does not remember his own horrible crime.

The Horrors

The horrors are the countless monsters and beings of Orrorsh. They usually act alone, but are given authority to terrorize by a Nightmare. If a horror is not killed in exactly the proper manner its corrupted soul is sent to a Waiting Village, where it is eventually plucked out at randoms and sent out to create a new monster.

See Chapter Eight for a listing of the many horrors of Orrorsh.

Mr. Ho Finds a Horror

The streets of Singapore are as crowded as they were before the invasion. Perhaps even more so, since technologies such as telephones and cars work with infrequency and people have to speak to each other face to face — even if it means a cross town trip to do so.

Mr. Ho walks the streets of Singapore. His broad Chinese face smiles happily as he jostles his way through the throng of humanity. He hums a song. "So many people," he thinks. "So many people to terrorize." He is well dressed — a businessman unaffected by the depression that has destroyed the country's economy. Hundreds of thousands now live in the streets, starving, and praying for the nations factories and machines to start working again.

A .45 thumps rhythmically against his chest as he walks. "The streets," he thinks with an inward laugh, "can be dangerous." There is also a small black notebook in the chest pocket of his jacket, along with a pen. The notebook is lighter than the pistol. Despite this, Mr. Ho sometimes forgets about the gun, but he never forgets about the notebook.

Mr. Ho notices a man just ahead of him, a short Malaysian. The man has a worried look on his face. Mr. Ho is intrigued and follows. He has developed a sense about these things.

The Malaysian walks quickly through the crowd, obviously in a hurry. "And," thinks Mr. Ho, "with a touch of guilt?" Without thinking about it he withdraws his notebook. He does nothing with it. It is simply in his hand, ready.

The small man leads Mr. Ho to a deserted area outside of Singapore's business district. The walk has been long, and the sun is now high overhead, making most men sweat. Mr. Ho does not sweat. He is more than well dressed. He is pristine. Mr. Ho is now certain that the man is guilty of a crime. He is constantly checking over his shoulder to see if anyone is following. He does not spot Mr. Ho. Mr. Ho is rarely seen unless he wants to be. And that is rare.

The man ducks into a junk yard. No, a shanty town. The homeless have made an elaborate village out of scraps of metal and cement blocks and cloth. Mr. Ho forgets that so much has changed since the invasion. He draws in his breath and smiles. Resilient. "People are resilient," he thinks. Which is good. If they weren't resilient they'd all simply die and he'd be out of a job.

He enters the shanty town. He does not try to conceal his presence any longer, for the man is home and his guard is down; the man no longer glances behind him.

Eventually he enters a shack. Mr. Ho walks carefully up to, stepping over piles of rusted bumpers and old gears. He peers through a window. There, on the floor, is a young boy. The man is preparing a hypodermic. The package with the chemical is bright and shiny. The man obviously stole medicine for his dying boy. On the man's face Mr. Ho can see the frustration — the invasion has robbed him of his job, his home, and his ability to protect his family. He will do almost anything to save his son...

At first Mr. Ho frowns, for there is an unpleasant memory too close to the surface of his mind, but then he smiles. He opens his notebook and takes out his pen. He writes, "Man needs medicine. What if he is given a magical hypodermic? He needs to draw the blood of people he murders. When the blood is injected into the boy it acts as whatever medicine the boy needs. The boy will always be safe. The man need only murder and steal the blood."

He slides the pen back in his pocket and closes the notebook. Around him is the shanty town. Desperate people who already have enough on their minds. What happens when an unknown assailant begins killing them and methodically bleeding them dry? With a jaunt in his step he heads out of the town, smiling to those he passes.



E. Geier

The Ecology of Horror

Unlike the other realities that have invaded Earth there is no room for a true society in Orrorsh. Societies are designed to provide comfort and structure. Comfort and structure discourage fear, and since it is fear that Heketon wants, society has no place. However, a High Lord and his Darkness Device draw power from the possibility energy drained from people living in the realm. If the monsters and terrors of Orrorsh are too fierce and chaotic and destroy too much of the planet's population then the invasion is for nothing, for there is no more energy to be drained. On the other hand, if the monsters are too organized, like the Cyberpapacy or Dr. Mobius' Empire, then although they are strange invaders they produce less fear. Much fear rests in the unknown. An army of werewolves might be terrifying at first, but soon they are no more frightening than any other army. The horrors of Orrorsh are the terrors of the dark corners and footsteps walking behind you late at night.

Because of these complicated concerns, the Gaunt Man has slowly altered his cosm during the years that he has ruled it. At first the reality was far too brutal, and too many inhabitants of invaded worlds were killed by vampyres and witches before they could be drained of possibility energy. Then he tried reigning in his creatures, taming their savage natures. But this meant that they were no longer truly monsters. They wore the guise of a vampyre, attacked innocent prey, but they did it with the same cool precision of a hit man. The edge of terror was lost.

It has taken centuries for the Gaunt Man to find the perfect balance of organization and wildness to make his reality truly alive — a reality that is at once brutish and horrible while remaining organized enough to remain capable of invading one world after another.

This balance is the Ecology of Horror.

This ecology balances the needs of his creatures and monsters against the need to keep the vast majority of the population of the world he has invaded alive. The Ecology also helps the evil of his realm survive against the onslaught of heroes and do-gooders.

The Ecology of Horror rests upon three points.

The Power of Fear

This power protects the Gaunt Man's creatures from the general populace and brave heroes. The Power of Fear keeps people from taking action and weakens them when they confront the horrors of Orrorsh. This fear overwhelms the average person so much that they lock their doors and

windows when they hear reports that a monster is nearby. Storm Knights, while the are able to overcome the fear to a degree, are still unable to shake it off completely. This fear affects their ability to act. These rules are covered in Chapter Four.

Anyone who gives up possibility energy to Heketon while afraid gives up a purer, richer, form of possibility energy. This enhanced energy means that the Gaunt Man gains more possibility energy from the same number of people than he would normally get. It also means that the reality of Orrorsh is rewarded simply for frightening people.

The brilliance of the Gaunt Man's cruel ecology lies in the last aspect of the Power of Fear. Fear acts as a perverse *glory*, a corruption of a great legend's power to refill the transformed with possibility energy. As deeds and tales of Fear spread, the Everlaw of Two reconnects a transformed person. Possibility energy again flows into reconnected being. The connection and the possibility energy strengthen the ties between a person and his reality. To the reconnected character it as if the world became even more horrible than before. A person soon recoils from this horrific reality and its energy — so he rejects the connection. Heketon absorbs the possibility energy released when the person rejects the connection and empties himself of possibility energy.

The Gaunt Man's ecology is stable. The horrific reality of Orrorsh can continue to extract possibility energy from a cosm even when the entire population has been transformed. That is the true Power of Fear.

The Power of Corruption

The second point, the Power of Corruption, encourages people to commit acts of evil and selfishness, and rewards them with the High Lord's dark power when they do. Over the long run, this supernatural strength eats away at the soul of the recipient and consumes it. Eventually people who are seduced by the Power of Corruption become monsters of Orrorsh. There are game mechanics for this world law as well, and they are covered in Chapter Four.

Eternal Corruption

The third and final point is Eternal Corruption, a reincarnation process for creatures of Orrorsh. Eternal Corruption is offered to beings who have been seduced by the Power of Corruption. When a creature or corrupted person is killed, its soul is offered the choice of either being sent to its respective god to be judged, or being detained by the Gaunt Man for a short period of time and then placed in the host body of another creature at some later date.

The mystical means of Eternal Corruption contains several key ideas to understanding how Orrorsh functions and how the Gaunt Man is able to survive one invasion after another without depending on massive armies to conquer worlds. Unless a creature of Orrorsh is killed in just the right way its soul lives on even though its body has been destroyed. If the vampyre's soul agrees to it, it can be saved from leaving the mundane world of the cosm and traveling to the higher powers of the universe to be judged. Since most monsters and corrupted people *know* they do not want to be judged (they've spent their existence killing innocent people for knowledge and power after all) they usually accept the Gaunt Man's offer.

The Darkness Device sends the corrupted soul, now separated from its body, to a Waiting Village where it resides with other corrupted souls. There it is treated to sensations and pleasures only dimly remembered by the corrupt soul. The darkness that has shrouded the soul's life lifts and it is happy and content for the first time in years. Eventually a Nightmare who wants to create a new creature requests a soul from the Gaunt Man. The High Lord grabs a soul out of the waiting village and flings it to the Nightmare who places it in his new creation of terror. The new terror is let loose upon Orrorsh, but the soul is an old soul. The Storm Knights might well find themselves facing an old foe in a new guise.

If this new body is destroyed as well, then the corrupted spirit is once again offered the chance to travel to a Waiting Village. After living the deadened life of a corrupt creature, the promise of pleasure in the Waiting Village is an offer the creature does not want to reject. The creature again postpones judgement.

The problem for the corrupt soul, is that its fear of being judged and its desire for short term pleasure consigns itself to an eternal existence of non-life as it's reincarnated over and over again as a monster than can never really experience life.

Where Do Monsters Come From?

Corrupted souls are either creatures and monsters of Orrorsh or people who have, through a moral lapse or active greed, called upon the dark forces of the cosm. Where the corrupted people come from is fairly clear — they allow themselves to be that way. And some corrupt people, once they become really corrupt, become monsters themselves. But what about all the souls in the Waiting Villages? Where do the monsters come from for them to inhabit?

Well, they created in one of four ways. They are created through the Power of Corruption when a corrupt human becomes a monster, they are designed by Nightmares, they are created through the actions of another monster, or they are created through "wild horror."

The first method is covered Chapter Four, under the Power of Corruption. Each time a person calls upon the dark forces of the cosm he runs the risk of becoming a creature of Orrorsh. The more he calls upon the Power of Corruption the greater the risk. There are few people who regularly call upon the Power of Corruption who do not end up a creature of the realm. Remember that any soul that is corrupted, even the soul of a Storm Knight who called upon the Power of Corruption to save his friends, is given the option to travel to a Waiting Village upon the death of its body. The soul could be in the body of a human, or within the body of person who turned into a



werewolf due to his ties to corruption.

The second method of monster creation is design. The creatures of Orrorsh must be well regulated to fit the Ecology of Horror. They must also be given a great deal of freedom over a large area; so the Gaunt Man has created the Nightmares. Nightmares are given free reign to design the monsters of the realm and the cosm. When a Nightmare decides upon a new terror he wants to unleash upon the populace of his province, he petitions the Gaunt Man (although currently Thratchen is petitioned) for a soul. Of course every Nightmare wants the most powerful of the corrupted souls drawn from the Waiting Villages for his creations, so all try to curry the Gaunt Man's favor. When a soul becomes available the ruler of Orrorsh considers the petitions put before him, and then assigns the soul to the Nightmares. The Gaunt Man attempts to balance out the souls he distributes to his Nightmares (he does have his favorite Nightmares, but he has no desire to unduly weaken any of the realm's provinces).

Once assigned, the souls are released by Heketon to the High Lord. The High Lord may use his abilities to twist the soul before hurling it to the chosen Nightmare. Currently, the souls are not released to Thratchen. Heketon sends the souls directly to the Nightmares. But the Darkness Device only releases those approved by Thratchen. Heketon, while not directly sharing any of its vast power with Thratchen, has chosen to weave the techno-demon into the web of the Ecology of Horror.

The third method of monster creation is an extension of the second. Some Nightmares create monsters that turn their victims into monsters as well. Well known creatures along this line are vampyres and were-wolves. There are other creatures that do this in Orrorsh, and, because each monster is designed to suit a specific whim of the Nightmare, not all vampires and werewolves necessarily possess the ability.

When an innocent person (that is a person untainted by the Power of Corruption) is killed by vampyre his soul is immediately released from his mortal form. The person is dead and the body is dead. If the vampyre in question is of the type that creates more of his kind through murder, then a soul will be needed when the corpse rises as a vampyre. *Although it is the body of the victim that becomes a vampyre, it is not the victim's soul that becomes a vampyre.* A corrupted soul is taken from a Waiting Village is placed in the body of the new vampyre when it rises from the dead. Notice that this means that all the monsters of Orrorsh have souls — even a zombie raised from the dead through occult means.

The last method of method creation is the most rare. This is "wild horror." It is created through release of random possibility energy that occurs from



D. Miller

time to time on Earth since the invasion began. A prime example of "wild horror" is the fortress of Muslim zombies that sprang up on Majestic's northern shore when the reality of Orrorsh washed over the land. The zombies are the corpses of Muslims of Earth desecrated by Portuguese sailors hundreds of years ago. *The souls of the zombies are the same souls of the Muslims who died hundreds of years ago.* Orrorsh is not part of controlling this terror. The zombies are acting on their own will. The arrival of Orrorsh only acted as a catalyst for the creation of the zombies.

Strong Life & True Death

It would seem that because all the creatures of Orrorsh can reincarnate, there is no way to truly win against them. First, there is the fact that the corrupted souls "wear out" over many reincarnations. Eventually they become so weak that the Gaunt Man never uses them. They remain in the village, forgotten and so weak that they can feel nothing.

Second, every soul has a method of True Death. It is this death that a group of Storm Knights always seeks to bestow upon any creature they hunt. The method of True Death varies from monster to monster (though many creatures share the same method of True Death) and is always well hidden. Part of the task of hunting a creature is determining its True Death so that when the creature is found it can be killed properly. When a creature is killed with its True Death its soul is banished from the reality — its soul sent off to be judged — so quickly that the Gaunt Man cannot intercede. The soul is lost to reality of Orrorsh.

On the other hand, many creatures of Orrorsh are powerful enough and clever enough to avoid both the True Death and the destruction of their host body. Such creatures become very, very powerful. This is why the monsters of Orrorsh work so hard to stay alive. Although they can be reincarnated, they know that if they survive the assaults of monster hunters great power awaits them. The direct servants of the Gaunt Man, the members of the Hellion Court and the Nightmares, are all drawn from the ranks of creatures who have survived in their one host body for hundreds of years. This body does not have to be the creature's first body, but it must be one it has lived in for a very long time.

The Cultures of Orrorsh

Besides the creatures of the night that the Gaunt Man has brought down the maelstrom bridge, there are several groups of people who have travelled down the bridges of their own volition. They have come to Earth either to war with the Gaunt Man so as to prevent his gaining more power, or to escape the terrors of Victoria and forge new lives for themselves on the relatively safer world of Earth. These groups are the Victorians, the Gypsies, and the Swamis. Although each group means well to the people of Earth, the fact that they are from a different world with a different history and reality often leads them to make mistakes when dealing with people from Earth. Sometimes these mistakes only lead to bad feelings between groups. Other times they lead to blood.

The Victorians

As mentioned in the previous chapter, the Victorian culture is similar to that of Earth's England at the end of the 19th century — only more so.

The Victorians are a proud and arrogant people. Until the arrival of the Gaunt Man they ruled most of their world through a colonial empire. They travelled to lands with much lower technology and exploited the native populations to create product and trade. It was, in their eyes, the inherent superiority of Victoria, of the white race, and the will of god that allowed them to rule their colonies so successfully for so long. Now that their empire has crumbled they retain its glory in their minds and are certain that someday that glory will be re-established.

They are a strong people, with a will of iron. There is no other way their empire could expand as far as it did without that strength. Phrases such as "stiff upper lip" came out of this culture, and in their clothes you can see the same solid strength. As opposed to the jeans and loose sweatshirts that we of Earth lounge around in today, Victorian men wear stiff, high collars and the women are bundled in corsets. A Victorian does not relax naturally. To be alert, prim and proper, that is the Victorian way, and it is a way of living that has done very well for them.

The lynch pin of Victorian society is its religion. In our world the Victorian religion of the 19th century was the Evangelical movement. In the Victorian society of the alternate Earth it is the Sacellum. The Sacellum is a mixture of Victoria's early Christianity (which produced a very different New Testament than the one we have today on our world).

As Mr. G. M. Young writes: "Nor can it escape the notice of men that the virtues of a Sacellum model are easily exchangeable with the virtues of a successful merchant or a rising manufacturer. To be serious, to redeem the time, to abstain from gambling, to remember the Sabbath Day and keep it holy, to limit the gratification of the senses to the pleasures of a table lawfully earned and the embraces of a wife lawfully wedded, are virtues for which the reward is not laid up in Heaven only."

Not only did their religion allow them to build a world spanning empire, but it has given them the strength to stand up to the horrors of the Gaunt Man. They are adamant in their struggle to kill the terrors of their world and once again rule Gaea.

Given such a single minded confidence of one's righteousness there is always the possibility of committing evil in the name of god. Without doubt the Victorians have fallen prey to this danger.

Their colonial empire was built upon the backs of natives forced to labor for Victorian profit. From Africa to the East Indies countless people toiled at gunpoint held by Victorian soldiers. If you ask them about such developments, the Victorians calmly answer that they were raising the moral

From the journal of Dr. Kyai Maja

It seems as if our cause is lost... But I will press on. The creatures must be destroyed.

We raided their lair earlier this morning. A boy, about eight years old, told us where it was three days earlier. His entire village had been wiped out by an assault of the creatures and he'd been living alone in the jungle for days. He was in shock, dazed, but he'd also followed the vampyres, running after them silently as they finished their hunt for the night. Eventually he found out where they lived.

We couldn't get anything out of him for days, but he continued to mumble about "blood" and "bats" in his sleep.

Eventually we discovered his name was Bijas. Sister Thorn calmed him and he began to tell us what happened. We got the directions for the cave, and then decided to take him to the village we'd passed through earlier in the week. To leave him in the jungle seemed as dangerous as to bring him with us to the vampyres' caves.

We travelled all day and when night fell we camped. Without lighting a fire we settled into our tents. The boy was much calmer than we'd found him, and very happy to be leaving the vicinity of the vampyres.

But even though we had been so careful in our journey, had done everything as carefully as we could, the vampyres found us.

I heard their wings flapping in my sleep. At first I thought I was having a nightmare, but the fear produced by the thoughts drove me into an alert state. I rushed out of my tent just in time to see the large, dark forms landing a few yards from our camp. In my hands was a cross and the vial of holy water. They gave me no comfort.

"Sister!" I cried out, "They're here!"

Sooner than I would have thought possible she was out of her tent, her crucifix raised, radiant in the moonlight. She seemed to possess an uncanny sense of where they were and raised the cross toward a patch of darkness. I heard a hiss come from shadows. Without hesitation I unstoppered the canteen and rushed for the noise. My plan was to get as close as I could to the brutes before I doused them with the water.

In hindsight I could see how desperate I had become. It was almost as if I needed the conflict ended right then. I didn't care if I died, just so long as my part in the nightmare was over.

Four long strides brought me within a few feet of the monsters, though I could not yet make them out in the darkness. The low leaves of the jungle's underbrush slashed against my legs and for just an instant I forgot how much the jungle can hide with little effort. Then the vampyre's hand grabbed at my ankle and I crashed to the ground. My only thought was to prevent the water from spilling out of canteen — and as I balanced it just so with both my hands above me I crashed into the ground — my chest slammed into a group of roots with full force. A rush of air left my lungs and for a moment I could do nothing but lie on the ground gasping.

Then I sensed movement behind me and then a powerful hand grabbed the collar of my shirt. Before the vampyre could take further action I twisted myself around and swung the canteen so the water splashed out from its neck and across the vampyre. A horrible scream cut through the night jungle as the creature let go of my shirt and clutched at its face. It was standing over me, on either side of my waist. The full moon formed a halo behind him.

I was thinking frantically of what to do next when a stake suddenly erupted through the front of the vampire's chest. Blood spewed forth and I instinctively raised my face as the monster's tainted ichor rained upon me. Then I heard a dull thud beside me. I looked and saw the creature was on the ground. Sister Thorn stood now where the vampyre had been, a hammer in her right hand.

A second scream filled the air. The boy! Thorn and I both looked up and saw the huge vampyre bats flying of into the night. Two of them, using their powerful talons, held the child by the collar of the shirt I had given him. He screamed and struggled at first, but then he looked down and saw his situation clearly and passed out.

We pursued the creatures immediately, but of course lost sight of them within minutes.

As I said, that was three days ago. We travelled toward the lair

in circuitous route, hoping to avoid another encounter with the monsters until we found them unaware in the lair.

We found the cave entrance this morning.

The sun was up and we felt that the time to settle the business was at hand. Sister Thorn's face was grim. She hefted her backpack full of stakes and crosses over her shoulder and started up the hill to the cave. I, far more tired than she, followed.

The smell was that of a tomb. We made our way down a long tunnel and found ourselves in a large room full of corpses. Or rather, the undead. Half a dozen vampyres lay on the stone floor of the chamber. Including the boy. His arms were gently folded over one another.

Thorn and I quickly set about our work, moving around the room and driving the stakes into the vampyres, cutting off their heads, and letting the holy water flow over each face, just as the book we had found instructed us to do.

We both avoided the boy but said nothing. I was working on the last of the original vampyres when I saw Sister Thorn cross the room to the boy. "I'll..." I began, but she said, "No. Finish what you're doing. I just want it all over." She sounded so tired, so beaten. I turned back to the vampyre I was destroying, then heard a gasp behind me.

I whirled.

Sister Thorn's neck was broken.

The boy was holding her by the hair, standing, smiling, looking at me.

"Good to see you again, Doctor."

It was the boy's voice. But there was something wrong about it — something different. Something familiar.

"You look confused. Ah, the body of the boy! You'd don't recognize me. My apologies. I should have realized. Allow me to re-introduce myself ..."

Stanton!

"... I believe you remember me as James Stanton. The oafs you have just destroyed killed far too many people far too quickly. They were marked for death. My mistress Sabathina and I thank you for your help. As for me, well, I am one of Sabathina's favorites and she asked the Gaunt Man if I could return. He complied."

I raised my cross. The boy — Reno — covered his face. "Take that thing out of here and go. I am letting you live, doctor. I want you to be victorious this day and bring the tale of your victory to all of your people!" I took a step toward him. In a flash he raised the nun's neck to his mouth and bit. He looked up at me and smiled. "You will lose this day. You know this. Go now. Go and we will meet again."

I am shamed. I did as I was told. I took nothing with me. I just ran from the cave out into the jungle, and then ran and ran and ran.

fiber of these "primitive people" and introducing civilization to their lives. It is true that some inhabitants of colonial areas were assimilated into the Victorian hierarchy — but never as equals. They were educated and given solid Victorian accents and learned the table manners of the Victorians. But these were only a few — a few needed in India and South Africa and the East Indies so that the Victorians could have representatives of the people they exploited working for them. It was, and is, as much a matter of political and economic savvy as a matter of the "white man's burden" to raise the social and spiritual standards of the "savages" they encountered.

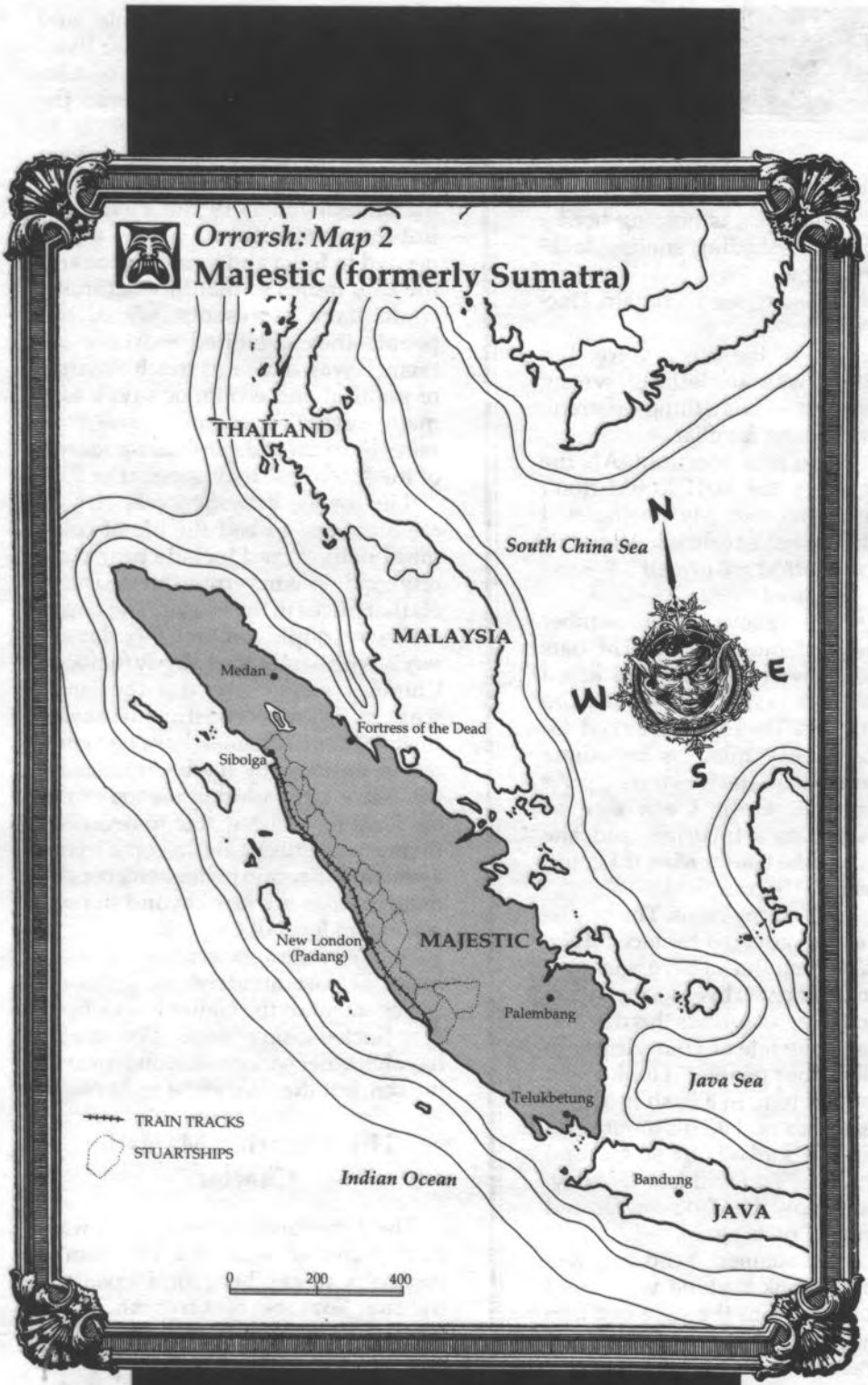
Life for the *domestic* lower classes are often just as bad the life of colonized natives, and include near poverty conditions in vermin infested hovels that freeze in the winter. The hours for such people are long, six days a week, with barely enough pay for food. Chimney stacks now dot the landscape of Victoria, obscuring the sky of their nation. Craftsmen have been put out of business by the beginnings of the industrial revolution and the workers have never been able to organize themselves effectively to force management to bargain better work conditions (unions are just beyond the social axiom level of Orrorsh).

Still, Victorian society has survived intact against hundreds of years of besiegement of the Gaunt Man's horrors. Such a losing proposition might have left other nations despondent and broken, but the Victorians fight on.

The Victorian Majestic Charter

The Victorian Majestic Charter was hastily created after the Victorian's discovery of another world invaded by the horrors of Orrorsh. The Victorian's wanted to travel to Earth and save our world, not only due to a sense a moral obligation (which is indeed a part of the Victorian's motivation) but to stimulate their nation's economy, which has stagnated since their world's nearly complete domination by Orrorsh.

As soon as the Queen's Own Lancers were sent down the bridge to Indonesia a group of investors got together



and petitioned Queen Victoria for a charter to the new world. It was clear that if the troops were going to be supported some kind of mercantile expansion would be needed. The charter was granted, and the company is now responsible for exploiting the land for economic profit.

The Victorian Majestic Charter is controlled by a group of 112 shareholders, most of whom live on the world of Victoria. Many of them are quite insignificant in terms of their power. The real authority for the company is the charter's board of directors, 12 men who are all shareholders. It is the board that decides the company's policies for profits on the island of Majestic and future plans of expansion throughout Earth's Southeast Asia.

A prominent member of the board of directors is Samual Benford. Benford is one of the few shareholders of the charter that spends a great deal of time on the island of Majestic. Benford is a reformer, a man who believes that the Victorian method of fighting evil with evil acts is doomed to failure. On top of that he's one of the few Victorians to realize the Indonesians were more advanced than the Victorians in terms of technology. Most Victorians assumed that the "natives" stole the equipment or it was left behind when white settlers left. Benford knows that the Indonesians understand much, much more than his people are giving them credit for. He's always poking his nose into the colony's affairs, trying to work out better living conditions for the Indonesians and keeping tabs on all infractions of conduct committed by the military. Benford is very wealthy and his money was needed to get the charter started as quickly as it was. If not for this, the board would never have invited him to become a member.

Samual Benford

DEXTERITY 9
Beast riding 11, dodge 11, fire combat 10, maneuver 12, running 10, swimming 10, unarmed combat 11
STRENGTH 10
Climbing 10
TOUGHNESS 10
PERCEPTION 10
First aid 11, scholar (anthropology)



E. Geier

12, tracking 11, trick 12
MIND 8
Willpower 10
CHARISMA 8
charm 11, persuasion 10
SPIRIT 11
Faith (Sacellum) 13, reality 12
Possibilities: 6
Equipment: Lee-Hollings Light Pistol (damage value 15); Lee-Hollings rifle (damage value 18)
Goals: To learn more about the Indonesian culture and report his findings to Victoria; to prevent the slaughter of the people of this advance culture; to fight evil in whatever form it takes.

The Majestic Colony

The Majestic Colony is centered around the city of New London (formerly Padang). It's purpose is to tap the natural resources of the island and create a work force out of the Indonesian population of the island.

Mr. Doccus is the chairman of the board of the Victorian Majestic Charter. He hired one of his old friends, Robert Ashton, a retired general, to run the colony. As such he is the governor of Majestic, and he is responsible for the profitability of the colony and keeping the Indonesians under control.

Ashton was well on his way to corruption even before he arrived on Earth. Shortly after he took his post Ashton began spending a great deal of time with General Avery Wellington, the commander of the Victorian forces on Majestic and a secret member of the Gaunt Man's Hellion Court. Wellington introduced Ashton to the occult after the governor proved himself willing to squeeze as much profit out of the colony as possible through whatever brutal and evil ways his mind could devise. As Ashton explored the occult he realized the power that was waiting for him if he would only embrace evil fully. He has done so and is becoming an accomplished occultist.

Governor Robert Ashton

DEXTERITY 9
Fire combat 12, maneuver 10, melee weapons 10
STRENGTH 12
TOUGHNESS 9
PERCEPTION 14
Trick 15
MIND 14
Occult 17
CHARISMA 8
SPIRIT 12
Reality 15
Possibilities: 22
Equipment: BP 1856 (damage value 15)
Powers: None, not yet a monster
Corruption Value: 18
Fear Rating: 1
Perseverance DN: 16
Weakness: None

True Death: None. Upon his death his soul will be sent to a waiting village

Goals: To expand his knowledge of the occult so that he might rule with the same force of terror as the creatures that invaded his world; to keep his ambition a secret.

Beneath the colonial governor are more than a dozen *stuarts* (named after Alfred Stuart of Gaea who established this type of colonial organization in the Middle East). The stuarts are responsible for smaller portions of Majestic. As new territory is cleaned up and annexed by the Victorians new stuart positions become available. Governor Ashton is responsible for picking the stuarts and assigning them their *stuartships*, though he would accede to any veto put forth by the charter's board of directors. The current stuarts range from the very capable to the politically affluent who just wanted to be part of Victorian's new campaign. Ashton does not mind giving stuartships to men who are not the most competent as long as they don't end up near the border of the colonial expansion, for that is where the most experienced men are needed.

The stuarts are responsible for insuring order and profits in the areas they rule. The current stuarts are Sir James Allenton, Winston Everson, Quinton Freemason, Victor Gully, Dorrian Hill, William Jennings, Gustavas Jones, Brian LeBeg, Frederick Paget-Smith, Jonathan Sandford, Derring Smith, Gregory Stapleson, Bernard Stevenson, Sir Albert Tennyson, and Christopher Thomas. At present none of the stuarts is in league with the Gaunt Man or Thratchen, though that can quickly change. Allenton and Sandford are part of the The Society of the Purple Eyes, Majestic's secret occult society.

The Victorian Military On Earth

The Victorian Majestic Charter has a symbiotic relationship with the Her Queen's army. The army protects the mercantile interests, while the company produces goods and supplies the army needs to survive.

The commander-in-chief of the Victorian forces on Earth is General Avery Wellington. Wellington also serves the Gaunt Man as a member of the High Lord's Court.

The Victorian military units contain fewer men than comparable military units of Britain's military of our 19th century. Smaller units are due to the nature of combatting the forces of Orrorsh. Victorian soldiers seldom encounter the enemy in the form of an army. Instead the units must patrol towns and hunt vampyres and swamp monsters.

Military units are broken down into the following organization.

Section: 1 noncommissioned officer (NCO), 4 privates (5 men total).

Platoon: 1 officer, 1 chaplain, 2 sections (12 men).

Company: 1 officer, 1 company chaplain, 1 NCO, 2 platoons (27 men).

Battalion: 2 officers, 2 battle chaplains, 2 NCOs, 4 companies (114 men).

Regiment: 2 officers, 1 regimental chaplain, 8 other staff personal, 2 battalions (239 men).

Each regiment of the Victorian Royal Order contain a troop of cavalry consisting of 40 men, bringing the total up to 279 men. Artillery companies of 24 men and four 15-Pound Breach-Loaded Rifle Guns are assigned as attachments to units as necessary.

Victorian Troops

There are over one hundred regiments located throughout the island of Majestic. The majority of them operate out of New London, travelling out into the jungle and searching for the horrors of Orrorsh. Other are stationed deep in the jungle. These are the veteran troops, most of whom served on the continent or in Rhodesland. The logic of using such valuable troops on Earth is to to stop the spread of Orrorsh on Earth as quickly as possible — as opposed to what happened on Gaea when the horrors spread across the globe due to inattention.

Some of the more notable regiments are the following:

1st Regiment, The Blessed Order of the Sacellum: This regiment is a holy fighting order created through the money of the Sacellum. Although not technically part of the Victorian army they are assigned duties on Majestic as any other regiment — though they move around quite a bit. The 1st Regiment, Blessed Order of the Sacellum (or the Choir Boys, as they are commonly and proudly known) usually have the best supply of silver weapons, bullets, holy water and so forth.



E. Geier

4th Regiment, Her Majesty's Line Infantry: Permanent garrison of Dolla, a small city south of New London. One or more companies usually engaged in sweeps. They often search for Indonesians to press into service at the factories of New London.

7th Regiment, Victorian Royal Order: Permanently stationed in New London. One or more companies of the regiment are usually in the field hunting down Indonesian trouble makers.

8th Regiment, Victorian Royal Order: Split up into platoon and company garrisons in several small villages around New London.

11th Regiment, Victorian Royal Order: 1st Battalion stationed at Medan; 2nd Battalion broken into platoon and company sweeps of Muslim resistance forces located along the northwestern coast of Majestic.

The Queen's Own 17th Lancers (cavalry regiment; as above, but the men are all mounted): Mobile regiment stationed out of New London, usually engaged in long range sweeps.

The Gallic Legion, consisting of the 2nd, 3rd, 14th and 15th regiments. Top expeditionary force with a lineage stretching back to Victoria's conquest of Gaul. They operated in Gaean Africa and Europe long after the continents were overrun by horrors. Many heroic figures have emerged from the legion. To the dismay of General Wellington, few of them lean toward corruption.

Victorian Soldiers

Below are standard descriptions of Victorian soldiers. Within the ranks of the Victorian military there is a great deal of variety, and the listings below are only a shorthand. This variety is especially pronounced in officers of the military, where personal style is often the key to successful military strategy.

Victorian Military Officer
DEXTERITY 9
Beast riding 12, dodge 12, fire combat 12, maneuver 10, melee weapons 10, unarmed combat 10
STRENGTH 9
TOUGHNESS 11
PERCEPTION 9
Scholar (military tactics) 13, trick 14
MIND 8
CHARISMA 12
Persuasion 14
SPIRIT 8
Faith (Sacellum) 9, intimidation 9
Possibility Potential: Some (35)
Equipment: Rapier (damage value STR + 5); Lee-Hollings Rifle (damage value 18)

Victorian Soldier
DEXTERITY 9
Dodge 11, fire combat 11, maneuver 10, melee weapons 10, unarmed combat 10
STRENGTH 10
TOUGHNESS 9
PERCEPTION 9
MIND 8
Willpower 10
CHARISMA 7
SPIRIT 8
Faith (Sacellum) 9
Possibility Potential: Some (50)
Equipment: Lee-Hollings Rifle (damage value 18)

Victorian Lancer (cavalry)
DEXTERITY 9
Dodge 11, beast riding 12, fire combat 10, maneuver 10, melee weapons 12, unarmed combat 10
STRENGTH 10
TOUGHNESS 9
PERCEPTION 9
MIND 8
Willpower 10
CHARISMA 7
SPIRIT 8
Faith (Sacellum) 9
Possibility Potential: Some (40)
Equipment: Lee-Hollings Rifle (damage 18); Lance (damage value is speed value +6 or STR + 4/ 14)

Sacellum Chaplains

An important resource of the Victorian military are the Sacellum chaplains. The chaplains vary in personality, but are all committed to the cause of destroying the monsters that have invaded Earth and in spreading the word of their god. The more able chaplains are often assigned to the more able officers. It is not unusual for a chaplain and an officer to form a strong friendship that lasts for years of campaigns.

Each platoon is assigned one chaplain, each company has one company chaplain in additional to the platoon chaplains (total of three chaplains). Each battalion has two additional chaplains, called battle chaplains (a total of 14 chaplains), and each regiment has a regimental chaplain to supplement those below him (a total of 29 chaplains) .

Victorian Chaplain
DEXTERITY 8
Beast riding 9, dodge 9, fire combat 9
STRENGTH 9
TOUGHNESS 10
PERCEPTION 10
MIND 9
Test 11
CHARISMA 12
Charm 13, persuasion 14
SPIRIT 12
Faith (Sacellum) 14, focus 15, intimidation 14
Possibility Potential: Some (35)
Equipment: Sacellum bible, Rutherford Pistol single barrel (damage 14)

The Secret Societies

The Victorian society is strict. It is a culture filled with moral and social taboos and customs. It is a culture where table cloths must be long enough to hide the legs of tables from view for fear they will lead the thoughts of normally pious men astray. Societies as strict as the Victorian society usually have codified means of letting people "get away" from the rules once in a while. For example, in medieval Europe there were days where the peasants would rule and the royalty would, for the day, become the servants of their subjects. This allowed emotional steam to be blown off, rather than explode the confines of a rigid society.

The Victorians have no such means of escape within their society. The Sacellum, the powerful religious institution that rules the lives of all Victorians has no time for any man or woman who cannot live by the strict laws of the Church. Whereas many religions set the ideals that the many strive for but understandably fail to



D. Gelon

attain, the Sacellum expects everyone to live a perfect life. A stain upon one living soul in Victoria is believed to spell the doom of the entire nation. Sin is believed to be a corruption, not of one person, but of the entire social fabric. The Sacellum preaches that this corruption can spread from one person to another.

To obtain a pure spiritual community the Sacellum discourages certain ideas: free thought, free expression, art that encourages free thought, art that encourages free expression, anything to do with the notion of sex, anything to do with religion that does not reflect the accepted dogma of the Sacellum (that is, anything that does not present a male, white god ruling the people of earth through his chosen male white representatives), anything to do with magic or any element of the imagination (for it is believed that the slightest thought of anything but the true Sacellum will lead everyone to worship the evil Gaunt Man), and so on.

Now, in every society there will be people who want to explore the unknown, who are driven to see what other cultures have to offer, or who believe that what their imagination has to offer might be as valid as the laws that have been imposed on him by others. For such people, living in a culture such as that controlled by the Sacellum, desires must remain a secret. Desires of both the flesh and the mind must be driven underground.

And so a man who wants to know more about what the monsters of Orrorsh must quietly and secretly seek out those who hold his same interest. They must meet in dark rooms rented out without the owner knowing the true intent of the meeting. They must develop secret signs and symbols and rituals so that they may know one another and know when they can relax and discuss matters and mysteries of the universe that vex them. Such organizations are called *secret societies*. They are where those who need to learn more about life then the Sacellum wishes them to know gather.

Most societies are fairly innocuous. Many are made up of writers who get together to read poetry that they have written that is considered scandalous or sacrilegious by the Sacellum. Others are groups of artists who study the the anatomy of the human body to improve their work, or scientists who postulate new views of the universe that question the Church's dogma as to nature's true structure.

Many secret societies are based on the desire to learn more about the invasion of Orrorsh — details about the creatures that prowl the night, a better understanding of the nature of evil and why people are drawn to it. The people in these societies believe that the only way evil can be defeated is to understand its strengths and weaknesses. It might seem that the Sacellum would encourage such discussions among its flock, but the Church does not want its lay people

dealing in such matters. First the Sacellum believes that to know anything about evil is to quickly slide down the path to become evil. Second, the Sacellum currently possesses the monopoly on spiritual inquiry and if everyone knew about the nature of the universe their power would be threatened. Third, such investigations might lead to the discovery that some members of the Sacellum had already been seduced by the Power of Corruption, or were even working in league with the Gaunt Man.

In truth, however, many of these kinds of secret societies offer a great deal of knowledge about the workings of Orrorsh and might be of great benefit to Storm Knights operating within the realm of Orrorsh. These societies can teach characters about the skill *true sight*.

There are several such secret societies on Victoria. They range in size from groups of three to five members who gather in filing rooms during lunch to memberships in the hundreds. The larger societies are broken up into small "cells" so that should one member be discovered the entire organization is not lost to the Sacellum. Here are three examples of such societies:

The Sanctum

This organization currently has a membership roster of 347, with about 50 members on Earth. At all functions members wear robes and masks so as to protect their identities. No one in the Sanctum realized it at the time, but their provisions for secrecy allowed several women to join the society. Although there was quite a bit of scandal within the Sanctum's male ranks when a woman was discovered as a member of the society, the group quickly realized the they could not root out other women without invading the privacy of all members. Thus, matters were allowed to stand. After another decade it was accepted by the male members (admittedly a rather liberal bunch of Victorians to begin with) that women could be members.

Sanctum is divided into four levels of ascending rank: Initiate, Explorer, Inquisitor, and Master. There membership of the society has fixed ratio for the number of members who can of any given rank. 60% Initiate, 30% Explorer, 8% Inquisitor, and 2% Master. Thus, with 347 members, there are 6 Masters in the whole organization. The Sanctum's main activity is the cataloguing of knowledge and mysteries. While many of its members know much about the occult, few are practitioners of it.

Frederick McMasterson is the sole Master on Earth. He is a fifty-four year old bank officer of the First Bank of New London.

Frederick McMasterson
DEXTERITY 8
Fire combat 10, stealth 9
STRENGTH 7
TOUGHNESS 8
PERCEPTION 12
Evidence analysis 14, find 15, first aid 13, research 19, scholar (Orrorsh) 14
MIND 13
Occult 17
CHARISMA 10
SPIRIT 13
Reality 15, true sight 15
Possibilities: 5
Equipment: The Scorithum, an occult book
Goals: To probe the mysteries of the unknown; to aid those who seek true knowledge about the nature of Victorian society and Orrorsh.

The Sign of Six

This organization is more militant than the Sanctum. It's members active practitioners of the occult and they hunt down the terrors of Orrorsh. However they are a great deal less organized, and most encounters between members are haphazard. There is no ranking system, nor regular meetings. Sometimes a member will join, and then work alone for years before getting together with the society again. Part of the reason for the self-imposed isolationism is the undercurrent of paranoia that runs through the society. Because of the members' penchant for actually involving themselves in the dark forces of Orrorsh many of them end up being seduced by the Power of Corruption. No one is really sure if someone they meet is working for or against the society since the last time they met. For the most part the Sign of the Six is a good society that roots out (ie: bestows True Death upon) members that have betrayed the organization's noble goals.

Angus Stormfield is the most respected member of the Sign of Six on Earth. He makes a point of keeping in contact with the Majestic colony members — and removes those who have lost their spiritual way.

Angus Stormfield
DEXTERITY 8
lock picking 11, maneuver 9, melee weapons 9, prestidigitation 10, stealth 12
STRENGTH 7
TOUGHNESS 9
PERCEPTION 14
Evidence analysis 17, find 15, language 15, scholar (Orrorsh) 15, true sight 16
MIND 13
Artist 15, medicine 16, occult 16
CHARISMA 7
SPIRIT 10
Reality 12
Possibilities: 10
Equipment: occult bag
Goals: To probe the Mysteries of Orrorsh; to use this knowledge to defeat the invaders.

The Order of the Purple Eyes

The problem with driving the people who explore the unknown into secrecy is the very fact that their activities become secret. In a more open society the average man could know what researchers into the occult were up to and stop their activities if they got out of hand. In Victorian society a man who delves into the realm of horror must first become practiced at the art of secrecy. If he loses his way and becomes an agent of evil, he can then use that same skill to remain hidden from the sight of the common man. There are many secret occult societies that have lost their way and are now working to aid the Gaunt Man, or at least serve his ambitions. Membership is kept very tight and new members must pass through many ordeals of physical and mental torture before they are accepted as initiates. Such secret societies often serve only the members as they search for power and knowledge. Others are networks of powerful men who use their evil powers to



shape Victoria and her people to their will.

The most powerful of all the evil secret societies is the Order of the Purple Eyes. The society takes its name from the fact that all of its members possess glasses or monocles that let them see another member's eyes as purple. The order has chapters on Victoria and in Majestic. There are two levels of membership — Rabble and Lords. The Rabble are usually common and poor, men who desire just to be near power and serve the Lords faithfully. There are about 600 Rabble in the order. The Lords, which number about 30, are not necessarily lords of Victoria (though about a dozen are.) All are at least wealthy and influential. There is no leader of the Order of the Purple Eyes. A secret vote by the Lords admits new members.

Jonathan Sandford, a stuart of the Majestic colony, is a member of the order. He is a tall, thin, dark-haired gentlemen who tends to look through people he is talking to. One of his staff advisors, Michael O'Conners, is Rabble within the organization. O'Conners wants nothing more than to find a secure place in a dangerous world, and believes tapping the power of the occult makes him more secure.

Jonathan Sandford
DEXTERITY 10
Dodge 11, fire combat 13
STRENGTH 10
TOUGHNESS 9
PERCEPTION 11
Find 12
MIND 13
Occult 15, willpower 9
CHARISMA 7
SPIRIT 9
Reality 10
Possibilities: 12
Powers: None, not yet a monster
Corruption Value: 13
Fear Rating: 1
Perseverance DN: 15
Weakness: None
True Death: None. Will be sent to waiting village upon his death.
Equipment: occult laboratory, Lee-Hollings Light Pistol, (damage value 15)

Goals: To gain power through magic; become immortal.

Michael O'Conners
DEXTERITY 12
Dodge 15, fire combat 14, maneuver 13, melee weapons 13, running 13
STRENGTH 10
TOUGHNESS 9
PERCEPTION 11
MIND 10
Occult 11, willpower 12
CHARISMA 6
Persuasion 10
SPIRIT 6
Possibility Potential: Some (25)
Powers: None, not yet a monster
Corruption Value: 7
Fear Rating: NA
Perseverance DN: 11
Weakness: None
True Death: None
Equipment: Lee-Hollings Light Pistol, damage value 15; rapier, damage value 15.

Goals: To obtain power through mystical means; to some day become more powerful than his social betters; to form a strong alliance with the powers of Orrorsh.

The Sacellum

The Sacellum is the powerful and ever-present religious institution of the Victorians. It is a conservative organization which believes that the Book of Power, Gaea's holy book, is literally true and that only people who live by its rules are good and will receive a place in Heaven after death.

The Sacellum grew out of a religious reform influenced by the Gaunt Man. When he first arrived on Gaea the Victorian's religion had been spread to lands all over the globe by the Victorians. It was a variant of Catholicism based on the teachings of apostles that they found when they conquered the Roman Empire. There was a ruler, The Holy Designate, who ruled from London. A strict authoritative chain of command ran from The Holy Designate down to the priests who served the people. As was the nature of the Victorians, those in authority thought they knew it all, and the lay people were expected to ask no questions about their religion, just to pray. Within such a draconian and closed institution it would be strange if abuses did not occur. Gaea's church began to slowly rot from within, abusing its power and ignoring its spiritual responsibilities.

This religious institution began crumbling in Gaea's sixteenth century when a German monk, Thomas Moss, demanded reforms within the church that gave greater power to the people. Moss' reform movement began slowly, but soon had a steady, firm momentum.

What might have been an even more successful version of Earth's Protestant movement was derailed by the arrival of the Gaunt Man. He saw the reformation movement as chance to make a corrupt institution more corrupt than it was before. When the people of the Victorian Empire began to panic as strange creatures were spotted around the globe and horrible murders were committed without any explanation, a cry went up from the people for a religion that could save them from the influence of the devil.

Bishop Gyre Todd, a member of the religious reformation, was working in the colonies of North America when the invasion was just beginning. A sincere but harsh man, he began adopting cruel tactics to keep his followers on a spiritually pure path. Slowly the Power of Corruption seduced him. Eventually the Gaunt Man himself appeared before Todd in the guise of an angel and declared him the new chosen prophet of god. The Gaunt Man then gave Bishop Todd a manuscript written in Greek that appeared to be written on ancient vellum. The angel told Todd that is was a more accurate translation of the New Testament than that which the Victorians had used for the last sixteen centuries.

As soon as the angel left Todd began translating the text into English. What he discovered astounded him. Although there were many similarities to the Victorian's New Testament there were many, many differences. For the most part the events remained the same, though some were given different weight and other were reinterpreted in ways that sometimes contradicted the New Testament.

The Book of Power portrayed a son of god who demanded that people be in a constant state of agitation — that they always fear their god, that they see him as an angry father who fa-



vored a few people (white men) over everyone else on the planet. In the Book of Power the saviour seldom performed any miracles that involved healing and seldom talked about forgiveness. His powers were those of revenge, of disfigurement, of destruction. The Book of Power made it clear that only a religious institution based on it could save the world. Such an institution needed to be beyond reproach, to be obeyed without question, to rule as the Queen had always done.

Todd began preaching the new text to the people in the colonies of North America. He claimed that the horrors that befell the people of Gaea were caused by their misunderstanding of the true nature of god and his holy word. A desperate people took up his cause. Bishop Gyre returned to Victoria and pleaded his case to combine his new translation of the Bible with the reform movement. Scholars poured over the ancient vellum and accepted it as authentic. The new, harsher religion was accepted as gospel.

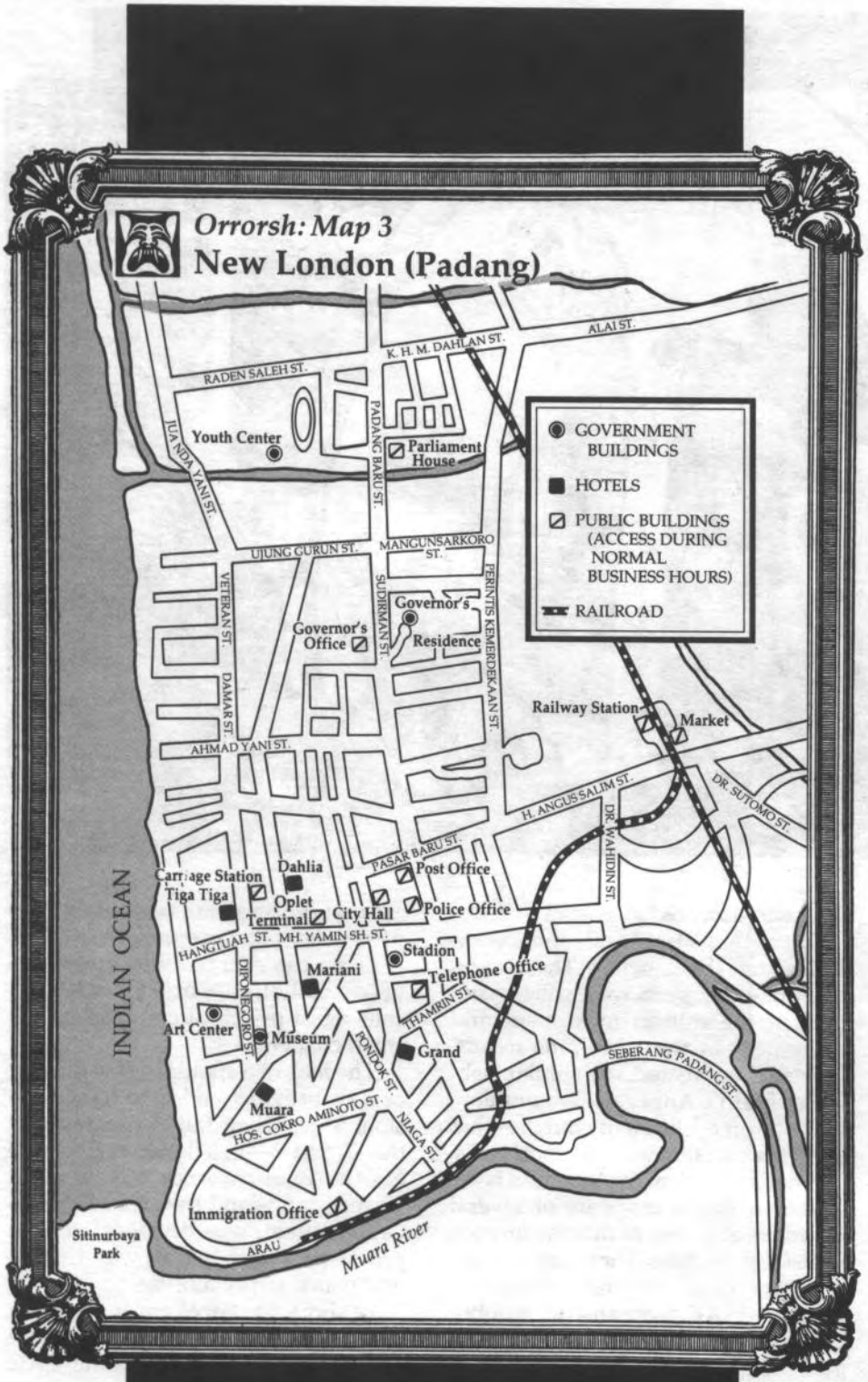
It was the Gaunt Man's ambition to create a rigid bureaucracy. The changes demanded by Moss were still a major part of the reform movement and prominent in the Victorians minds. Instead they created, in a similar fashion of Earth's Anglican Communion, a loose knit coalition of churches that serve the parishioners on a local basis.

The basic unit of the Sacellum is the *diocese*, which is made up of several churches. A group of diocese forms a *ecclesiastic province*. There are no hard and fast rules for the number of churches in a diocese and the number of dioceses in a province. As a basic guideline, however, there are one to ten churches in a diocese, and one to four dioceses in a province.

There is no figure of central authority in the Sacellum, though there is a three level hierarchy. At the top of the order are bishops, followed by priests, and then deacons. However, the amount of responsibility a given to each title of the clerical order can vary greatly. A bishop can be in charge of a diocese or a province, or perhaps both. A priest can charged with running a very small diocese or a church. Deacons assist priests at churches or run small chapels.

The lack of a standard size for diocese or provinces adds to the confusion. Before their fall to the might of the Gaunt Man, all the colonies of North America were one diocese. Victoria, an island the size of Earth's Great Britain, was divided into two provinces, which in turn was divided into many, many diocese.

In short, the Sacellum is anything but a rigid organization. Individual churches respond directly to the needs of its congregation. Although theological congresses are held from time to time, most ideas exchanged within the clergy take place within a diocese, or within a church. This limited exchange tends to produce unique, and even odd, views on specific issues and new problems that arise. The Sacellum has no central authority to depend on



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for the approval of a new policy or a change in an old one. Its clergy's usual solution for new problems or concerns "do things as they were done yesterday," even if this means basically ignoring a problem that cannot be solved by yesterday's solutions.

Although the Gaunt Man did not get a strong, centralized Church that he could exploit, no doubt a good thing, he did end up with a conservative, splintered organization that seldom exchanges information between clerical members. The fact that the Sacellum is nearly incapable of change has been a boon for the Gaunt Man, since the Church's point of view is to stay true to the the faith. Since the faith is a lie created by the Gaunt Man, church policy often plays into the Gaunt Man's hands.

The god of the Sacellum is harsh and vengeful. Most clergy who can cast miracles tap into the power of this god and draw down spiritual powerful that is as destructive as that portrayed in the Book of Power. There are a few clergy who have copies of the Bible from before the Gaunt Man's arrival, which portrays a more open and forgiving god. The Victorian's original Bible is still different from our Earth Bible, and their god is still harsher than Earth's, but definitely more more forgiving than the god of the Sacellum. These bishops, priests, and deacons live double lives, ministering through the Sacellum, but trying to keep intact the spirit of the old Bible through their daily actions. Most of these clergy are concerned that Todd's discovery of the Greek translation coincided with the invasion, and search for clues to prove that the Sacellum is based on a false premise.

Although there is no head of the Sacellum, the holder of office of the Archbishop of London is usually given a great deal of respect and reverence. This is born from tradition, for the first bishop of the reform was the bishop of London. The Archbishop creates provinces and diocese and handles large religious affairs, such as royal marriages.

The current Archbishop of London is Archbishop Mathew John. Before he joined the clergy he was a monster hunter and served in the Victorian army during the country's failed Continental Cam-

A Chat With the Clergy

When Winthrop got to his desk that morning a note waited for him. "Winthrop. See me immediately. Jones." He immediately went see Mr. Jones, the bank's president.

"There have been... complaints, Winthrop."

"Sir?"

"You've been staring off into space lately."

"I've been preoccupied."

"My point exactly. And you've taken up doodling."

"Sir?"

"Sketches. On your blotter."

"I can explain..."

"No need Winthrop. The pictures themselves have done the explaining. Strange symbols, letters... sketches of strange creatures. I think I know what you've been preoccupied with. Get your things and get out."

"But Mr. Jones, it's not what you think! I've only looked into these matters because..."

"The Sacellum, Mr. Winthrop! The Sacellum! It is up to the clergy to look into matters for us, to tell us what we should know! To screen the evils of the world! Now leaves my office and never darken this institution with your shadow again!"

Winthrop despaired as he walked home. He'd meant to be more careful. But for months now he'd met with the members of The Golden Sphere. Ideas filled his head and it was all he could do to prevent blurting them out to Margret. There was still so much to learn.

He walked up to the front door and noticed immediately that it was unlocked.

He stepped carefully inside.

Not a sound. He glanced into the living room, then the dining room. Then he raced upstairs and searched for Margret and Jane and Michael.

No one was home.

He suggested out loud, "They've gone for a walk," but a part of him knew this was not the case.

Slowly, absorbed in thought he walked down the stairs.

Deacon Crawford was there.

The old, thin man sat comfortably at the table, a cup of tea in his hand.

"Samual, I've come to talk."

A shadow played about the edges of Crawford's body. Winthrop had only started his training in *true sight* and did not trust his inexperienced senses. He found it hard to believe that the Deacon of St. Christopher's was involved with the powers of Orrorsh.

"I was fired," said Winthrop, and he sat down beside the clergyman.

"Yes, I know. I arranged that."

A pause. "What?"

"I discovered that you have developed an interest in things of the occult. That is well and good, but I need to know where your loyalties lie before you can have your job back. Or your wife and children."

Winthrop stood up so fast his chair fell over. "Where is my family?!"

"Tsk, tsk, Winthrop. Yelling at a man of the cloth."

Winthrop reached down and grabbed the man by the collar. "Tell me where my family is, or I'll kill you! And I'll never join whatever dark forces seduced you!"

"Very well," the deacon said with a sigh. And then his flesh split open and blood ran down his face. Winthrop pulled back in terror, shielding his eyes from the horrible sight. There was the sound of flesh tearing and then a heavy, powerful breathing. Winthrop looked and saw that the kitchen was filled with the form of a giant Wyrm, about four meters long and a meter and a half wide. Its mouth was a circular ring of sharp, silver teeth. When it spoke its voice was low and wet. "I'm glad we had this little chat, Winthrop." And then it lunged for him.

paign. He's now a strong old man with bushy white eyebrows. Archbishop John, is one of the clergy who searches for the true nature of the Book of Power and believes that the Sacellum is too conservative for the good of the Victorians. Before he can argue his case, however, he needs proof that Bishop Todd's translation was somehow corrupt to begin with. In general Todd's liberal attitude is well received in the metropolitan area of London.

Archbishop Mathew John
DEXTERITY 7
Dodge 9, fire combat 9
STRENGTH 9
TOUGHNESS 8
PERCEPTION 9
Evidence analysis 16, find 15, first aid 15, language 15, scholar (theology) 17, scholar (archeology) 16, true sight 17
MIND 9
Test 11, willpower 15
CHARISMA 13
Charm 14, persuasion 14, taunt 15
SPIRIT 11 (15)
Faith (Sacellum) 21, focus 18, reality 18
Skill Notes: Mathew John has received a *blessing vow* to his *Spirit* to fight the wickedness in Orrorsh. Although Archbishop John can use the Sacellum miracles listed in this book, he is just as prone to use the Core Earth miracles listed in the *Torg Rulebook*.



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Possibilities: 12
Equipment: Crucifix; copy of the old Bible.
Goals: To stop the horrors that have invaded his world; to determine if the Book of Power is a valid translation of the Bible.

Archbishop John decreed the island of Majestic a province that is divided into two diocese. The first is the city of New London and the immediate area. The second is rest of the island. As more of the island is settled and tamed the second diocese will be divided into smaller diocese. Bishop Sebastion is in charge of the New London diocese, and the rest of the island is the responsibility of Bishop Langford. Both men are dedicated clergymen in the tradition of the Sacellum. Bishop Sebastion is notable for his interest in science (more of a hobby than anything else).

Bishop Sebastion

DEXTERITY 10
STRENGTH 10
TOUGHNESS 8
PERCEPTION 10
Language 11, scholar (theology) 12
MIND 8
Science 9
CHARISMA 7
Persuasion 11, taunt 12
SPIRIT 12
Faith (Sacellum) 16, focus 14, intimidation 14
Possibility Potential: some (18)
Equipment: Crucifix.
Goals: To keep his diocese pure; to punish the wicked; to inspire the good.

Bishop Langford

DEXTERITY 7
STRENGTH 6
TOUGHNESS 7
PERCEPTION 11
Find 13, first aid 14, language 13, scholar (theology) 12
MIND 9
Willpower 11
CHARISMA 12
Charm 15, persuasion 13
SPIRIT 12
Faith (Sacellum) 16, focus 13
Possibility Potential: some (25)
Equipment: Crucifix.
Goals: To raise funds to kill the monster in his diocese; to keep his diocese pure; to punish the wicked; to inspire the good.

St. Christopher's Church is a small building located in the business district of New London. It serves members of the business community and workers on their way to or from their place of employment. Father Brian Shaw is responsible for the Church. Assisting him is Deacon Ishmael Crawford. Shaw is a young, earnest priest of the Sacellum. Crawford is an older man who is corrupted. He made a pact with the Gaunt Man and it is his job to encourage the businessmen of New London to be as cruel to the "heathens" as possible. Although Shaw thinks Crawford encouragements are unnecessary, he's too much

a product of the Victorian culture to question his deacon's actions.

Father Shaw
DEXTERITY 10
Dodge 11, unarmed combat 11
STRENGTH 9
TOUGHNESS 9
PERCEPTION 8
Language 9, scholar (theology) 9
MIND 8
CHARISMA 11
SPIRIT 9
Faith (Sacellum) 13, focus 10
Possibility Potential: Some (35)
Equipment: Crucifix
Goals: To serve the Sacellum well; to convert the Indonesian workers to the Sacellum faith.

Deacon Crawford
DEXTERITY 8
Fire combat 11, stealth 10
STRENGTH 7
TOUGHNESS 8
PERCEPTION 13
Evidence analysis 15, find 16, language 15, scholar (theology) 13, tracking 15, trick 14
MIND 9
Occult 14, willpower 11
CHARISMA 9
Charm 11, persuasion 12
SPIRIT 12
Intimidation 14, reality 15
Possibilities: 15
Equipment: *amulet of crucifixion* (casts same effect of *crucifixion* miracle, but uses Crawford's occult skill of 14 as the *faith* and *focus*. *It is not a spiritual attack.*)

Powers: ***shape chage*** Deacon Crawford can transform into a Great Wyrm. When he transforms his very flesh slowly cracks, and rivulets of blood form along his skin. His skin then rips outward as the giant form of the Wyrm rises forth. This maneuver is always worth a loss of some Storm Knight *Perseverance*.
Corruption Value: 22
Fear Rating: 2
Perseverance DN: 15
Weakness: Holy water blessed by a non-Sacellum cleric.
True Death: Crucified with silver stakes
Goals: To please the Gaunt Man; to rise in the ranks of the Sacellum.

When Crawford again wants a human form it rises up over him, magically, as his Wyrm form shrinks.

In his Great Wyrm form, Deacon Crawford has the following attributes and skills:

Deacon Crawford, Great Wyrm Form
DEXTERITY 11
dodge 14, maneuver 12, stealth 13,unarmed combat 15
STRENGTH 14
TOUGHNESS 13 (20)
PERCEPTION 10
Tracking 12, trick 11
MIND 3
Test (10), Willpower 10
CHARISMA 3
Taunt (10)
SPIRIT 12
Intimidation 16, reality 15
Possibilities: 15
Natural Tools: armored hide (TOU+7/armor value 20), shape change teeth (STR+10/ damage value 24)

The Gypsies

The Gypsies of Gaea come from Rumostria, a nation of undead located in Europe. To sate their need for blood and flesh, the undead inhabitants raise humans like cattle. The Gypsies are those humans who have managed to escape the pens. They are scattered throughout the world of Gaea, hunted by monsters but shunned by the Victorians. When the bridges opened up from Gaea to Earth the Gypsies took flight, hoping to find safer lands. While Earth's Southeast Asia is safer than Gaea, the Gypsies are still locked in conflict with the terrors of the Gaunt Man.

Gypsies are wanderers. They travel in tribes numbering thirty to two hundred members. Each tribe has a leader, a *romus*, who is responsible for the welfare of the tribe. While all may council the romus, it is his decision as to where the tribe will travel next and his responsibility to keep his people alive and well. According to tradition all romus' have equal authority, but in truth the romus with a larger tribe is usually more respected in matters of inter-tribe politics. Although Gypsies try to cooperate with each other, resources are limited and there are sometimes conflicts between tribes. For this reason the romus will usually try to seduce members away from one tribe to his own, or even attempt to annex entire tribes. While this makes the procurement of food more difficult, it gives him more power.

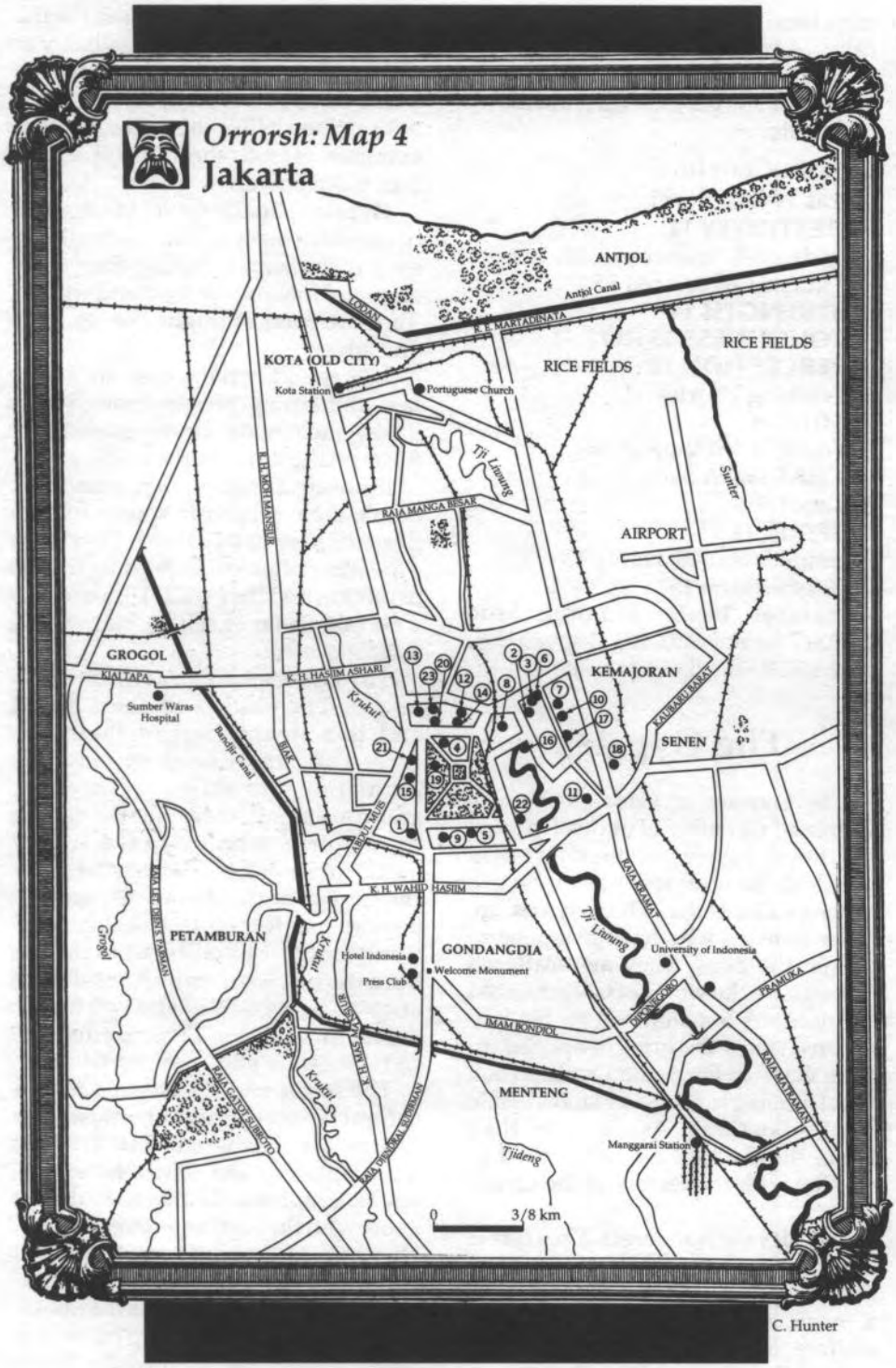
Gypsies usually travel in caravans of wooden wagons. They carry all they own with them — hiding from monsters and looking for food and wealth. They are fond of bright clothes, gold and silver.

Like the Victorians, they are a spirited and strong people, though a bit flashy and bawdy. The Gypsies do not focus on the terror of the feeding pens of Rumostria. Rather, they constantly thank their protector spirits for the freedom they have gained. They have a great many songs celebrating the life of motion that they lead. They are also a people given to telling stories and fantastic tales.

The Gypsies are practitioners of magic. The skill is in their blood and is a strong part of their culture. The thrust of their magic is divination, protection and healing, and almost all their power comes from spirits who roam the reality of Orrorsh. These spirits are not the ghosts of dead Gaeans, but supernatural forces that have emotions and personalities much like humans but with important differences. The details of the spirits are listed in Chapter Five, under the *spirit medium* skill description.

The spirits and the Gypsies have a natural rapport partially because both groups are wanderers. The Gypsies feel displaced, and so do the spirits. Spirits admit readily that they do not know who they are or where they are. They merely exist and serve those who are kind to them and spend time talking to them. A spirit accepts the invitation to enter a Gypsy camp because it wants to be at rest for a while. Those who act as spiritual mediums know how to extend the invitation and deliver comfort. In return the spirit gives information and performs magical services.

Gypsies make a great deal of money through asking the spirits questions posed by people looking for information about the future, about love, about money... However, the spirits are not



Key to Map of Jakarta

1. Bank of Indonesia
2. Cathedral
3. Central Post Office
4. Central Telephone Office
5. City Hall
6. City Theater
7. High Court
8. Istigial Mosque
9. Ministry of Agriculture
10. Ministry of Finance
11. Ministry of Health
12. Ministry of Internal Affairs
13. Ministry of Justice
14. Ministry of Religious Affairs
15. Museum of Indonesian Culture
16. Office of the First Minister
17. Parliament
18. Pasar Senen (Monday Market)
19. Police Headquarters
20. Presidential Palace
21. Radio Republik Indonesia
22. State Electricity Company
23. State Palace

always reliable. Rather than lose business through uncertain spirits the Gypsies almost always present their information as reliable. Gypsies are survivors first and foremost. They say what they have to say to stay alive.

The Gypsies are also masters of herbal medicines, strange brews, and smoke spewing concoctions. The Orrorsh skill *occult* covers how to make such potions.

The Swamis

The Gaunt Man invaded Gaea with two maelstrom bridges; one in the Grand Canyon, and one in Calcutta. Just as the colonists in North America first thought the American Indians were responsible for the strange death in the colonies, so the Victorian colonials in India blamed the grisly murders in their encampments upon Thugee assassins. But the Swamis of Gaea realized that something horrible was happening to their world almost as soon as the Gaunt Man invaded.

Swamis are the religious teachers of the Findaru faith of India. The goal of the Findaru religion is to release oneself from repeated reincarnation through the practice of gessa, adherence to the Tov scriptures, and devotion to a Swami. Swamis with *faith* and *focus* in Findaru may cast any Core Earth miracle which does not require monotheistic faith. They may also cast Findaru versions of the *heightened sight* and *increase Toughness* miracles. The game statistics are the same as those given on pages 24 and 25 of the *Torg World Book*.

Gessa is a form of meditation that involves controlling both one's thoughts and one's body. Swamis and their students able to perform incred-



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ible feats such as holding their breath underwater for more than an hour. The description of gessa abilities is in the *swami* skill of Chapter Five.

The Tov scriptures are the holy writings of the Findaru faith. They describe the universe as being made up of one god, Harat, though this god has divided itself into many parts. Because of this it is possible to worship certain specific parts of god at a given time. A faithful Findaru, for example, might ask aid from the creative portion of Harat, or the destructive portion, or the portion that is in charge of prosperity and good fortune.

The holy writings state that all living beings are reborn again and again through reincarnation. What a living being is reborn as depends upon what sort of life the creature led. The better the life lived, the farther advanced the reincarnation. The ultimate goal is to leave the cycle of life and become one one with Harat. Since Harat is the god of "all knowledge" the path to joining him is to master the truths of the universe. Primary among these truths is the fact that all beings are already part of Harat — it is only a self-deception, an illusion, that any living beings are separate from Harat. To understand this one must practice gessa, adhere to the Tov, and study with a teacher who is well on his way to pulling aside the illusion of separateness.

It is the fact that Swamis are so adept at discerning illusions that they were able to see through the lies of the Gaunt Man's invasion. The Swamis were also aided by the fact that beings of Orrorsh are *not* part of Harat. In fact, only living beings either born of the Gaea reality or those who convert to Findaru are part of Harat. Anyone else, creature or human, is clearly seen by a Swami as an outsider.

Although Findarus are normally private and reclusive (their religion seldom calls for political or military action — as compared to the Victorian Sacellum) the absolute blasphemy of the Orrorsh reality has driven them to take action. If the Gaunt Man is not stopped then their connection with Harat will someday be completely cut off and they will never be able to leave the cycle of life.

The Findaru faith demands simplicity. The Swamis and his students wear colorless cloth clothes and usually only eat food from trees that has fallen to the ground. They travel alone or in a group of about ten. When in groups they are usually teaching and learning together.

The Swamis are open to almost all cultures and people. The Victorians of course shun them for their heathen ways. But the Findarus do not hold a grudge against the Victorians. To the Swami's eyes the typical Victorian still has an infinite number of reincarnations to go, and is someone to be pitied.



Chapter Four

World Laws

Each of the realms that the High Lords have layered onto Earth bring their own reality. The laws of physics, the basic rules of social interaction, and the existence of magic, varies in each of the six independent realms. The reality within the realms is equivalent to the reality within the associated High Lord's home cosm. As noted in the *Torg Rulebook*, a High Lord with enough time and power can alter the nature of his cosm's reality. The Gaunt Man destroyed his cosm ages ago and it is now no more than a cipher in the High Lord's history. We may never know what the Gaunt Man's original reality was like. We do know what it is like *now*. This reality, too, might change over time, depending on the whim of whomever eventually possesses Heketon. After his ignoble defeat the Gaunt Man might strive to alter the nature of Orrorsh even further, trying to build better defenses against Storm Knights.

The reality of Orrorsh bases itself upon the central tenant of horror. This horror manifests itself as ghouls and oozing terrors, but this is only the realm's clothing — what it shows to the world, how it interacts with people. The core of Orrorsh is that it encourages people to do evil and discourages people who would oppose evil. Heroes who travel to Orrorsh from other realities might be surprised to discover that they are not as powerful as they are in other realms. In Orrorsh the villains have a distinct upper hand — and the monster hunters need to find the secret weakness of creature's before they can expect to be successful in defeating the beasts. Of course, the Gaunt Man loves evil, and offers mystical reward for anyone, even Storm Knights, who commit acts of evil. Within the Gaunt Man's reality, Storm Knights must move carefully, treading a narrow path between effectively destroying monsters and becoming monsters themselves.

The invisible barrier that separates the reality of the Empire from the reality of the surrounding Earth is formed by a series of strategically placed artifacts known as *stelae*. As the boundaries of stelae are expanded into Earth's reality a High Lord gains greater and greater possibility energy. It is one of any High Lord's goals to expand his stelae boundary as far as possible. Orrorsh is in a peculiar position. Without Heketon, the Darkness Device of Orrorsh, producing new stelae, the expansion of Orrorsh has come to a dead halt. Until the Gaunt Man frees himself or Heketon chooses a successor, the territory of Orrorsh remains static.

The Four Basic Axioms

The basic rules that govern reality are the *axioms*. A character crossing the stelae boundary immediately becomes subject to the realm's axioms, just as someone becomes subject to the Core Earth axioms upon exiting Orrorsh. An Orrorsh axiom, for example, limits technological items to those similar to ones available on Earth at the end of the 19th century. More advanced items soon fail to function. A character using a pocket calculator in Orrorsh is causing a contradiction (see the *Torg Rulebook*, page 99) since the character is operating under the realm's technological axiom.

Each of Orrorsh's four basic axioms are described in detail below. The basic axiom rules are on pages 91 to 102 of the *Torg Rulebook*.

The Magical Axiom: 15

Of the seven realms which invaded, only Aysle has a magic axiom greater than the Gaunt Man's realm, an indication of importance of magic in the reality of Orrorsh. The high magic axiom exists to create Orrorsh's monsters with a strong measure of magic — whether it be a zombie or a werewolf. This is why many monsters in Orrorsh have Achilles Heels such as "killed by silver bullets" built into them. Each is formed through a mystical equation that requires checks and balances to keep a monster alive. The monsters can leave the high axiom level without difficulty — it is their creation that requires the magic. Orrorsh monsters do require an axiom level of eight to survive. A disconnected creature in a lower axiom level slowly dies.

A by-product of this high level of magic is the power of the occult. Rumors state that the Gaunt Man did not even realize that his reality's high magic axiom could be used to construct spells and magical items. This is not as strange as it sounds, for although we are used to thinking of places of magic in terms of Aysle's reality, Orrorsh is a very different place than Aysle. The Gaunt Man's background and reality (whatever they might be) led him to use magic to create living terrors. It was the people of the worlds he invaded who first started creating spells and quantifying the magic of the reality. From these people the Gaunt Man acquired knowledge of the mystical arts. From this knowledge he created the arts of the occult.

The occult is the core magic of Orrorsh. It is not as quantified and comprehensible as Aysle's magic. There are few practitioners of the occult, and those who have pierced its mysteries risk loss of life and sanity every time they deal with it. If comparisons can be drawn, the occult is much closer in nature to Mobius' weird science than it is to the magic of Aysle. The effects are often short term, unpredictable, and specific. It seldom works through grimoires and spells, depending much more often on guesses, hunches, and haphazard dabbling to obtain the desired effect.

There are spells specific to Orrorsh. These have been created through centuries of research by countless occultists. Some occultists, those who had found the means to live the years of several lifetimes, might create a spell themselves. Other occultists, breathing their last breaths on their death beds, hand obscure and coded notes to their apprentices, telling their young students to carry on the research. Many times an occultist has died alone and without any company in the midst of her work. Her unfinished mystical formula would lie untouched next to the corpse for decades before found by another occultist who might be able to decipher the notes and carry on the spell creation.

Spells are rare in Orrorsh. There are no wizards wandering around with an encyclopedia full of spells buried in their head. There are no grimoires used to choose and learn the day's mystical armaments. The discovery of a tattered page outlining the process to turn lead to gold is a piece of amazing good luck. Even finding a few lines of a mystical script on a torn scrap of paper is valuable, for it might be possible to reconstruct the rest of the spell from the information given. Most spells have histories and are sought in the same way fabled swords are searched for in the magical land of Aysle.

The Power of Corruption works through the magical axiom to keep spells rare. Therefore spells from most other cosms always cause at least a one-case contradiction, as "easy magic" is contradictory to the reality of Orrorsh. The only magic that Storm Knights have found to work without contradiction has been the Egyptian magic from the Nile Empire. The complex, limited and ritualistic nature of the Egyptian magic is similar enough to the occult of Orrorsh to avoid contradiction.

The Social Axiom: 20

Victorian society is a paradoxical mix of organized bureaucracy and backward standards. The businesses of the country are very efficient and the government's bureaucracy effectively ruled most of the world for decades. There is a place for everyone and everyone knows their place.

The placement of some people is extremely dated by the standards we live by today. Although there is no slavery as an economic system, women, blacks and Asians have no vote. They are not allowed to purchase land, and should they marry, women hand over their property to their husband. Some women have begun to ask for equal rights, but are usually silenced upon the punishment of hell by the powerful Sacellum. Despite this, there are many women and racial minorities that have carved dangerous and exciting lives for themselves through their own battles with the monsters of Orrorsh. Seldom is such work acknowledged, and most monster hunters of this group work through open-mind, good, secret societies.

The poor are in their place, and the Victorians see this place as proper. The poor seldom get a chance for advancement, working at rates that can starve both them and their families. Children, sometimes from the age of six or seven, work in factories to help the family make ends meet. The conditions of the factories are often very dangerous. Such a childhood has no time for education, and those who survive their youth and become adults have little chance of bettering themselves or helping their own children to a better life. Victoria's upper class sees nothing wrong with this, as the entire society stands upon the notion of "breeding." That is, some people are better than others, simply by nature of birth.

The Sacellum is the guiding social force of the Victorians. The populace believes that the Sacellum has protected the Victorian's from complete domination from the terrors of the invaders. Most people are willing to listen to its message that *any* change, *any* deviation from the way things were done yesterday, is going to bring ruin to every man, woman and child in Victoria.

Entertainment in Victoria and the Majestic colony consists of listening to



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Sunday sermons and reading long (very long) sentimentalized accounts of sinners reforming their evil ways who then spend every Sunday listening to sermons. A small underground press is developing, which offers one of two types of contraband narratives. The first deals with characters involved with sinful activities — adultery and murder and so on. The second type of book deals with characters sympathetic to the plight of the poor and underprivileged, the rights of women and so on. A very popular author of the second type of fiction is G. H. Woodhouse. Authorities believe "Woodhouse" to be a pseudonym since no one has ever met the man or knows anything about him. Woodhouse creates Gothic horror romances that suggest the ruling class is no better than the vampyres that roam the surface of Victoria. Needless to say the ruling political and religious structures in Victoria receive Woodhouse's books the same way they deal with the first type of underground entertainment — they burn them when they find them.

The Spiritual Axiom: 17

The high rating of Orrorsh's spiritual axiom is a direct result of the Gaunt Man's shaping of the way his horrors and terrors live and breathe. The process of Eternal Corruption, the reincarnation of corrupted souls from one life after another, requires the powerful rating.

Unlike the occult for magic, the High Lord has yet to create a specific means of controlling the spiritual power of his reality. He usually finds religious groups that might further his own goals and then alters the reality of Orrorsh's spiritual axiom to give them the benefits of its power. On the world of Gaea and in the Realm of Orrorsh, the axiom's power is bestowed upon the Sacellum. Some Sacellum clergymen question the teachings of their religion. They have a faith in the basic concepts of Christianity, but do not trust the Book of Power. These men draw on the spiritual power of the reality to cast miracles of a nature different than the typical Sacellum variety. These miracles are noted in the miracles in Chapter Seven.

The Swamis of Orrorsh also tap into the mystical power. The Gaunt Man would prefer that this not be the case. As investing possibility energy into defining the realm's spiritual axiom is extremely expensive, the High Lord is likely to accept the current axiom condition.

The Tech Axiom: 19

The reality of Orrorsh operates at a level of technology that is roughly equivalent to that available in Britain

in the year 1891. Inferior to technology the Indonesians and other inhabitants of Southeast Asia used before the invasion, it is visible sign of the oppressive and regressive attitudes the Victorians impose on the inhabitants of Southeast Asia. Those transformed by the axiom wash begin to forget the technological wonders that they once used every day.

The technology of the realm has more to do with the Victorians than the High Lord himself. When the Gaunt Man invaded Gaea the world was in the middle of its 17th century. Their tech axiom then was 16. Over the last three hundred years, their own advances in science pushed Victorian's technology to its current axiom rating of 19. However, this is as high as the Gaunt Man wants his reality's tech axiom to rise, and he has fixed Victorian technology here.

The technology of the Victorians can be broken down into the following categories:

Communication: Telephone technology exists, but Victorians use telephones only within urban areas. Most long distance communications travel by telegraph. Communication between Victoria and New London goes by the Transdimensional Cable, a telegraph line that runs along the Victorian's bridge to Earth.

Weaponry: Victorian weapons of war are in the midst of a technological revolution. Breech loading rifles have given way to bolt action rifles. Hand cranked machine guns appeared just 30 years ago. Several types, including the Standard Cross and the Rutherford see general service throughout the Victorian army. The guns are quite heavy (200 to 300 pounds each). On a time scale comparable to ours, the Victorians should have developed their first self-loading machine gun (the Maxim gun, Earth's first self-loading machine gun, was introduced in 1883). The nature of the Victorians' war with Orrorsh is different from the war's fought on Earth. Machine guns are very effective against closely grouped opponents. Although some monsters (such as zombies) do travel in packs, most monsters are loners. The need for a weapon that cuts down groups has never been pressing on Victoria, so money for investments into such a device as the Maxim machine-gun never developed. Although the Victorians do not have such devices (and probably wouldn't think of making them) the technology of the reality could support such a device if a character took the time to design and construct such a gun.

Transportation: Automobiles are not available in the realm of Orrorsh. Anyone travelling within a city or to an area not connected by a coal-fired steam locomotive travels by a horse drawn cab or coach. The locomotive system of Victorian connects the distant points of the Victorian's native isle. The Victorians have also laid the track for a train line running along the western coast of Majestic, with New London as the hub. The train currently serves to transport troops and equipment. As an area is tamed the trains shall carry civilians and speculators searching for new areas to settle and profit from.

The technology that lets locomotives use steam power to travel iron roads also moves ships across the seas. Although sailing vessels are still in use to transport cheap cargoes, the more expensive steam ships are now commonly employed to move both passengers and cargo. One of the fastest growing industries in New London is the Hampshire dock yard, where workers turn out steamships at an incredible rate, to allow the Victorians the opportunity to explore their New World.

Daily Life: Electricity powers some of Victorian society, but it is not in widespread use. Most homes are lit by gaslights, and all tools and appliances of the home are powered by the human hand. Indoor plumbing is widespread throughout Victoria and the Majestic colony.

The World Laws

Each realm (and its associated cosm) has specialized rules or *world laws* which further set it apart from all other realities. The basic axioms function as reality limits within the realm while the world laws define how the realm works within those limits.

The world rules of Orrorsh are the Power of Fear, the Power of Corruption, and the law of Eternal Corruption. The world law of Eternal Corruption only effects gamemaster characters, such as monsters, and is covered in detail in Chapter Eight.

Unlike the world laws of some realities, the Power of Fear and the Power of Corruption can influence anyone within the realm of Orrorsh — *even those Storm Knights surrounded by reality bubbles*. This is because the Power of Fear and the Power of Corruption are alive within Orrorsh. They *inflict* themselves upon all its guests. They are not rules that the characters can take advantage of when they desire. A Storm Knight can create a reality bubble around himself and live by her own reality — she must also live by the world laws of Orrorsh. A character from the Cyberpapacy with a reality bubble can use her cybertechnology, but if she uses it to commit an evil act she draws the attention of the Power of Corruption and might be affected by it.

Orrorshan creatures in other realms may use their World Laws, but doing so requires a contradiction check. If a vampyre wants a group of Storm Knights to make a *Perseverance* check in accordance with the Power of Fear (see below), the gamemaster rolls a die. On a roll of "1" the creature disconnects and cannot enforce its world laws until it reconnects.

The Power of Corruption

Heketon and the Gaunt Man love acts of evil. The very nature of the reality of Orrorsh rewards those who commit acts of evil.

An act of true evil in the environment of a role-playing adventure is often difficult to adjudicate. This is because adventurers and heroes are often in dangerous situations where lying, killing, and stealing is either necessary or an accepted part of life. Whereas most of us live in a society that considers murder reprehensible, the state of war that exists on Earth sets up a separate set of ethics for people directly involved in the conflict. These ethics state that killing the enemy is at worst a necessary evil, and





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at best a just and heroic action. The human soul, even in war, often views killing as evil, no matter what the conditions.

To separate acts of necessary evil from evil acts that are not acceptable, we will use the term Wicked. The term Wicked is used to define people who commit evil actions that they know are unnecessary, and the actions these people commit. Wicked actions are actions of unnecessary evil.

For example, a Storm Knight captured by servants of an occultist wants to escape. To do so he might have to kill one of the guards that walk up and down the corridor outside his cell. He decides that if the guards resist his efforts to escape he will kill. Others might judge the prisoner's decision evil, but it is not Wicked. But if the Storm Knight kills the guards after escape seems certain, or if he escaped and tortured the guard, even for information, that would be Wicked.

Another example: if a group of Storm Knights knew that a creature would be placated by living, human flesh and went out to get people to feed to the creature rather than risking their lives to destroy the beast, that would be Wicked. Notice that a special moral imperative exists for Storm Knights — they are expected to perform tasks that might cost them their lives so that others might live. They are heroes.

If an act is evil, but is the **only** way a character can achieve a goal more important than his own safety, then the gamemaster should probably consider the act a necessary evil. In Orrorsh, slaying the Wicked is considered a necessary evil and a heroic act. If the act is merely convenient, or only obtains goals important to the characters performing the act, the gamemaster should consider the act Wicked.

When a person commits a Wicked act he gets an automatic *up* bonus in addition to any other benefits he has gained through cards or other possibility points.

In addition, upon committing his first Wicked act, a character gains a new item in his skill list — Corruption. Corruption is not really a skill, but for convenience it is placed in the character's skill list. Corruption is given a value just like any other skill. The first value assigned for a Wicked act is always eight. After that, the Corruption Value increases by one to five points for every Wicked act committed by the character. The gamemaster decides on the point assigned. The more Wicked the act, the more points that are given. A one point Wicked act might be stealing from a family that badly needs food. A five point Wicked act would be the destruction of an entire city. Torture is usually two points.

After the character receives his new Corruption points, the character rolls for a Corruption check. *The difficulty number for each and every Corruption*

check is 12. 10's and 20's get additional rolls, but cards and possibility points may not be played.

If the Power of Corruption succeeds at the Corruption check, then the character's physical form is altered in some way. The specific alteration is up to the gamemaster, but suggestions are given below, according the the success of the result.

Minimal/average: red or yellow eyes; eyes glow in dark like a cat's; sharply pointed eyebrows and ears; forked tongue; open sores on arms.

Good: grows tail; eyes melt away, but the character can see normally; sores become large enough that bone is seen through the holes; a foul odor, perhaps that of a corpse rotting, surrounds the character.

Superior: horns sprout from the character's forehead; hair covers the character's body; the character's body is covered the scales of a reptile; the character's mouth becomes a snout; the character's left hand becomes a metal hook.

Spectacular: The character becomes a horror of Orrorsh. The character might become a monster (a zombie, a vampyre) or he might retain his form and work within human society as an agent of evil. The character is no longer under the control of the player and has become a gamemaster character. He is a monster, like any other monster, that must be hunted down and destroyed.

The physical descriptions noted above are a character's *true form*. As noted in the *true sight* skill, a character's *true form* is hidden from the average person. Only the mystical talent of *true sight* can pierce the veil of the banal and reveal a person for what he or she truly is. In some cases, such as the form of a werewolf, the *true form* is obvious upon transformation. But a well dressed vampyre at night might simply appear as a pale man. The *true sight* ability lets a person see the vampyre's true nature—a predator of humanity.

The player notes the changes in the character's appearance on the back of the character sheet. In the case of gamemaster characters, the gamemaster notes the changes. Arrange the changes in four slots, as above, so that as a character is corrupted his player fills in one of the four categories at a time. Each corrupted character can have only one change due to a *minimal/average* Corruption result, one *good* result, one *superior* result, and one *spectacular* result. If a slot is already filled, then a character automatically fills in the next available slot of a better result.

Example: *Skreech, a renegade assassin from the Cyberpapacy with little regard for human life, has played fast and loose with Power of Corruption during his stay in Orrorsh. The first time, he tortured a witch for information about a rash of deaths in New London. He received 8 points in Corruption and received a* good *result on his Corruption total. The gamemaster decides that Skreech's face appears as a blood red skull in darkness. Later he kills someone he thinks might be a vampyre's assistant, but who isn't, preferring to shoot the man rather than bother to investigate him. The gamemaster assigns another two corruption points for this heinous act. Screech's player generates another Corruption total. Skreech has a Corruption of 10. A 19 is rolled, a +6 bonus for a Corruption total of 16. This means that Skreech gets another* good *success. Because the character's* good *success slot is already filled, the Corruption slot is bumped up to the* superior *result. Now Skreech's body appears as bloody bones to those with* true sight.

Note that if Corruption obtains another good success, Screech will become a monster without ever having filled in his lowest slot.

The changes listed above are noted in discrete divisions for convenience. We suggest for better "feel" that character gradually note the changes. In Skreech's case the gamemaster would describe how the flesh around the character's face would slowly start to rot after his first act of Corruption. *Eventually* it would produce the effect of the blood red skull. This keeps the players guessing as to how bad the effects of Corruption are going to get, and suggests a stronger image of *decay*.

When a character becomes completely corrupted, and turned into a monster, the corruption is complete. Usually no more corruption totals are generated The corruption points a character had when he became a creature of Orrorsh are often all the points he will ever have. Heketon does not waste his powers on characters which it has within its grasp. Some monsters prove their worth to Heketon, and their Corruption may increase. A Corruption value can never be higher than Heketon's *reality* value (64).

Characters who know of and allow Wicked acts are also corrupted. Even characters who are not directly taking action and thus not receiving the *up* bonus are corrupted. A character who knows that one of his companions is about to torture someone, even if he is out in the hall, and does nothing to stop the action is given the same corruption points as the torturer and must generate a Corruption total. Only characters who cannot possibly prevent the Wicked action are exempt from the shared Corruption. Example are unaware characters who are several miles distant from the Wicked action, or characters tied up against their wills.

The gamemaster should always warn players when they are about to commit a Wicked act, so that a character can weigh his choice out for a moment before taking the action.

Corruption can be penetrated by the *true sight* skill. Other methods of detecting good and evil, such as the Nile Empire's inclination ability, can reveal evil, but not the creatures true form. The difficulty of such attempts is the *Spirit* value of the creature.

Orrorsh shields those with high Corruption values from detection; they are valuable agents of evil. If an ability is used to detect Corruption or gain information about its nature, the character may generate a Corruption total. If the Corruption total equals or exceeds the skill or ability total used to probe the corruption, the information is lost. This use of Corruption eventually strengthens a group's *Perseverance* (see below). The *Perseverance* is increased by one point. The gamemaster is free to give the *Perseverance* increase some time after the Power of Corruption was used. This may cause doubt in the player's mind as to exactly when the Power of Corruption was invoked, and which character used it.



The Power of Fear

There are two reasons that the Power of Fear exists in the reality of Orrorsh. The first reason is part of the logic of the world *within* the game world, the second is a logic of game mechanics, exterior to the "fictional reality" of Torg.

First, the Power of Fear exists because the Gaunt Man is very powerful and created a powerful force that weakens his enemies. Some High Lords use their power to increase their technology so they can build tougher tanks, others increase the sophistication of their reality's miracles. The Gaunt Man and Heketon, who love fear, decided to make it harder for heroes slay his monsters rather than make the monsters tougher.

The second reason is that every realm of *Torg: Roleplaying the Possibility Wars* should have its own distinct feel to it. The realm of Orrorsh is a place of atmosphere, of slow searches through mist-shrouded graveyards. We created the Power of Fear so that Storm Knights cannot go blasting their way through every conflict the same way they might do in the Living Land or the Empire of the Nile.

These rules make it vital that the characters spend some time investigating their opponents and introduces the risk that whenever they are facing off against a horror of Orrorsh their characters might flip out from the sheer terror of the situation. The Power of Fear also creates a situation where (hang on to your possibility energy) the Storm Knights might lose, or, at the very least, a character or two might find True Death before they stake the vampyre's heart. Again, this is a choice on our part to make Orrorsh a nasty, frightening place. Storm Knights entering this reality should be prepared to face the most challenging realm on the planet — for although he was defeated by the heroes of Earth, his reality is the most powerful and evil reality to invade our world. We're warning you ahead of time. Tarry in Orrorsh and you can assume that you have a good chance of meeting an untimely end. This is not to say Storm Knights should not adventure in Orrorsh. On the contrary, Orrorsh must be destroyed — precisely because it is so evil. But the cost for victory will be high.

The Power of Fear has two important features which should dismay Storm Knights:

- Until the Power of Fear is overcome, a Storm Knight may not invoke a reality storm.
- Until the Power of Fear is overcome, Storm Knights may not play for the critical moment when using their cards.

If a Storm Knight attempts to invoke a storm while under the Power of Fear, the storm is destroyed as it forms. The Power of Fear then immediately disconnects the offending Storm Knight from her reality.

If the Storm Knights unwittingly try to play for the critical moment when the Power of Fear has not been overcome, the gamemaster should let all the players put all their cards out on the table, then smile cruelly as he sweeps the cards up off the table and tells them it doesn't work. The players lose the cards. That's it. It just doesn't work.

How the Storm Knights can overcome the Power of Fear is described below on page 65.

The Nature of Horror Stories

Take a moment to think about horror stories you have read or horror movies you have seen. In every horror story the heroes usually destroy the monster — but only after lots and lots of people have been killed in the process. It isn't just innocent victims who get taken out by the monster. In both Stephen King's *Salem's Lot* and the movie *Alien* (which is really a haunted house in space) there is a group of characters that band together to take out the unnatural menace. In *Salem's Lot*, only two people out of an *entire town* leave alive. In *Alien* only Ripley and Jones the cat get off the ship and back to Earth. This is what Orrorsh is like. The heroes go forth to battle the terrors of the night ... but not all of them come back.

An aspect of "feel" that the Power of Fear builds into adventures set in Orrorsh is that the creatures of Orrorsh are frightening. In many roleplaying games the characters set themselves against one monster after another, but seldom do the characters react to them as *monsters*. Instead, a zombie is usually just another entity to destroy. Now, there is nothing wrong with this. In a reality of high fantasy like Aysle, where magic is plentiful and heroes encounter the fantastic every day, it makes sense that animated skeletons or vampyres do not faze Storm Knights. In Orrorsh, a reality built on fear, it is vital that the Storm Knights react with a difference. The rules of the Power of Fear help build this sensation.

Of course, a set of rules can't create the atmosphere alone. The gamemaster must help build the mood so that the rules fit into the reality properly.

Perseverance

Perseverance is the commitment that a group of Storm Knights has to pursuing their quarry in Orrorsh. With-

Corruption in Aysle

Scholars of Aysle have long speculated that Uthorion derived his reality's Law of Corruption from the Power of Corruption of the Gaunt Man. Poathok Scarholder's treatise on the subject is especially insightful. Recent lines of research have inquired whether people corrupted in Orrorsh might be able to redeem themselves through a deed of honor, as people can within the reality of Aysle. If this is the case, it might be possible to set up a "corruption railroad" to shuttle the tainted to Aysle and allow them the chance to free themselves from their dark pasts.

Experience has shown that corruption in Orrorsh does not give the character the corruption abilities of Aysle, even when in Aysle. Orrorsh corruption is akin to, but different from, Ayslish corruption.

out *Perseverance* the characters are overwhelmed by the Power of Fear and become ineffectual, perhaps even paralyzed, when confronting the monsters of the realm. The *Perseverance* value rises and falls during the course of an adventure or act set in Orrorsh. The Storm Knights want to accumulate as much perseverance as possible, for without a strong perseverance they are doomed to failure.

A group of Storm Knights always start an adventure with a *Perseverance* value of eight. If the entire adventure takes place in Orrorsh, characters start with a *Perseverance* of eight at the start of the first act. This number continues to increase as the story progresses. If the time spent in Orrorsh is only one or more acts out of an adventure that spans the globe, then the group's *Perseverance* is eight at the start of the act in which they arrive in Orrorsh, or the gamemaster calls for a *Perseverance* check.

The entire group is assigned one *Perseverance* value. It acts just like an attribute value, except that the value belongs to the Storm Knight group, not to a single character. When the group needs to make a *Perseverance* check one of the players (it does not matter which one) rolls the die, finds the bonus number, and adds the bonus to the *Perseverance* value. The gamemaster then compares the *Perseverance* total to the Perseverance Difficulty number.

The Gaunt Man and Perseverance

The Gaunt Man wants to limit resistance to the Power of Fear. The nature of Storm Knights is to exceed whatever limits are place upon them. The High Lord experimented with *Perseverance* on each new cosm he invaded. He and Heketon built a machine to sort possibilities, to gather the slimmest of chances and concentrate them, to make them real. Hundreds of stormers were carefully used, their possibilities dissected by the machine. Finally he succeeded at making real one critical aspect of *Perseverance*: he separated the basic ability to resist fear from the abilities and attributes of individuals. Individual actions could still affect *Perseverance*, strengthening it. The Gaunt Man seeks to eliminate this imperfection, but has so far failed. The High Lord is beginning to believe that such an act might be beyond even his own abilities.

Perseverance is still one of the Gaunt Man's great achievements. His horrors face the small chance of defeat, and each defeat helps convince the populace to continue the fight. Orrorsh lives in fear, not despair. That is as the Gaunt Man wishes. The small chance of a monster being slain was not as inconvenient as he first thought.

The Gaunt Man had not counted on the number of Storm Knights created by the Possibility Wars. For the first time, enough heroes exist to make the necessary sacrifices to defeat the horrors of Orrorsh. The Ecology of Horror might become unbalanced, and the final victory might slip from the Gaunt Man's grasp.

The Perseverance Difficulty Number

The gamemaster assigns every adventure (or act, or series of acts) a Perseverance Difficulty number. This number does not change for the duration of the adventure or acts of the story set in Orrorsh. The higher the number, the more difficult the adventure is. The gamemaster sets the Perseverance Difficulty by the "key" monster of the adventure. The key monster is usually one monster, but it might be a group of characters, like a coven of evil occultists. The key monster is usually the most powerful monster in the story. It may also be the most intelligent monster in the story if the intelligent monster is pulling the strings of the really strong monster. In short, the key monster is the "villain" of the story — the creature that is behind the murders in the village or the evil plot or whatever.

If the story is about hunting a vampyre, then the gamemaster sets the Perseverance Difficulty by the vampyre. The Storm Knights might encounter zombies or large vampire bats, but the Perseverance Difficulty number used in every situation is the one the gamemaster chose from the fact that the key monster is a vampyre.

Note that the adventurers might not know what the key monster is until well into the adventure. For example, the characters are helping a village hunt down a vampyre. As far as they know there is only one vampyre and they think the story is about getting that one vampyre. In truth, the murders in the village have been caused by a group of five vampyres that have decided to take turns attacking the village to hide their number. The Perseverance Difficulty is higher than the Storm Knights expect because they don't have all the information yet.

What this means is that how bad the Storm Knights think things are does not matter. All that matters is how bad things really are.

The gamemaster keeps the Perseverance Difficulty number a secret from the players. This way the group does not know how much *Perseverance* they need to be safe when encountering monsters during the adventure. This creates tension for the session, since every time the characters encounter a creature they do not know if they are outclassed. During the course of the adventure the players slowly get a gauge of what the number is. That's fine, but the gamemaster should let the group figure it out for themselves.

When creating his own adventure the gamemaster must do two tasks specific to the Power of Fear. First, he must assign the key monster a Perseverance Difficulty number. Here are some example difficulty numbers :

10-14. These are the lowest difficulty numbers any key monster should have. At the start of the adventure the characters will be hard pressed to beat the number every time the group generates a *Perseverance* total. This is the usual difficulty number for a single monster of average strength. Examples are a werewolf, an oozing terror, or a competent occultist.

15-22. This is the difficulty number of really powerful monsters and large, organized agents of evil. Examples are above average vampyres, occultist covens, and truly terrible giant, shapeless horrors of the kind the Nightmare Ahjebax might create.

23-27. Numbers such as these are



nearly impossible to attain, reserving them for Nightmares, members of the Hellion Court, and the Gaunt Man himself. An adventure with one of these creatures as the key monster requires a good deal of research and preparation on the part of the Storm Knights — and the realization that none of them might finish the task.

The second gamemaster task is to create and assign the value of clues and possible incidents that might take place in the story, because these clues and incidents are the method by which the Storm Knights raise their *Perseverance*. See "Gaining and Losing Perseverance" below and "Investigation" in Chapter Five.

Calling For Perseverance Checks

The gamemaster calls for *Perseverance* checks for the Storm Knights' group when the gamemaster decides it is appropriate. The Power of Fear weights the rules against the characters. The gamemaster calls for *Perseverance* checks to neutralize the advantages Storm Knights often have—which means that if they fail when generating the *Perseverance* total they lose those advantages. If a group has already failed they don't get to generate a total to recover their advantage. The only way to win against the monsters of Orrorsh is to have a high enough *Perseverance* to consistently succeed when generating *Perseverance* totals against the Perseverance Difficulty.

The horrors of Orrorsh also become more powerful when the Power of Fear works for them. Storm Knights who fail Perseverance checks face a foe who is now far more deadly than before.

The gamemaster should keep in mind that the more often she asks the group to generate a *Perseverance* total, the greater the chances that any conflict turns against them. *This should not discourage the gamemaster from asking for lots of Perseverance totals.* We're telling you this specifically so you'll use the rule a lot. Whether or not the players are fearful in the role-playing session, the Power of Fear rules bring home that the *characters* are dealing with situations that cause strain on their courage and perseverance.

Groups which fail their *Perseverance* checks can still take actions. They just suffer from the monster's Fear Rating, as described below. This makes success harder, and might prompt the group to retreat.

Perseverance Check Situations

Perseverance is a measure of how Storm Knight confidence and resolve when dealing with the creature they are hunting. In Orrorsh there is always the nagging suspicion that you are in over your head or that the whole situation would be better left unexplored. The reality of Orrorsh inflicts these sensations on everyone in the realm. Even the most hard-boiled detective from the Empire of the Nile finds it impossible to keep a nonchalant and cynical about the dangers faced in Orrorsh. They overwhelm a person.

The gamemaster calls for *Perseverance* totals when the supernatural or the horrific confront the Storm Knights. At those moments the Storm Knights understand *to their very souls* how terrible a place Orrorsh is. If the group fails its check then they can still act, but fear permeates every action they take. Their concentration wavers as their imaginations are consumed by images of terrible fates for them and their friends. They are no longer as spectacular as they are in other realms. This is reflected in the horror's Fear Rating, described below.

The same events or sights in another reality might not produce the same debilitating results suffered in Orrorsh. This is all part of Orrorsh's reality. Fear permeates the air and sinks into pores of every being.

Although it is up to the gamemaster to decide when *Perseverance* checks are needed, below we suggest some situations.

1. *Whenever the group encounters a monster or creature of Orrorsh.* It is not necessary that the monster threaten the group. Walking into a sitting parlour and spotting a vampyre is enough to call for a *Perseverance* check, as long as the characters know the man playing the piano is a vampyre.

2. *Whenever the characters see the power of the occult working.* Remember that the occult is different from standard magic, so if a wizard casts a spell from his grimoire it does not create the need for a *Perseverance* check. Only occult magic creates this need. The gamemaster should request a *Perseverance* check even if it is the Storm Knights using the occult. If the characters use the power of the occult to draw up the blood of long dead corpses in an ancient graveyard, the chilling sight combined with the realization that they have caused this effect creates a chance that the Storm Knights will be overwhelmed by the sight. A *Perseverance* check is required.

3. *When something really bad happens or the Storm Knights encounter something horrible, usually something grisly, frequently moist and red.* If the Storm Knights see their faithful guide or one of their fellow Storm Knights torn in half by the razor sharp talons of a Ravagon, second thoughts about the whole affair plague the Storm Knights. Have them make a *Perseverance* check. The Storm Knights do not have to witness the gruesome act to be affected by it. If they come across a village in which every man, woman and child is dead, its time for a *Perseverance* check.

4. *When a setback comes up for the heroes and another setback is not available.*

Generating the Perseverance Totals

Because no single character is making the roll, neither card nor possibility points can be used to augment the *Perseverance* total. The total is generated the moment the event occurs that calls for the *Perseverance* check. Any player may generate the total. Dramatic sense suggests that the player most affected by the horror generate the *Perseverance* total.

If the total equals or exceeds the Perseverance Difficulty for the adventure, the group has succeeded. If the total is lower than the Perseverance Difficulty, the group has failed its *Perseverance* check.

The Fear Rating

So what does it mean when the group fails when generating a *Perseverance* total?

The monsters of Orrorsh are a special breed apart from monster of other realms. A vampyre from Orrorsh is very different, and more dangerous, than a vampire from Aysle. This danger is measured by a Fear Rating.

A Fear Rating may be 1/2, 1, 2, 3, 4 and 5. More powerful monsters have higher Fear Ratings. Fear Ratings above three are extremely rare, given to Nightmares, members of the Hellion Court, and very ancient creatures.

Whenever a group fails their *Perseverance* check the monster receives a number of fear points equal to its Fear Rating multiplied by the number of Storm Knights it is facing. A creature with a Fear Rating of three faces four Storm Knights; when the heroes fail a *Perseverance* check, the creature gets 12 fear points. Fear points must be spent as soon as they are received, although their effects may linger.

For a Fear Rating of 1/2 the gamemaster rounds fear points in favor of the players. Thus, if there are four Storm Knights in the scene the gamemaster gives the creature two fear points. If there are three Storm Knights the creature receives one fear point.

For one fear point the creature may:

• Take one card from any player's pool. If no cards are in pools yet, the gamemaster may draw a card at random from a players hand. The creature may spend additional fear points to steal additional cards.

• *Stymie* one of its opponents. The creature may spend additional fear points to *stymie* additional opponents.

The effect ends once the scene ends, or the afflicted character makes a *Perseverance* check (no cards or Possibilities may be spent on the check. On the bright side, the stymied result does not apply to the *Perseverance* check). Unless the individual character succeeds at a *Perseverance* check, the character is *stymied* in the presence of the creature.

A character may make *Perseverance* checks to overcome the fear. Doing so counts as the character's action for a round. If successful, he has overcome the Power of Fear. If not, he is still *stymied*. The creature does not gain any more fear points due to these individual *Perseverance* checks.

• Spend a possibility for a roll-again. This is possible even for monsters which are not possibility rated; the energy comes from the Power of Fear. The creature may buy this benefit only once per failed Perseverance check.

For two fear points the creature may:

• Produce an *up* result. As with the ordinary *up* results, the *up* applies to the creature's entire faction. The creature may only buy this benefit once per failed Perseverance check.

• Cause a single Storm Knight or character to be *setback* by fear. The creature may buy this benefit more than once.

The effect ends once the scene ends, or the afflicted character makes a *Perseverance* check (no cards or Possibilities may be spent on the check). Unless the individual character succeeds at a *Perseverance* check , the character is *setback* in the presence of the creature. He is able to do nothing but flee from the horror.

A character may make *Perseverance* checks to overcome the fear. Doing so counts as an action, and must be performed out of sight of the creature which caused the *setback*. If successful, he has overcome the Power of Fear. If not, he is still to afraid to take effective action; the creature does not gain any more fear points due to these individual *Perseverance* checks.

• The creature may *mark a character for death*. A character marked for death may not spend Possibilities to remove damage. The effect lasts for the remainder of the scene, or until the **group** succeeds at a *Perseverance* check called for by the gamemaster.

Only Storm Knight groups who succeeded at their *Perseverance* actions are immune from the effects of the Fear Rating, which is why it is so important to get a high Perseverance.

Although every monster has a Fear Rating, only one rating is used at a time during an encounter. The rating used is the highest Fear Rating available. Thus, if the Storm Knights are battling an occultist with a Fear Rating of two who is controlling two zombies with Fear Ratings of 1/2 each, the villains draws two cards from the players' card pools if they lose the Perseverance action. If heroes destroy the occultist, then the Fear Rating is reduced to 1/2. If a group of four Storm Knights were attacked by a group of zombies with a Fear Rating of 1/2 each, then the players would lose two cards when they failed their *Perseverance* check.

Gaining and Losing Perseverance

Storm Knights lose and gain *Perseverance* during the course of any adventure or series of acts in Orrorsh. The Storm Knights have a given *Perseverance* value that stays with them during the adventure. It starts at eight, and rises and falls, but it is a *Perseverance* value for that particular adventure. When the adventure ends the *Perseverance* value is discarded, no matter how high or low it was. The next time the characters are in Orrorsh, they start with a value of eight once more.

As stated above, the Perseverance Difficulty number comes from the threat of the key monster in the adventure. As the *Perseverance* rises it reflects the work of the Storm Knights to deal with *the particular threat of the key monster*. Once the key monster is dispatched the *Perseverance* is valueless because the Storm Knights built it for that particular monster. If the monster completely wipes out the group, the next group that goes after the monster must start anew to collect *Perseverance*. If new characters are brought in to replace characters killed during the course of the adventure (a likely occurrence in Orrorsh), the old *Perseverance* value can be carried over to this "new" group. It is assumed that the surviving members of the original group pass on information collected before the untimely deaths of their colleagues.

At no time can the *Perseverance* value drop below zero. If the group encounters a situation that subtracts points from their *Perseverance* that would drop the value below zero, the value simply

becomes zero.

Add Perseverance points to the group's Perseverance Value when the group:

- discovers information about the creature they are pursuing
- when they win a skirmish against the forces of the Gaunt Man
- when they encounter people in need of help
- when something so horrible happens that they strengthen commitment to kill the monster. The points are awarded in scene in which the heroes can contemplate what they have seen; they are never awarded in the same scene as the one in which they previously lost *Perseverance* for seeing something horrible.

***Perseverance* points are subtracted from the group's *Perseverance* value when they:**

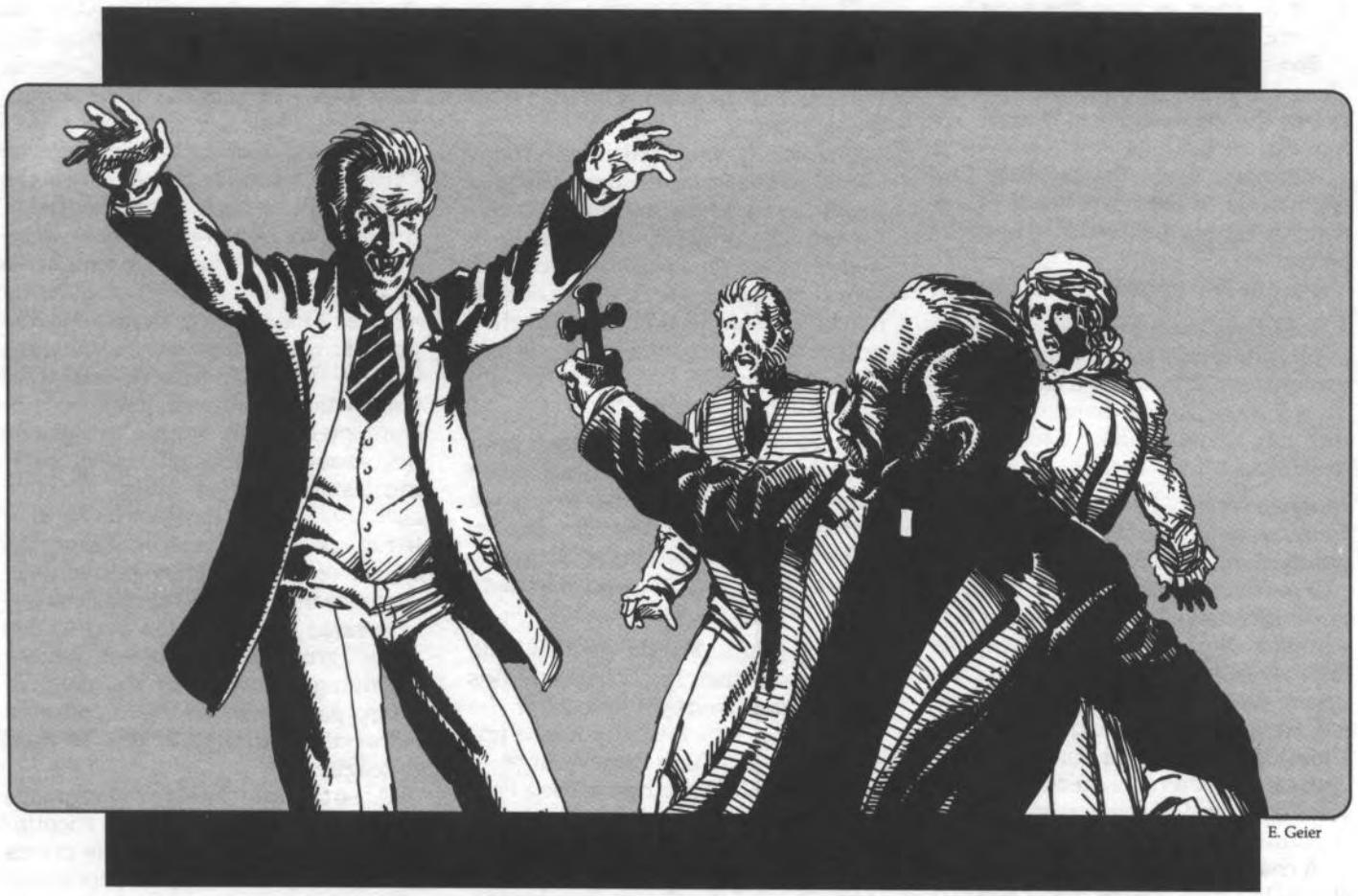
- suffer a loss at the hands of the forces of Orrorsh
- witness a horrible sight committed by a monster, or see a companion die
- witness a violent and grisly sight caused by the power of the occult.

There is overlap between the the ways that Perseverance points are subtracted and the need for *Perseverance* totals — which is as it should be. If the group sees a Ravagon slay a member of a group, first they lose some points of *Perseverance*, and then they have to generate a *Perseverance* total at the new, lower value.

The reasons for losing *Perseverance* match some of the reasons for gaining *Perseverance*. This is done on purpose as well. For example, if the group sees their teammate ripped up by the Ravagon, they immediately lose *Perseverance* (and have to generate a *Perseverance* total). Later, if they escape the encounter and have time to mull it over, the anger at their companion's death strengthens their resolve to kill the creature. In such cases the group gains back the *Perseverance* lost, plus the same value again. The subtraction is brought on by panic, the addition through contemplation.

The *Perseverance* points lost or gained for a particular incident. The points for a single event usually range from one to five. Most point gains or losses for a single incident are for one or two points. Point gains or losses of four or five points are extremely rare, and used only for exceptional events.

When creating an adventure in Orrorsh, the gamemaster must create and place incidents in the adventure for the Storm Knights to find or experience. He should do this before the adventure begins so that he is certain he has left enough clues for the Storm Knights to succeed at the adventure. The Storm Knights might gain Perseverance through unexpected situations, such as the death of a Storm



E. Geier

Knight, but this cannot be counted on. The gamemaster should total up all the potential *Perseverance* point gains he has created for the Storm Knights.

The potential *Perseverance* point gains the gamemaster plans should equal the Perseverance Difficulty number *plus four*. Thus, if the Perseverance Difficulty Number is 10, he should prepare 14 points of potential Perseverance increases. It is not necessary that the characters find all the potential points — but they should be there, available for the Storm Knights. Remember that the Storm Knights will suffer losses to their *Perseverance* as well, and they need to have enough points available for their final confrontation with the monster.

Overcoming the Power of Fear

When the Storm Knights reach a *Perseverance* value equal to the Perseverance Difficulty number plus 12 they have overcome the Power of Fear manifest in the creature. The lowest bonus that can be rolled is -12 (on a roll of one), and so they will always succeed at a Perseverance check.

It does not matter that they do not know if they have enough points to be able to do this — the Power of Fear knows. If they have enough *Perseverance* to guarantee a success then the critical moment can be played normally. Storm Knights can now invoke reality storms against their opponents.

The players might start a scene with enough points, but due to horrible things that happen during the scene might lose some, driving their total below a guaranteed success on the Perseverance check. If this happens the Storm Knights lose their ability to play for the critical moment, and cannot invoke reality storms. They must either fight without the ability, or retreat to gain more points and return.

Extended Example of the Power of Fear

In the following example the key monster is a werewolf. It has a Fear Rating of two and the adventure's Perseverance Difficulty number is 15 (it's a tough werewolf). *Perseverance* values marked with an (*) are part of the potential *Perseverance* points that the gamemaster placed in the adventure before play started.

The group of heroes consists of five Storm Knights.

- The group arrives in a small village where a man was killed by a strange creature the night before. This gives them +1* just for starting the adventure.

- Examining the clues at the scene of the murder the group discovers that the creature is a werewolf and they gain a Perseverance point.*

- The group seeks out help to learn more about the werewolf. An old Gypsy woman informs the players that the creature can only be killed (that is, True Death) by cutting off its head with a silver axe inscribed with an ancient Indonesian curse. Although they don't yet have the curse they need, the clue is valuable enough that they receive +2* to their *Perseverance* Value.

- The werewolf returns to the village at night. The Storm Knights hear screams of a woman who lives with her two children at the edge of the village. The group hesitates for just a moment because they know they now only have 12 (base of 8 +4) *Perseverance* points. There is a very good chance that the Power of Fear affects them. They decide that they have to go help anyway. The other people of village, influenced by the Power of Fear more than the Storm Knights are, cannot even leave their homes.

They rush into her home and see the frightened children cowering in corner, the werewolf growling at them. One of the Storm Knights sees the mauled body of the mother behind a couch. The gamemaster decides that the sight is worth a -3 to the group's *Perseverance*, bringing the total down to nine. The werewolf and the bloody sight require a *Perseverance* check.

The die is rolled and a 10 comes up, then an eight for bonus of five. The perseverance total is 14 — one point short of the Perseverance Difficulty. The Power of Fear floods the minds of the Storm Knights.

The werewolf has 10 fear points to work with. He decides to stymie four of the Storm Knights (four points), and give himself a roll-again (five points total). It fills the unstymied Storm Knight with fear, causing him to flee (seven points total). The monster then marks the Ayslish priestess for death (nine points total). With the remaining fear point, the gamemaster draws a card from the hand of another player, who groans as a Drama card is lost.

The heroes decide to follow the lead of their fellow who is currently screaming off down the street. They rush out the door and down a back street to the house they were staying at. The werewolf, who wanted to kill the children as well as the mother, decides he's caused enough terror for the night and leaves the village.

- The next day the characters are planning what to do next. The *Perseverance* they lost at the sight of the werewolf and murdered mother returns (+3) with an additional +3* bonus because now they *really* want the thing destroyed. They also get +1* perseverance for saving the children. (They would have gotten +3* had they reached the house in time and saved both the children *and* the mother.) The group's *Perseverance* value is now 16. A good value, but not good enough to handle the werewolf if something goes wrong. They decided to travel to Jakarta to research the ancient Indonesian curse.

- They reach the University's library and do some research and discover the curse. This gives them a +3* to their *Perseverance* Value. They then track down someone to make the axe, which is another +3* Perseverance. Their total now stands at 22. They believe this might be enough to take on the werewolf and decide to head back to the village. Remember that they don't know what the Perseverance Difficulty number is. If the werewolf is actually controlled by a powerful occult sorcerer then things are much worse than they appear to be.

- When the group reaches the village they discover that three more people are dead, all killed by the werewolf. Since none of the Storm Knights knew the victims well the gamemaster de-



cides that the group should get a +1* to their *Perseverance*. (However, one of the victims was a potential Romantic Subplot that the characters didn't get involved with. If one of the Storm Knights had been romantically involved with the villager, her death would have added +4* Perseverance to the group's total.

• The group spends the next few days tracking down the werewolf and discover that its one of the villagers. This final bit of information drives up their *Perseverance* to 24. The Storm Knights rush to the man's house to confront him, doing some cool set ups along the way to build up their card pools. The characters rush into the house and, right in front of their eyes, the shapeshifter takes on the form of a werewolf. They see the man's body transform into the form of a werewolf — see the hair grow all over his body, his mouth lengthen into an animal's snout, they see the arms and legs twist and reshape themselves, hear the muscles tear slightly.

It's all really grisly if you think about it — and the gamemaster decides the Storm Knights do. He drops their Perseverance by 4 down to a 20.

Before the first card of the round is turned over the characters have to generate the *Perseverance* total. The die is rolled for a 14 — giving a *Perseverance* total of 21. That means they hold their perseverance and rush the werewolf with confidence.

A werewolf is still really tough, no matter how you slice him. Since this is the big climax, it's a dramatic encounter. Although the Storm Knights are doing well for the first three rounds, their possibility-rated opponent pulls out all the stops, lands a few good blows against one of the Storm Knights and kills the hero. The gamemaster subtracts four points from the *Perseverance* value (it would have been five if the werewolf had killed the Storm Knight in a particularly gruesome manner, but he's in a rush right now). They've now got a value of 16 and have to make another roll. A 4 comes up, giving them a *Perseverance* total of 8 — seven points shy of the Perseverance Difficulty number. The round ends and the werewolf grabs six cards off the table and marks one Storm Knight for death (there are four Storm Knights in the group now that one is dead.) The heroes have to decide whether to press the attack and risk slaughter at the hands of the werewolf, or retreat, knowing that more people will be killed and the werewolf will heal the damage they've already done to it.

They decide to stay and fight. They make headway, but as they fight on the werewolf kills the marked Storm Knight. The group's *Perseverance* drops another four points to 12. Luckily they succeed at the next *Perseverance* check. The werewolf dies through the group's combined efforts.

The Storm Knights have won, but at the cost of two of their group. That's the way it is in Orrorsh.

Important Note

Notice that in the long run the more people who die at the hands of Orrorsh's monsters, the more the *Perseverance* of the Storm Knights is strengthened. They get a *Perseverance* increase after the confrontation is over. This is because it makes good story sense, for as the horror mounts so does the commitment of the heroes. It also works well as a game mechanic for a story based game, because as the story progresses and the monster kills more people the heroes automatically get stronger. This means that soon or later the Storm Knights will have enough *Perseverance* to go after the monster and succeed, simply because the monster is doing its job. The rule *drives* the story to a climax.

Certain players might try to twist this rule, built for story purposes, to their own advantage. For example, in the situation above some unscrupulous Storm Knights might have let the werewolf destroy the children in the hopes of gaining the Perseverance bonus the next day.

Since this is completely contrary to the heroic spirit of Torg it should not be allowed and measures should be taken to discourage it.

If the Storm Knights let a gamemaster character die for their own advantage they do not gain *Perseverance*. They obviously were not affected by the plight of the character. Therefore, their cannot increase their commitment to kill the beast. They do lose Perseverance temporarily; cynical they may be, but the Storm Knights are still affected by the Power of Fear.

If Storm Knights act callously the gamemaster should press the creature's advantage against the Storm Knights. In the above example involving the children and the mother, the Storm Knights' *Perseverance* dropped. If the Storm Knights didn't try to save the children, the werewolf would have pursued the Storm Knights. Yes, we know, that's not exactly logical, and we don't believe a Storm Knight group would ever behave cowardly, but if it should happen, let your monsters trash them.

The only exception to this is when a Storm Knight himself throws himself into the fray with such ferocity that he gets killed. This is a sacrifice, just like the Martyr card is a sacrifice. The *Perseverance* of the group does go down during the battle, but it recovers after the fight is over and is also increased due to the valiant sacrifice.

Splitting Up The Group

There is a maxim spoken in most roleplaying groups: "Don't split up the group." For most roleplaying game environments this makes perfect sense. There is strength in numbers, after all, and the point of most roleplaying ses-

sions is to stay alive while defeating the villains.

Torg adventures in Orrorsh can be played like most other roleplaying adventures. That is, victory with concern for life and limb can be the primary concerns for the players. Certainly, Earth is at war and it is important to defeat the villains.

But to get the "feel" of Orrorsh, the prospect of a character's death should not be as inconceivable as in other roleplaying environments. This is the realm of horror, after all. The tales of this genre are rife with people going into the crypt alone, or chasing after the monster without warning the others in the group, or braving life and limb alone so as not to place others at risk. In the stories, the group splits up. It may not be the wisest thing to do. But it sure is creepy when the captain from *Alien* is crawling along the air vents searching for the creature and the rest of the group waits helplessly, watching his progress on their little radar display.



D. Miller

As has been mentioned several times, heroes die in Orrorsh. It's just a rough place. So the players might as well enjoy it. That is, the players can play in Orrorsh as a straight role playing adventure, or they can adopt a bit more distanced attitude toward their characters, acknowledging the fact somebody is going to buy the farm in the attempt to slay the creatures of the night.

The Power of Fear rules benefit groups that split up.

If a group splits up, each sub-group accumulates and loses *Perseverance* points as a sub-group. Then, when the group gets back together (whoever is left alive out of the group that is), the group receives the total *Perseverance* points from all the sub-groups.

First of all, if the group splits up, they can cover more ground and gather more clues and information — just like in the stories.

Notice also the second point. If a Storm Knight is fighting a monster alone and is killed, no else suffers the immediate *Perseverance* point loss and they are safe from the Perseverance Check. On the other hand, when the group finds out about the death they gain *Perseverance* points, as outlined above.

Example: *Dr. Talos McIntire tells his companions to wait on the surface while he investigates the strange opening in the earth the group discovered. Lighting a lantern he starts to crawl down the rough tunnel. The tunnel continues for 80 feet, and then opens into an ancient burial chamber. Several crypts are on the floor. Talos steps over to one of them and opens it.*

The decayed hand of a ghoul lunges for his throat and tears his flesh.

A Perseverance *total is generated and Talos fails the action. Realizing he's in deep trouble he races back to the tunnel to get back to his friends. The creature, however, has an edge and catches the doctor's foot just as he gets inside the tunnel.*

On the surface Dr. McIntire's friends hear a blood-curdling scream. Since none of them know what is happening and is not immediately involved in the conflict they do not suffer a Perseverance *point loss, as they would if they were with the doctor. If they were to crawl down into the crypt now and see the ghoul munching on the doctor they* would *suffer the point loss. But the doctor told them to wait until he came out.*

So they wait.

As they wait their Perseverance *grows, for they realize the doctor has died and did so to protect them. If the ghoul were to crawl out of the tunnel he would confront a group of Storm Knights whose* Perseverance *was stronger than it was before.*



Chapter Five

Skills and Investigation

The characters that inhabit Orrorsh and Gaea have a few abilities not described in the *Torg* boxed set. In this chapter are descriptions of new skills that are available to characters from the reality of Orrorsh, or characters travelling in Orrorsh. Some of these skills have restrictions upon who can possess and learn them.

Orrorsh skills outside of Orrorsh

Since the reality of Orrorsh is so specific to the Gaunt Man's whims, few skills of Orrorsh are as effective outside his reality. All Orrorsh skills cause a contradiction when used outside Orrorsh, with the exception of the *swami* skill. The *swami* skill only creates a contradiction in an area where the spiritual axiom is seven or less. For all other skills, zero-case contradictions become one-case contradictions. One-case and four-case contradictions remain unchanged. See page 99 of the *Torg Rulebook* for explanation of contradiction. Unless noted, skills are presumed to require the full axiom levels of Orrorsh.

Perception-Based Skills

Research

Research is a form of magical *evidence analysis* using secondary sources rather than direct evidence. *Research* allows a character to go to books and documents about the criminal and piece together information about him without ever examining items touched by the criminal. It represents an uncanny ability to string together unrelated bits of information, literally divining meaning by "reading between the lines", based upon the magical principles of contagion and similarity. Victorians would stoutly deny that *research* is a form of magic, attributing it success to logic and the keen acumen of its practitioners. They are wrong.

Characters use *research* in libraries or places of public records, such as City Hall or the Department of Public Health. It usually takes one to four hours of game time to generate a *research* total. The gamemaster decides exactly how long *research* takes. He should use the difficulty of the material researched and the amount of material the characters must wade through when choosing the research time.

The difficulty number of the research is the *Spirit* or *faith* of the person or creature researched. Even in the simple activity of research the Gaunt Man's evil reality holds sway.

If the researcher fails, he may choose to become *obsessed* with his research. Such an obsession immediately gains the group one *Perseverance* point. The researcher takes a fatigue result (two shock points) which will not heal until the research is successfully concluded. Each day the researcher may generate a *research* total; if the player believes the total to be high enough he tells the gamemaster his total. If the total exceeds the difficulty, all fatigue is removed and the information gained. If the research fails again, the researcher suffers another fatigue result; the disappointment of his most recent failure has taken a psychic toll. This fatigue

also stays until the research is successful. A researcher who takes research fatigue in excess of his *Toughness* falls into a coma. Unless the answer to his research is found within a month, he expires, lacking the will to live. If a character can speak the answer to him, the comatose character regains the will to live, and consciousness follows in a day or two.

If the researcher receives *minimal*, *average* or *good* success, the precise nature of the creature under investigation is clear. Characters receive the *Perseverance* point for gathering the information. On a *superior* success, the researcher gains an intuitive feeling as to where the next clue might be found. On a *spectacular* success, the researcher gains an intuitive feeling as to what perils or obstacles guard the next clue.

Good players might discover the information through role playing and solid induction. Rather than simply rolling the dice, the characters might tell you what books they are specifically looking through, who they are going to for help and so forth. As they pursue the proper paths of research the game master can give bits of information about the creature they seek.

Research requires a magic axiom of at least 10 and a social axiom of at least 10 to be a zero-case contradiction (which is then increased to a one-case contradiction).

Research **cannot** be used unskilled.

Mind-Based Skills

Occult

The *occult* skill is described in detail in Chapter Six. It is the study of the mystical forces of Orrorsh that can be warped to alter the nature of reality. The path of the occult is fraught with danger — to use the occult is to tap into a magical knowledge that the Gaunt Man created to seduce people. To study the occult invariably leads to Corruption.

Occult **cannot** be used unskilled.

Spirit-Based Skills

Shapeshifting

Note: This description replaces the skill described on page 17 of the *Torg World Book*.

Shapeshifting is the ability (or curse) of changing form between human and animal. For most shapeshifters, the transformation is involuntary, triggered by stress, danger, or the full moon. They lose all memory of their humanity, becoming animal in body and mind. Possibility-rated shapeshifters maintain a modicum of self-control when shifted, though there are risks even for them.

Only characters from Orrorsh may have the *shapeshifting* skill. Using the *shapeshifting* skill in any other realm or cosm creates a contradiction. When a player chooses shapeshifting, he must take the skill as the character's tag skill.

When a character shapeshifts, he transforms into another creature, typically a wolf; a player may choose a different animal for his *shapeshifting* if the gamemaster agrees with the choice. The shapeshifter's animal form may be larger or smaller than his human form. The maximum difference is the character's initial adds in *shapeshifting*. Once chosen the size does not vary.

Example: *A character with with a weight value of 10 and three initial adds of* shapeshifting *may choose as his animal form a beast with a weight value of from seven to 13 (25 to 400 kilos).*

A shapeshifter has the same total of attribute points in either form, though they can be distributed differently in each form. The *Spirit* attribute must be the same for both forms. In animal form a shifter may have very high attributes, beyond the normal character limits.

Example: *Bill is a were-tiger. In his human form he has: DEX 9, STR 9, TOU 9, PER 10, MIN 9, CHA 9, SPI 11. Bill's player decides that his were-tiger attributes are: DEX 12, STR 14, TOU 12, PER 10, MIN 4, CHA 3, SPI 11. Both sets of attributes total to 66 points; the* Spirit *is 11 for both forms.*

The shifter also has two completely different sets of skills. When a player designs a shapeshifter, he has 16 skill points for each form. He must assign three adds to *shapeshifting* for each form. If he wishes to have any other skill in both forms, he must also purchase the skill separately for both forms. When improving skills, skills are improved independently for each form. *Shapeshifting* adds must be improved simultaneously for each form; going from *shapeshifting* +3 to +4 costs eight Possibilities.

Human forms may start with any skill available in Orrorsh. They may learn others throughout their life, including skills from other realms.

Animal forms are limited to skills which animals might logically know. The gamemaster must approve all skill choices. When in animal form shapeshifters have a primary attack form with a damage value equal to their *Strength* plus their shapeshifting adds. A werewolf with a *Strength* 14 and *shapeshifting* +3 has a primary attack damage value of 17. For a werewolf, his bite is his primary attack. As the the *shapeshifting* adds increase, the damage value of the primary attack also increases.

A shapeshifters animal form also has the following power and weakness:

Resistance to normal weapons
Severe weakness to silver

This power and weakness **do not apply** to the character's human form. Human forms can be damaged by any normal means. See Chapter Eight for descriptions of severe weakness and the ***resistance to normal weapons*** power.

A shapeshifter whose animal form fall unconscious automatically reverts to human form. No *shapeshifting* total is needed. If the damage is from friendly sources (i.e. players trying to avoid having the shapeshifter lose control) the gamemaster may insist on a *shapeshifting* total, as described below, too see if the gamemaster takes control of the character.

When does shifting happen?

The difficulty of voluntarily shifting into animal shape is 10. The character involuntarily changes shape when:

• The character is in danger and the character receives a *setback*. The set-

back may be from any source.

•The moon is full and the character receives a *setback*. The setback may be from any source.

•The character takes a wound in combat.

If the character wishes avoid involuntary shifting the difficulty is 10 plus the amount of shock damage taken.

When in animal form, the difficulty of returning to human form is equal to the time value of the number of minutes spent in animal form. This number is increased by the amount of shock damage the character has taken. If a character were in animal form for one hour, the *shapeshifting* difficulty is nine. If the character had six shock points at the time he tried to change back, the shapeshifting difficulty is 15.

If a character fails the shifting roll to return to human form, the animal nature has taken over. The gamemaster takes control of the character for a time equal to the time so far spent in animal form. During this time the gamemaster takes control of the character's sheet, and decides all actions for the character. At the end of this time the character automatically reverts to human form.

Unlike the version of the skill in the *Torg World Book*, the gamemaster does not take control if the character fails when trying to avoid changing to animal form.

Each time the gamemaster takes control of the character, the shapeshifter gains a *Corruption* point. Any evil done while under gamemaster control can increase this *Corruption*. The Power of Fear looks forward to the time when the shapeshifter becomes a true creature of Orrorsh.

Shapeshifting **cannot** be used unskilled.



A. Nunis

Spirit Medium

Only characters born and raised as Orrorsh Gypsies can use the skill of *spirit medium*. The skill allows a character to contact the capricious spirits of Orrorsh and ask them for information. These spirits are described in full in Chapter Eight on page 106, under the name Lost Souls. The spirits can answer questions on any subject — questions about the future, questions about what weapon kills a monster, questions about the best course of action. Lost Souls love to talk, and they'll say almost anything to have a conversation with a spirit medium. Care must be taken that the Gypsy medium is reliable and can handle the Lost Souls. She must silence the mischievous and force the responsible spirits to tell the truth. Even very experienced Gypsies contact a Lost Soul who doesn't know what's what. Thus, anyone depending on a Gypsy for information must take care — it is an imprecise art.

When a Gypsy attempts to contact the spirits she generates a *spirit medium* total to call Lost Souls to her. The difficulty number is 12. Success means that spirits appears. The Lost Soul with the highest *Spirit* is the Lost Soul the medium wants to talk to.

The *Spirit* of the most powerful Lost Soul is 15 (base *Spirit* of a Lost Soul)

plus the result points of *spirit medium*. The Lost Spirit will therefore always have a *Spirit* equal to the spirit medium total plus three. The more powerful the summoning, the more powerful the spirits contacted.

When the spirits arrive they all clamor for the chance to talk with the medium. Anyone watching the medium at work only hears soft giggles and whispers coming from around the head of the medium. But the medium hears the voices clearly. "I know all about the future!" a soul will cry. "Oh, don't listen to him," another will counter. "He doesn't know what he's talking about!" "Do you know what I did yesterday," a third will say. "I watched people eat a pig. I forgot people did that!"

Because of these distractions the Gypsy must focus her own attention as well as that of the Lost Soul. The whole process is noisy and uncertain. The game master should play out all the voices buzzing around the medium. To reflect uncertainty of the seance and the uncommon link between the Gypsy and the Lost Soul, two bonuses are generated: one by the medium and one by the Lost Soul. The game master makes the roll for the Lost Soul (and the Gypsy if it is a gamemaster character). The bond between the Lost Soul and the medium allows the Lost Soul to use both bonuses generated for two separate *Spirit* totals.

Any time a Gypsy asks a question, the difficulty number is the highest *Spirit* or *faith* value of the people involved with the question. Thus, if Sasha, a Gypsy, is asking about her son, the two important people involved in the question are her son and the werewolf. Her son's *Spirit* is 9. The werewolf's *faith* is 15. Therefore, a 15 must be generated by the Lost Soul (using its *Spirit*) to get pertinent information about the fate of the Gypsy's son. If the medium wants to discover how to kill the werewolf, the difficulty is again 15.

If both totals fail then the gamemaster has the Lost Soul give the wrong information to the Gypsy. The Lost Soul might not even be lying — it just might be wrong. If both *Spirit* totals equal or exceeds the difficulty number, then the spirit gains insight into the medium's question and the game master answers the question fully. The greater the success result, the more specific and accurate the information becomes.

Minimal: One aspect of the problem is revealed.

Average: One power or ability of the monster is divined. The game-master should pick an ability which the monster has already used during the adventure. Or the location of the next clue is revealed.

Good: One weakness is seen. The nature and location of the next clue is revealed.

Superior: The location, nature and best timing for the next clue is given. The True Death of a monster may be revealed.

Spectacular: The gamemaster should answer the question so as to give the players the fullest amount of information which does not ruin the story.

Corrupt characters may try to avoid the result of *spirit medium*. They generate a Corruption total. If it equals or exceeds the higher *Spirit* total, the Power of Corruption blocks the information. Once blocked, *spirit medium* may not be attempted again on the same subject, even by another Gypsy. Blocking a seance raises a group's *Perseverance* value by one. They know something important is going on if the information is blocked.

If one of the totals succeeds but the other fails the gamemaster gives a partial answer to the Gypsy's question. Note that this means that the Gypsy can rarely be sure if her information is 100% correct, no matter what bonus she generates.

The Lost Souls have no Possibilities to spend. The Gypsy may play a Supporter card to help the Lost Soul's *Spirit* total, and may spend cards and Possibilities on her own bonus. In this case, *Presence* cards may be added to the bonus generated rather than an attribute.

The game master should make sure to play out giving the information to the Gypsy if the Gypsy is a player character. The Lost Souls are desperate to please and easily distracted no matter what the outcome of the rolls. This way the players don't always know exactly how reliable their information is.

Lost Souls are good at digging up hard to find facts or even information known only to one individual now long dead. They are notoriously poor at predicting the future, although they are eager to try. If things don't go as the medium predicted, the Gypsy will never know since her information was never complete; the Lost Soul could simply be wrong. The gamemaster should strive to make the outcome of events match information successfully earned, assuming the information does not totally warp the story.

Coordination

Characters may coordinate on spirit medium seances. If the character has spirit medium, the coordination difficulty is eight. Otherwise the character uses her *Spirit* against a coordination difficulty of 12. See page 47 of the *Torg Rulebook* for the effects of coordination.

Spirit medium **cannot** be used unskilled.

Swami

Swamis are Hindu religious teachers from either Earth or Findaru faithful of Gaea. For convenience all the special abilities that Swamis possess are grouped under the heading of *swami*. A Swami can do the listed special abilities when he reaches the listed adds. Thus, if a character has two adds of *swami* skill he can perform the first two abilities listed below.

Most Swamis also possess the skill *true sight*, but it must be earned by a Swami as a separate skill.

+1: The Swami does not have to eat or drink while in a trance. The trance is self-induced and lasts a number of days equal to the character's *swami* total. Although the Swami is quite hungry when he leaves his trance, he suffers no ill effects when he leaves his trance. He also needs far less oxygen than normal. The swami adds are added to the time value the Swami can survive.

Example: *Rashad is trapped in an airtight chamber, with just 20 minutes' worth of oxygen left. Rashad has* swami *adds of +2. The value of 20 minutes is 16. 16+2=18, the value of one hour. Rashad can hold out for one more hour in the chamber.*

+2: The Swami may use his skill value to generate disbelief totals against illusions, rather than use *Mind* or *willpower*.

+3: If a Swami enters a trance he can accelerate his healing. Shock damage and knockout conditions may be eliminated at twice the normal rate. If a character meditates for at least three hours he can eliminate an additional wound level if succeeds at healing himself that day.

+4: The Swami may purchase *true sight* adds at a reduced cost, paying one less Possibility per add than he would otherwise.

+5: The Swami may use his skill value to resist *charm* or *persuasion* attempts, rather than his *willpower*.

+6: The Swami can hypnotize snakes to do his bidding. He can control a number of snakes equal to his *swami* adds. To hypnotize a snake he must make a *swami* roll using the snake's *willpower* as the difficulty number. If the Swami wants to hypnotize more than one snake, each snake must be hypnotized separately.

The duration of the hypnotism is determined by the success level of the roll:

Minimal: one hour
Average: five hours
Good: one day
Superior: five days
Spectacular: one month

The snake will move, attack, or spy at the Swami's command. The Swami must speak the instructions to the snake. They must not total more than 20 words.

To spy, a snake must go watch what it is that the Swami wants observed and then it must return to the Swami. The character must then look into the eyes of the snake, and he then *sees* what the snake saw.

+7: The Swami may purchase *faith* and *focus* adds (Hinduism or Findaru) at a reduced cost. He now pays one less Possibility per add than he would otherwise.

+8: The Swami may disengage himself from the illusion of the world. The character generates a *swami* total. The Swami cannot be interacted with in any way until he chooses to again see the illusion of the world, or until a character generates a *faith* total higher than the *swami* total. A Swami may disengage other characters as well as long as they are of the same faith as the Swami.



The swami skill may be used without contradiction in any realm whose spiritual axiom is at least eight.

Swami **cannot** be used unskilled.

True Sight

True sight is a mystical skill taught to members of Victorian occult societies and certain religions, such as Findaru. It allows members of the organization to perceive if a person has a corrupted nature. The corruption reveals itself in the physical transformations described in the Power of Corruption. If a character successfully uses his *true sight* when looking at a corrupted individual, he sees the corrupted character's decay and monstrous markings.

To use the skill a character must focus his attention on the individual he is examining. The character must *see* the character he wishes to learn more about. The sight can be direct, through a telescope, or through an electronic medium such as television. The character then generates a *true sight* total against the target's *Spirit*. If a character uses *true sight* successfully rolls he gains the following information according to success. The information gained is cumulative, so that *good* success yields the *average* and *minimal* information also:

Minimal: The subject's true form is revealed.

Average: One power or ability of the monster is divined. The gamemaster should pick an ability which the monster has already used during the adventure.

Good: One weakness is seen.

Superior: The true sight gives an intuitive insight into where an important clue concerning the monster may be found.

Spectacular: All of the corrupted character's weaknesses are revealed, if any.

The skill, although mystical, does not draw on the power of magic. Instead, it is a skill based on self-knowledge. A person studying *true sight* first learns to look into his own heart. There he must confront the good and evil

within himself. If he can truly see that he possesses elements of both and accept this truth, then he can begin looking at others with the same discerning eye.

The Power of Fear penalizes those who use true sight. Any successful use of true sight, even against uncorrupt individuals, lowers the *Perseverance* value of the group by one. The Power of Fear knows such knowledge is dangerous, and compensates for the use of *true sight*.

Corrupt characters may try to avoid the result of *true sight*. They generate a Corruption total. If it equals or exceeds the *true sight* total, the Power of Corruption blocks the information. Once blocked, *true sight* may not be attempted again on the same subject. Blocking *true sight* raises a group's *Perseverance* value by two; therefore the value will be one higher than it was before *true sight* was used.

True sight **cannot** be used unskilled.

Investigation

Encountering a horror is one way to discover clues on how to destroy a creature. These encounters tend to destroy Storm Knights as well. Investigation is an alternate way for Storm Knights to gain knowledge and *Perseverance*. Investigation also establishes the feel and mood of Orrorsh that does not necessarily elevate the body count. An example of creating a investigation follows the procedure outlined below.

The gamemaster first decides on the key monster for the adventure. She can modify a monster from Chapter Eight or create one of her own. The gamemaster decides on the creature's weaknesses, its True Death, types of attack, and any other limitations, abilities or habits which could prove useful to the monster hunters. The gamemaster then creates an investigation stack, a list of scenes with clues (and *Perseverance* points) parcelled out in the adventure to give the Storm Knights the feel of putting a puzzle together. The puzzle's solution is a way to destroy the monster.

Each scene in the stack the gamemaster creates tends to have the following five parts:

- The information on the creature.
- The amount of Perseverance the information is worth.
- Where the information is available.
- Where the information is absolutely **not** available.
- A lead to the next scene of the investigation.

The gamemaster may add other parts to the scene. Opponents, hazards, and deadlines after which the information disappears, can all be added to a scene.

Investigation Example

The gamemaster creates a monster called a Kalakra. The horror is created from the spiritual energy of people murdered in the jungle. Once the victims bodies have completely decayed, the spiritual force animates a rotting mass of vines and other vegetation. The Kalakra assumes a humanoid form vaguely resembling the body whose energy caused it to animate. The Kalakra moves towards civilization, where it presumably finds its murderer. While the Kalakra seeks vengeance for its death, its confused and twisted memories cause it to lash out at any characters who resemble its murderer. If the killer was a Victorian soldier, the Kalakra might attack any Victorian soldier it finds. The spiritual energy of the victim is only enough to animate the Kalakra for a few days, or perhaps a couple of weeks. It then lies dormant until another victim dies in the jungle.

1. The Storm Knights investigate the first murder victim, a prosperous merchant. The body was found in the dead man's parlor. From the ugly blotches on the wall, the intruder must have torn its victim apart (*evidence analysis* difficulty 13). The intruder entered through the window. Small streaks of rotted vegetation can be found on the pieces of broken glass lying about (*find* difficulty 12). The scene is worth one *Perseverance* point.

The information can be found at the scene of the crime or from police reports. No other place has the information, although newspaper accounts might lead them to the police. As they go about their investigations a reporter for the New London Standard, Paula Wickholm, will badger them for information about the killing. If the Storm Knights are cooperative, the reporter can lead them to the next clue.

2. The Storm Knights are going through dusty basement archives, either at the police headquarters or in the morgue of the New London standard. There they find reports of other killings which can be linked to the Kalakra. The pattern is a rash of killings over a few days that then inexplicably stop, usually for weeks. The victims are torn apart, and pieces of vegetation or "an odor like fetid seaweed" is noted. The information on the cyclical nature of the killings is worth one *Perseverance* point.

If the Storm Knights don't have an idea of where to go next, let them flounder a bit (and have another victim killed) before they see the police harassing a Gypsy. If they help the Gypsy, they are on their way.

3. Using the first two clues, the Storm Knights can now visit a library, Gypsy or other source of occult lore. The third clue is not available from the police, newspaper or other pedestrian source of information.

In the library are the uncataloged journals of Peter Seely, a minor functionary in the Office of Industry. The journals, in couched terms, make it apparent to those with the *research* skill that Seely dabbled in the occult. He was investigating Indonesian legends about jungle vengeance-spirits called Kalakra, that formed when murders were committed in trackless jungles. Seely stole Portuguese notebooks that spoke of the nature of the creatures. His journal does say that a weakness of a Kalakra is an item belonging to the victim whose spirit currently animates it. This information is worth two *Perseverance*. The advantage of learning the information from Seely's journal is references to taking the information of his "truly wicked shame to the grave" with him.

4. Peter Seely died three weeks ago, buried in the cemetery of St. Ignatius church, a rundown building on the edge of New London. His death from malaria was properly noted by the Coroner's Office and the obituary columns.

A search of his town house yields only a disgruntled Cousin Wilber who

is irritated by the lack of valuables for him to inherit. Cousin Wilber is searching the house for "My cousin's chemistry notebooks," as Wilber also is interested in the occult. Wilber has visited the house numerous times, and each search has come up empty. Wilber now suspects Peter Seely had his valuables buried with him. If the Storm Knights are not unremittingly hostile to Wilber, he lets his suspicions slip during conversation, largely as a ploy to determine whether or not the Storm Knights have already visited the cemetery.

At St. Ignatius the Storm Knights have to exhume Peter Seely. This gruesome prospect is made more difficult by regular and vigilant Victorian patrols of cemeteries — it seems occult activity has driven up the demand for body parts. Digging up the body through normal means takes a little over an hour. The coffin is exceptionally large. Opening the coffin reveals Peter Seely is perfectly preserved except for his face and hands which are a corrupt, mottled bluish mass. Much of his laboratory equipment is concealed in the walls of the coffin. Beneath Seely's head is his final notebook.

The notebook reveals that Seely decided to experiment with the nature of the Kalakra. To experiment with the creature it was necessary to assure the creature's availability. Using what little authority he had in the Office of Industry, Seely contacted two receptive industrialists with a plan "eliminate troublesome elements within your manufacture." The industrialists identified Indonesian workers who were, or might become, troublemakers. Bribes to three Victorian soldiers assured that these people were kidnapped, then taken to the jungle and murdered. The Kalakra has numerous souls to now avenge. This information is not available anywhere else.

The True Death of the Kalakra is a spear made from the bones of the murderer(s) who slew the souls. According to Seely's journal this includes those authorized and aided the murder; himself, three Victorian soldiers, and the two industrialists. All are referred to by code names. This information is worth three *Perseverance*.

5. The next clue is found in either Peter Seely's office within the Office of Industry or back at the library in his journals. The code names are matched with fragmentary lists to reveal the soldiers to be Sergeant Jennings and his brother, a Private Jennings, and Private O'Cleary. The industrialists are William Camden and Buford Willis. This information is worth one *Perseverance*.

6. The last step of the investigation is manufacturing the spear from the bones of the murderers. Storm Knights must either have an occultist within their group, or know one willing to dabble at their behest. Building the spear involves blackening and cracking the bones while chanting for the murderer's soul to be so burned by divine punishment. The blade of the spear must be a murderer's bone, while the others may be simply attached to the haft. Completing the ritual is worth three *Perseverance*.

The total *Perseverance* in the investigation is 11.

Controlling the Flow of the Investigation

One notorious problem with clue-based roleplaying adventures is the the group of players who wander off of the trail of clues. They may be on a hot lead of their own devising, or they may be confused, but they certainly aren't where you expected them to be. A good gamemaster rule of thumb is **if the players' hunches do not contradict given or future information and do not warp the story, help turn the players' choice into the right choice.** This is why it is a good idea to include where the scene's information might be found and where it absolutely will not be found. In the above example, Peter Seely's final notebook is buried with him. The only way to get the notebook is to exhume his body at St. Ignatius. By establishing this in advance, the Storm Knights are going to have to go to the cemetery to get the notebook.

What if after the exhumation the Storm Knights decide that Cousin Wilber must know of Peter Seely's plot, and interrogate him? In that case, a gamemaster could decide that Wilber has read his cousin's journals in the library, and has decoded the names. He has no idea what the names mean, for he has not seen Peter's final notebook.

What if the Storm Knights decide to ask around the Regimental barracks about some soldiers who might be taking bribes? Assuming they are not arrested or harassed as suspicious, barracks scuttlebutt could lead them to Sergeant Jennings and his two friends. Interrogating them could lead to the two industrialists.

Controlling the flow of the investigation to tell a better story is fine. If the players are close, reward them by putting them back on track for the clues, if not giving them the clues. If they are way off (if they decide that Paula Wickholm is part of the conspiracy, for example), you do not have to warp the story to make their suspicions correct.



Chapter Six

The Occult

The magic of Orrorsh is the occult. This is the occult:

— A mad scientist works in his lab. He bends over a corpse, feverishly scratching out notes on his small pad. Glass beakers filled with strange chemicals glow with unholy light. It is his goal to animate the corpse. His notes are nearly indecipherable. His mind takes mad leaps of logic and is driven by an insane intuition. Yet it might work. The scientist believes it will. The scientist's obsession is sincere. He will do anything to succeed.

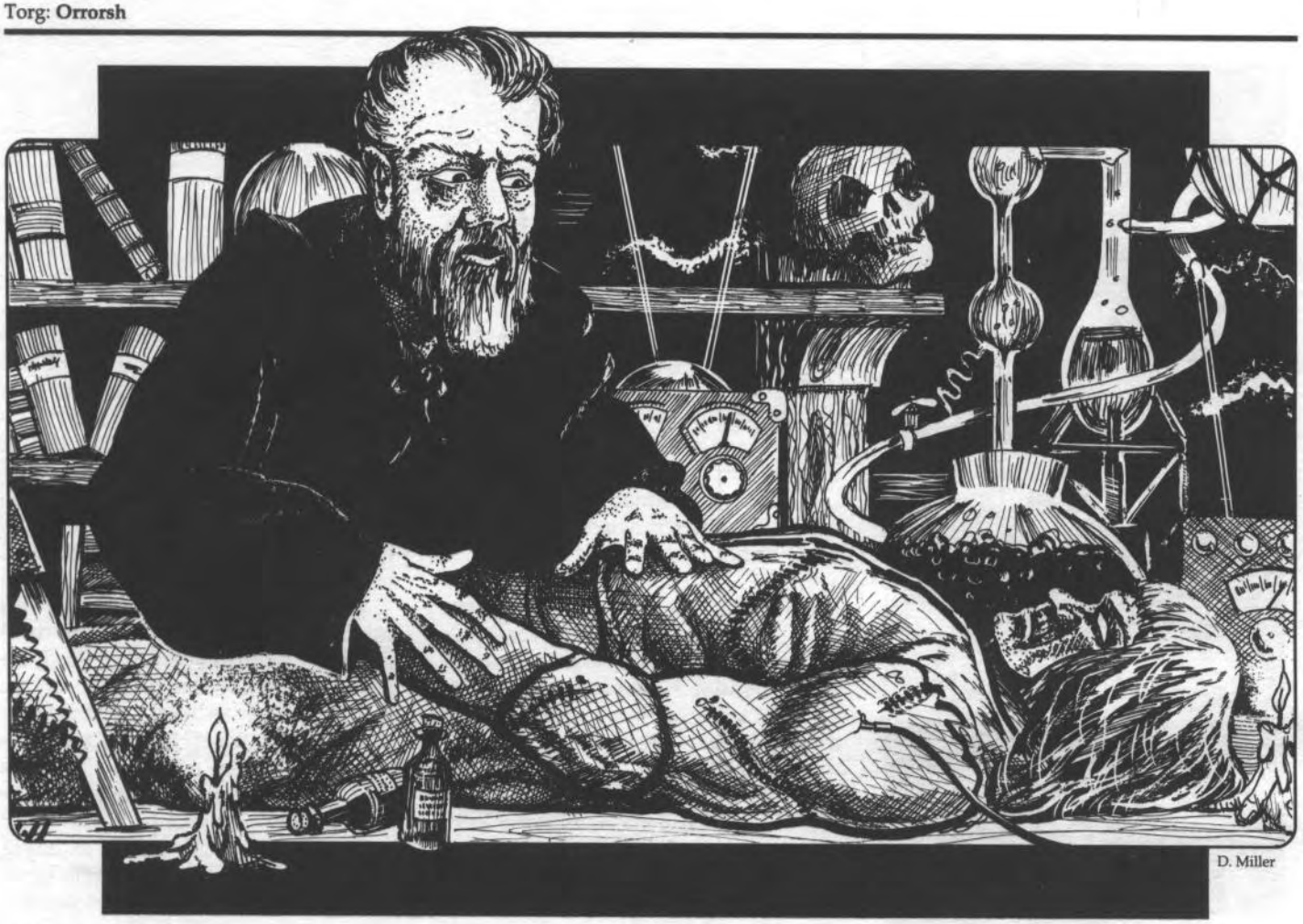
— A Victorian woman sits on the floor of her attic. The door is locked. Her children and husband are asleep. Strewn about her are strange flowers and leaves she collected from the jungle. A pile of bones rests by her right knee. In her hand is a piece of chalk. She draws out the picture of a man's body on the floor and marks the illustration with strange symbols. She cannot stand her boorish husband. Her goal is to make him to respond to her will. The objects and the runes are guesses at a formula for summoning power to herself—they are half memories of tales she heard of magic's dark power since she was a little girl. She possesses a gift — the gift of hatred.

— Professor Sjahrir, professor of anthropology at the University of Jakarta, is a good woman. When the invasion began she knew that she could not stand idly by and watch her country taken over by the colonial invaders. Then she discovered the mystical nature of the invasion. A creature, red, pulsing, formed of countless limbs, killed her husband. She hunted it down, but found that she could not kill it with a gun. The creature nearly killed her, but she escaped. She sought help from others who knew of the magic of the invading reality. She discovered its true nature — and she discovered its weakness. She stands now in a tool shop in the city of Jakarta. No one else is about. She has a sword with her. It was her grandfather's. He captured it from a Japanese soldier when the Japanese occupied Indonesia. The forge is now hot enough. She takes the vial from her pocket, unstops the cork, and pours her husband's blood along the blade.

When people think of magic in a roleplaying game, they usually think of wizards casting well practiced, dependable spells out of thick grimoires. In places such as Aysle, wizards examine magic much like a scientist of our own reality examines physics. Specific rules are discovered, and these general laws are applied to a wide variety spells. In Aysle, for example, mages study the arcane knowledge of *fire*. From this narrow field of study, a wizard can create and learn a range of repeatable, dependable spells such as *wall of fire* or *altered fireball*.

The magic of Orrorsh is very different than the magic of Aysle, or any other reality of high fantasy. With the occult, a character first decides what the specific magical result is going to be. Then he must draw from a disparate range of mystical sources to build the spell. The process is imprecise, seldom repeatable, random, and involves a great deal of twisted serendipity.

Orrorsh has few recorded spells. Occult spells are built around the desired effect, the occultist, and the object of effect. Thus, an occult *fireball* spell is built with the effect of a fireball, built to be cast by the occultist who is designing the spell, and *used only for a specific target or person*. These strict definitions prevent Orrorsh spells from being dependable tools as they are in Aysle. The magic of Orrorsh is obscure, difficult, and rare.



D. Miller

The Reality of Orrorsh Magic

Occult magic is peculiar to Orrorsh. The Gaunt Man has built in a way to temporarily increase the magic axiom for occult events only. In Orrorsh the axiom increases to 20, for the practitioner the land, and the event itself, allowing the occult event to act as an unreliable, dramatic form of wish. The possibility energy Orrorsh spends on the temporary jolt to the axioms is the main reason for the violent weather or other weird, visual manifestations associated with the occult.

As the occult is a key part of the reality Orrorsh, occultists never disconnect when using the *occult* in their own reality. Outside of Orrorsh, the Power of Corruption can only boost the axiom of the occult event, which is the tool being used. Disconnection is a four-case in any realm with a magic axiom of less than 20. As few occultists perform occult events outside Orrorsh's reality, the axiom boost and the disconnection problem is not known to Orrorsh occultists. This ignorance applies to Storm Knight occultists, until they disconnect for the first time, at which point they can start to formulate their theories.

The "Feel" of Orrorsh Magic

The magic of the occult is an *event*. A spell is used for a specific result in a specific situation. The spell must be heavily researched, then carefully constructed through trial and error, used, and then probably never used again.

Why?

Although the Gaunt Man needs a high axiom level to allow his monsters to exist, he does not want everyone within the bounds of his reality to cast powerful magical spells at will. The Gaunt Man has imposed limitations on the reality of the realm and its magic.

The Gaunt Man created a magic that draws people toward the Power of Corruption. The idea is to make the occult viable as a source of power, but keep the power elusive. This way people study it, but rarely become a threat to the Gaunt Man's rule. Occultists are rarely satisfied with the power they acquire and need to get just a little more. The power of the occult really never delivers what it promises due to its limitations — but try to tell that to a madman who wants to become rich by tapping into the arcane forces of an evil High Lord.

This magic system has a different feel than magic in most high-fantasy worlds. Orrorsh is a different place. If you examine horror movies and horror stories you can quickly see that a common element is that the protagonists are dealing with forces they do not precisely understand. They might make guesses as to how the supernatural works. They

might even be right, but beyond that guess there's another mystery, and then another and then another. The key is the idea of the unknown. Places of horror are places with lots of unknowns. If the Storm Knights know everything about how magic works, then they are wizards. If they don't know how to make the mystical energies of Orrorsh bend to their every whim, then they are guests in a land they do not understand. They're not powerless. They are certainly not as powerful as Storm Knights in other realms, and that can be frightening.

We wanted to mimic the feel of arcane research in horror stories. The reader never knows exactly how Victor Frankenstein creates his monster in the novel *Frankenstein*, and there's reason to believe that only Frankenstein himself could repeat the act. In the movie *Alien*, when Ash gives his jerry-rigged gizmos to the crew so they can track and herd the monster, the attitude is definitely "We don't know if this stuff is going to work, but we have to try." The weirdness of Orrorsh should never be fully understood by the Storm Knights or their players. If it is, it isn't weird anymore.

Building an Occult Event

When working with the fictional magic of Orrorsh's occult, it is better to think in terms of events than spells. Spells suggest cook book recipes that can be used again and again. Events are specific in time and place. They happen in a particular instant, and then they are over.

Every occult event is described in a *event sentence. Event sentences are not* spells. They are merely descriptions of the effect the occultist is trying to create and are created for game mechanic purposes only. There is no power inherent in speaking an *event sentence.*

An event sentence must have a Noun, a Verb, and a specific Object. The grammatical terms of the *event sentence* are capitalized to distinguish them from actual grammatical terms. We do this because there are some important differences between a grammatical sentence and an *event sentence.* When we say a specific Object, we mean, a single, specific person or thing, or well-defined problem in the adventure. The word "enemies" could be the object of a normal sentence — but it is not a single object, nor is it specific enough to define a problem in an adventure, thus it would not serve as an Object for an *event sentence.* The words "Governor" "Baron Manwaring," "killer of my husband," "sword," "single potion" are all valid Objects for *event sentences.*

The Noun of an event sentence is the person or object that is causing the event. Examples of Nouns are "blood," "potion," "sword," "chemicals." It is seldom that the word "I" can be used as the noun in sentence, except as described below. The occult magics rely on objects and props. This is one of the reasons that they are so mysterious; occultists spend time manipulating objects, and usually don't completely understand why an object has the effect it does.

Verbs are the action of the sentence — what is done by the Noun to the Object. Examples are "kill," "animate," "dominate," "raise," "enchant," "waste."

Some occult events fit into a single *event sentence.* Many more are made up of two or more sentences. This is done in one of two ways. The first is when the Object of the first sentence becomes the Noun of the second sentence. When event sentences are strung together like this they are separated by a semi-colon. Thus, Sjahrir's occult event could look like this —

"This *blood and fire* (Noun) shall *enchant* (Verb) this *sword* (Object); this *sword* (Noun) shall *destroy* (Verb) *my husband's killer* (Object)."

It is also possible to have more than one sentence string as part of an event. This happens when the occultist needs to pursue several objects to make the occult event work, and then brings them together at various points. In these cases, a period is used to denote the end of a sentence string. For example —

"*I* shall *gather* a *vial of my husband's blood.* The *words* of this cursed scroll shall *enchant* my *husband's blood.* The *words* of this cursed scroll shall *enchant* the *flames of the furnace.* This *blood and fire* shall *enchant* this *sword;* This *sword* shall *destroy my husband's killer.*"

When several smaller event sentences come together they form a Compound Noun. The first sentence of the last string ("This blood and fire shall enchant this sword") uses a Compound Noun, as the blood and the fire are the nouns of the sentence.

It is also possible to have a Compound Object. A typical Compound Object is an Object that is a list of items for a particular ritual. The final Object of an event sentence may not be a Compound Object.

Different occult events can be described through countless event sentences. It is up to the occultist's player to create the sentences. The more sentences, the more objects that are involved. The more objects involved, the more effect the occult magic has. Thus, it benefits the players to be as creative and convoluted in their occult sentences as possible.

The best way to create an occult event is to start with an *event sentence* that describes the overall event desired. This sentence usually begins with the Noun "I." For example, "I shall animate this corpse." Since Orrorsh magic doesn't allow someone to simply animate a corpse, the overall event sentence must be broken down into many different pieces.

Here are some example event sentences based on the examples from the start of the chapter. Each example begins with an over-all event sentence, and then gives several different ways of breaking down the overall sentence. Each example is valid, but each is more complicated in structure than the last.

The Mad Scientist

Overall *event sentence*: "I shall animate this corpse."

1. "I shall create a formula; the potion shall animate this corpse."

2. "I shall create notes; these notes shall create a formula; this formula shall animate this corpse."

3. "I shall create notes; these notes shall create a formula. I shall create a device; this device shall focus lightning. The formula and lightning shall animate this corpse."

4. "I shall gather the pieces of bodies; These pieces shall form a single corpse. I shall study the nature of dead bodies; these studies shall produce



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notes; these notes shall create a formula. I shall create a device; this device shall focus lightning. The formula and lightning shall animate this corpse."

The Woman in the Attic

Overall *event sentence*: "I shall dominate my husband."

1. "I shall study runes; these runes shall let me dominate my husband."

2. "I shall research books; these books shall show me runes of domination; these runes of domination shall let me dominate my husband."

3. "I shall draw a picture of my husband. I shall gather hair from my husband's head; the hair shall be part of the picture. I shall research books; these books shall show me runes of domination; the runes of domination shall surround the picture of my husband; these runes of domination shall let me dominate my husband."

4. "I shall draw a picture of my husband. I shall gather hair from my husband's head; the hair shall be part of the picture. I shall research books; these books shall show me runes of domination; the runes of domination shall surround the picture of my husband. I shall gather special leaves; these leaves shall empower the runes of domination; these runes of domination shall let me dominate my husband."

The Sword-Smith

Overall *event sentence*: "I shall kill my husband's murderer."

1. "I shall create an enchanted sword; the enchanted sword shall kill my husband's murderer."

2. "I shall gather some of my husband's blood; this blood shall enchant a sword; this enchanted sword shall kill my husband's murderer."

3. "I shall research books; these books shall contain a ritual; this ritual shall involve a bit of my husband's blood, a sword, and a furnace. I shall gather some of my husband's blood. I shall gain a sword. I shall find a furnace. I shall use the blood and the furnace to create an enchanted sword; This sword shall kill my husband's murderer."

4. "I shall get a piece of the monster's flesh; this piece of flesh shall give me clues; these clues shall lead me to books; These books shall contain a ritual; this ritual shall involve a bit of my husband's blood, a sword, a furnace. I shall gather some of my husband's blood. I shall gain a sword. I shall find a furnace. I shall use the blood and the furnace to create an enchanted sword; this sword shall kill my husband's murderer."

Occult Props

As the event sentences get more complicated, the list of objects involved with the occult event grows. We call these objects *props*, although they do

How Come the Players are Deciding the Plot?

Now some gamemasters may be wondering, "Hey, aren't the players plotting a lot of what's going to happen?"

Well, yes. You caught us. Yes, they are. In the above example they outline several key points in an adventure's plot, describing what they will do and where their actions will lead next.

The spirit of *Torg* encourages such participation on the part of the players. Remember that the players also have cards which help them dictate the events of the story. They have possibility points that let them dictate when their characters are going to do really well. Part of the idea behind the rules of *Torg* is that the players should have a more active part in creating the story of the adventure. This is just an extension of that idea. The event sentence structure allows the players to decide how difficult they want their attempt to use the occult to be. Of course, if they make it more complicated they receive extra bonuses to their final occult roll. So the more complicated and imaginative they make their occult sentences, the more they are rewarded. *Thus the players are rewarded for being creative!*

The story logic for this kind of play is that Storm Knights participating in the occult are setting up an experiment. Occultists essentially say: "If we set up this series of events, then this will happen." If after all the event sentences are completed, the *occult* skill fails, it "proves" that the events were set up incorrectly. The result of the *occult* roll retrofits the entire outline of the event sentences. If it works it means that the grasp of the occult was reasonable enough this time around for them to understand what to do. If the roll fails, it means that they simply went off track somewhere in their understanding of the occult.

not exist in any real sense. We call them props to point out their functions in an adventure. These functions are to add color and create hooks for adventures.

Occult props add color because they call up images from movies and books that we've all read. They invoke the "feel" of horror stories. The players should try to use props from horror stories and movies when they create their *event sentences*.

Props are also important as adventure hooks. Although some props are easy to gather, others require time, perhaps a whole adventure, to acquire. In the last example above, if the Storm Knights wanted to create an enchanted sword so they could do battle with the strange creature terrorizing Southeast Asia, the hunt for the ritual to enchant the sword might lead them into a haunted castle inhabited by a powerful vampyre, or even a Nightmare.

This is what we mean when we say that using the occult magic of Orrorsh is an event. By the time the Storm Knights cast a spell using the Occult they've already gone through quite a few terrifying events. This should not discourage the use of the occult. An occult event is the gamemaster's friend, for it forces the players to create the adventure ideas for him.

Every once in a while the gamemaster should create situations in which the Storm Knights *must* use the occult. For example, some creatured are resistant to normal weapons. The Storm Knights must create a weapon specifically designed to kill it. The monster bleeds when it takes damage, but it never seems to die. They are baffled. They've done research, and all the information gathered points to the need to draw on the power of the occult. Not the best solution perhaps, but it seems to be the only one.

Let us say that this is their overall *event sentence* is: "We shall slay the monster."

They break down their event sentences as follows:

"We shall research books; These books shall lead to an obscure document; This document shall describe a ritual; This ritual shall involve the blood of the monster and silver bullets. We shall collect the blood of the monster. We shall manufacture silver bullets. We shall perform the ritual; the ritual shall meld the silver with the blood; the bullets shall kill the creature."

The Occult Total

The *occult* total is generated once for each overall occult event. It is up to the gamemaster to decide at what point to generate the occult total. This is usually upon the completion of the last event sentence. In the examples above, the mad scientist generates an *occult* total when he uses the last object to animate the corpse; the woman enchanting the sword rolls when putting all the elements together when enchanting the sword (not when she uses the sword against the monster); and the woman in the attic when she cast the last portion of the ritual to enchant her husband.

When several Occultists work together to generate the *occult* total they receive the positive modifiers for coordinating described on page 47 of the *Torg Rulebook*.

Occult events may have sub-events which do require generating an *occult* total. *Occult* totals for sub-events are necessary for the success of the overall event, but only allow the one, important *occult* total for the overall event. They are never substituted for the overall event total. See "Occult Sub-Events" below.

Because the characters are creating the occult effect, it is up to their players to outline what they want the basic effect of the occult to be. If they are creating a creature, they must present the gamemaster with the creature's attributes and skills. If they are making a magical weapon, they must decide the weapon's damage value and special properties. If they are creating

an event like a magical spell, they must write up the spell.

An important part of the write up is what to do with bonus numbers or result points. Every occult roll offers the possibility of failure, success, and success with bonuses. Spell descriptions are clear in their outline of what to do with the bonus number. Other cases contain a bit more leeway for interpretation. The gamemaster should work with the players when they decide what the extra result values mean.

The description of what the characters want to happen is what the gamemaster uses to determine the difficulty number of the occult event.

Here are some examples of occult event effects. The first three are from the examples above.

1. A mad scientist wants to animate a corpse. He creates the event sentences and then creates the statistics he wants the corpse to possess.

Animated Corpse
DEXTERITY 7
Dodge 9, running 9, unarmed combat 11
STRENGTH 12
Climbing 15, lifting 14
TOUGHNESS 13
PERCEPTION 8
MIND 8
Survival 10, test 11, willpower 11
CHARISMA 6
SPIRIT 12
Intimidation 15

The creature is loyal to its makers. Extra result points affect the creature's loyalty as follows:

Minimal success: The re-animated corpse is wary of its creator, but will do as the scientist instructs as long as he is well treated.

Average success: The creature is neutral toward the scientist, though he does see the scientist as his creator, and feels indebted to the scientist.

Good success: The creature identifies the scientist as "Master" and does as the scientist says. The monster still hesitates when following life threatening situations.

Superior or *Spectacular*: The creature does anything the scientist instructs with no regard for life or limb.

2. A woman wants to make a spell to dominate her husband's will. She works out the event sentences and then creates the spell.

Dominate Husband

Effect Value: 18
Bonus Number to: effect
Range: 6 (approximately the size of her house)
Duration: 25 (one day)
Cast Time: 18 (one hour)

The effect value of the spell substitutes for the woman's *charm* and *persuasion* skills when dealing with her husband in their house. The spell works as the *charm* and skill, except that the woman may roll for a charm each round, instead of every few minutes. She then can make *persuasion* rolls when he is most likely to agree to anything she suggests.

The wife must spend one hour each day keeping the spell active. No new rolls are required once the spell is initially activated.

A *willpower* roll against the spell's effect value allows the husband to disobey a command when out of the house. Even if he succeeds in shaking off the effects of the spell, when he gets home he is once again subject to her will. After being sent out to kill the same person five times in a row he might murder just to be free of the command.

3. A woman wants to enchant a sword so that it can damage the creature that killed her husband.

Short Sword: +4 damage value; maximum damage value 18; damage value +11, maximum damage value 25 when used against murderer. Bonus numbers are added to damage value of the sword when used against the creature.

Spell Formats For Occult Events

When someone uses the occult to get a spell effect he must write up the spell so the gamemaster can determine a difficulty number to obtain that effect. The format of the spell is similar to that of spells from Aysle. Because spells of Aysle and the use of occult powers differ, there are some differences between the two formats.

When constructing a spell format for an occult event, there are no listings for axiom level, skill, backlash, difficulty, or manipulation.

Here's why:

Axiom Level: There's no need to list the axiom level, as the axiom level of all occult events is 20; even this level does not cause contradiction within Orrorsh.

Skill: The occult skill is the only skill used for an occult event.

Backlash: There is no backlash for occult events. The reality of Orrorsh wants people to dabble in the Occult.

Difficulty: The difficulty is set by the gamemaster after he reviews the occult event proposal.

Manipulation: Occult events are so narrowly defined by the players that any magic manipulation is part of the event. No further manipulation is necessary.

The Difficulty Number

When the Storm Knight proposed to create an occult event, the gamemaster must assign the event a difficulty number. This occurs in the same way the gamemaster assigns difficulty numbers for other tasks. The guide for the gamemaster is how powerful a result the characters are seeking; the more powerful, the higher the difficulty number the gamemaster assigns to the task.

Effect: The base difficulty is the effect value of the occult event. A magic sword grants adds to the damage value. In that case the difficulty is the maximum damage value for the sword; this is saying the effect value of the spell shall not exceed the maximum damage value for the weapon. Armor, or spectacles that aid *Perception*, could be handled in a similar manner.

The gamemaster may modify the base difficulty based on her judgement of the appropriateness of the spell to story. If she believes the occult event is the kind of thing which always happens in horror adventures,

she may consider the spell to be easy (-3 difficulty) or very easy (-5 difficulty). The modifiers are from the Difficulty Number Scale on page 42 of the *Torg Rulebook*. If the spell stretches the horror conventions, it should be 10 times as difficult (+5 difficulty). If the gamemaster feels that this occult event would never happen in horror stories, the difficulty modifier is +17 or more.

Range: Most occult events create an object or an effect within reach of the caster. If the gamemaster thinks that the players have given the event an excessive range, she may increase the difficulty of the event. The difficulty increase can be as little as +1 to as great as the full range value of the spell or event.

Number of Targets: If the event can be legitimately applied to more than one target (see "Limits on Storm Knight Occult Events" below), it is still more difficult than if the event only affected one target. The gamemaster is encouraged to use the One On Many difficulty modifiers to increase the difficulty of the occult event.

The gamemaster, after he reviews the effects of the occult event and decides on a difficulty number, then tells the players the number. They can try to reduce the number by weakening the effect of the event, or they can create more bonuses by creating a longer event sentence string.

Limits on Occult Events

The Occult Event system is a very potent magical system. We want the occult magic of Orrorsh to be as flexible as the gamemaster needs for his story. Its possible that the players might attempt to bend the system into something that it wasn't meant to be — a magic system with the power of the apocalypse backing it. Let's face it — given *Torg's* open ended system, cards, and Possibilities, a Storm Knight occultist might be tempted to turn the jungles of Indonesia into a really big bonfire. This is not what the occult system is about.

What follows, then, are some guidelines on how the players and their Storm Knights are limited in the actions that they take. We call them guidelines because ultimately it is up the gamemaster to decide what the Storm Knights can and cannot get away with when they use the occult rules. The gamemaster should work with the players to encourage their wacky imaginations, but he should respect the fact that if given the opportunity the Storm Knights might bring his whole campaign down in flood of occult-spawned lava.

1. Generality of Effect: The occult is intended for one specific target, or to solve the one specific problem set in a story, usually the defeat of one monster. Players will certainly try to expand the occult to solve a host of problems with one event. When they do, stop them cold. An amulet which protects against all undead makes sense in Aysle, but not in Orrorsh. If the players cannot name each individual target of the event (not necessarily by name, but at least by a label such as "my husband's killer.") then the event is too general.

2. Storm Knight Knowledge: The Storm Knights can only produce occult events to solve problems or be directed at targets of which they have first-hand knowledge. A sword which would harm all evil creatures would require the occultist to have personally faced every single evil creature in Orrorsh, or to have seen every single evil act in Orrorsh. Prevention of an unencountered problem is not possible with the Occult.

Storm Knights may not manufacture an occult event to produce True Death for a monster, unless they know what the True Death is supposed to be. In the example of the woman sword-smith, the sword would not produce True Death unless the occultist knew beforehand that the murderer's True Death was "death by an enchanted weapon." While the sword may not produce True Death, it is still an enchanted weapon against her husband's murderer.

Gamemaster character occultists, do not have this limitation. The Ecology of Horror allows them to create occult events beyond their personal knowledge by drawing upon the knowledge of Heketon itself. Gamemaster occultists are simply more powerful than Storm Knight occultists. This is because all Storm Knights made a choice to be *good* at the moment they became Storm Knights. Heketon and the Power of Corruption are not about to help a Storm Knight by giving him the necessary knowledge.

3. Occult Equipment: Occult lab kits exist which allow small occult events to be produced outside a laboratory. More amibitious projects require libraries and fully-equipped laboratories. This can limit where characters use the occult. See Chapter Nine for costs and difficulties of obtaining occult equipment.

4. The Power of Corruption: Usually the Power of Corruption bestows one to five Corruption points to a person committing an evil act. When someone does an evil act with the occult the lid is taken off the number of Corruption points awarded. If an occultist turned all the water in and around Indonesia to blood it would harm so many people (the fish for food would die, water would no longer be available to drink) that 20 to 30 Corruption points might be given to the occultist. The path of the evil occultist invariably leads to transformation into a monster. This is not a problem for gamemaster character occultists.

Bonuses for Occult Props

Occultists also receive a +1 add to their *occult* value for each Object in their occult sentences. For example, the event string below has five different props. Thus, when the wife generates her occult total she gains a +5 to her *occult* skill value.

"I shall draw a *picture of my husband*(1). I shall gather *hair*(2) from my husband's head; The hair shall be part of the picture. I shall research *books*(3); These books shall show me *runes of domination*(4); the runes of domination shall surround the picture of my husband. I shall gather special *leaves*(5); these leaves shall empower the runes of domination; These runes of domination shall let me dominate my *husband*."

Notice that the husband, who is the final object of the spell, does not count



as a prop, even if he is present for the ritual. In general the final object of an occult event should not count as a prop. The gamemaster may waive this rule if, for example, the players decided to obtain and enchant the sword of one of the original Portuguese conquerors.

Objects in sentences that are repetitions of Objects from other sentences do not count toward the bonus. Thus, in the example above the picture of the husband and the runes of domination are mentioned several times but only the first time the objects are used counts toward the bonus. Occultists want to include as many props in their event sentence strings as possible.

The reason occultists are given such a powerful opportunity to determine how many props they will use is if the occult event fails, their theory as to how to perform the occult event was simply wrong. If they still wish to perform the event they must come up with a new method of constructing the event — which means writing a new event sentence string. Since acquiring props takes time (and risk and effort) it behooves an occultist to gather as many bonuses as possible for his roll to insure his event succeeds. Better safe than sorry when dealing with the occult.

Limits on Occult Objects

The occult is difficult. Only so much can be done in a short time. Once an occult event string is designed in an adventure, no more than one occult prop becomes effective per scene during which the characters deal with the occult event. Dealing with the occult event includes obtaining the props, doing the necessary research, and experimenting in the laboratory. If an event string contains six props, but the characters only spend four scenes gathering props, arcane bits of this and that, or puttering around the lab before generating the occult total, then the occult value is increased by +4 rather than +6. If players are not willing to spend game time on the occult event, do not give them the bonus for occult props and objects.

All of the props are still necessary. If the occult event requires six props or objects, all six are needed before the event can be completed. If players design a lengthy event string in the hopes of large bonuses, they are stuck with working their way through the entire string to get the occult event to work at all.

Kind gamemasters may choose to allow the players to increase the number of scenes spent on the occult event. If the players write an event sentence which takes a very specific amount of time, any scenes that take place during that time count toward the number of scenes dealing with the occult event. Players take the risk of making the occult event unavailable to them in order to make it easier to add props to the occult event.

Example: *Players are designing a wooden dagger to slay a vampyre. One of the event sentences is, "We then dip the dagger in holy water." The players could choose instead to write, "The dagger must steep in holy water for an entire day and night." Any scenes which occur during the time the dagger is soaking could count as a scene dealing with the occult. If no scenes took place during that time, no scenes are added. If three scenes took place, three scenes would be added.*

A rule of thumb for gamemaster occultists is no more than one occult prop may be acquired and added to the occult event per day. An average time is one occult prop per week, while extremely difficult props or objects can take months or years.

Occult Sub-Events

When working on a string there will be times when an occultist needs to make an occult roll to complete a section of his string and continue on his way toward the overall occult event. For example, let us say the mad scientist from the above examples has gathered his notes and is ready to use the notes to create his formula. The creation of the formula requires the use of the occult skill and it might fail. The sub-event is easier to do than the overall occult event, and failure is not as devastating.

Any time the gamemaster decides that an *occult* total is required to continue along the steps of the event string, the occultist must roll against a difficulty number of at least 12. He may use all the bonuses (cards, points, coordinated effort) of a normal action, but not the bonus received for occult props; Only the overall occult event receives the prop bonus.

The gamemaster decides how much time the occult activity will take. For example, creating the formula from the notes might take a week. After a week of work has passed, the mad scientist makes a roll. If he succeeds he has the formula and may proceed on to the next step of the occult event string. If he failed, he must start again, spending another week to get another chance at the roll.

Many occult event sentences do *not* require an *occult* roll. Getting a sword or gathering some hair from the spell's targeted victim are more likely to involve *stealth* or *lock picking* than the occult skill. In the example above a *research* roll would let the characters find the runes in the books.

Spells of Orrorsh

The major discipline of magic in Orrorsh is the occult. Very few people within Orrorsh know the basic magical skills of alteration magic, divination magic, apportation magic and conjuration magic found in Aysle. Over the centuries a few occultists in Orrorsh have stumbled across the methods of these more precise and codified skills. These occultists have used these skills to construct spells that are repeatable along the lines of Aysle's spells.

Because spells such as these are so rare in Orrorsh, anyone who possesses such a spell is loathe to share his valuable ritual with anyone. Such spells are usually found on scraps of paper, or buried in thick tomes of nearly useless occult research. The wielders of such spells are usually lucky occultists who stumbled across an obscure volume in a used book shop that gave him the last clue he needed to cast a spell, or very old and powerful occultists who have gathered such spells over their lifetimes.



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The spells work exactly as those of Aysle. To cast these spells a character must have all the skills and arcane knowledges as described in the *Aysle* sourcebook. The only difference between Aysle spells and Orrorsh spells is their nature. In Orrorsh it is easier to hurt than heal — destruction is a lot easier than creation. This difference is reflected in Orrorsh's Power of Corruption. People who want power through magic know that spells that do harm are easier to cast and create than spells that do not. Thus, most occult event that create spells tend to create spells that are destructive.

Note: The change in spell difficulty for harmful / helpful spells (page 16 of the *Torg World Book*) no longer applies.

Some of the spells have a magic axiom level higher than that of Orrorsh. This is not a mistake. Realities have a bit of a flux to them, and there are spots in Orrorsh where the Magic axiom is higher than 15. The gamemaster should determine these areas. They are small, usually no larger than a cave, and are often the site of occult research.

The spells below were created through occult research. As a result they may be used in Orrorsh without causing a contradiction, unlike Ayslish spells. The pain of their construction and the difficulty of finding them satisfies the Power of Corruption's need to make magic difficult.

Starting Templates, Magic Skills and Spells

If an Orrorsh template starts with one of the four traditional magic skills, they can acquire arcane knowledges at normal cost. Each spell cost two of the mage's 12 additional skill points, due to their rarity in Orrorsh. In addition to the spells listed below, an Orrorsh mage with sufficient skill and knowledge may start with any spell in the *Torg Rulebook*, subject to gamemaster approval. These spells were created by occult research, and so do not cause contradiction in Orrorsh.

Once the character is in play, she may learn additional spells at the normal cost of one Possibility. **The character must actually find the spell before she can learn it.**

Torg World Book Templates

Gypsy Soothsayer: This template may now have *Spirit* 12, *Perception* 10, with a tag skill of *spirit medium*, if the character does not want to have *divination magic* as a tag skill.

Vampyre Hunter: This template may start with the *research* skill by having neither *divination magic* nor *alteration magic*.

The Spells

Artistic Grace

Axiom Level: 11
Skill: *conjuration/folk 11*

Backlash: 15
Difficulty: 13
Effect Value: 18
Bonus Number to: effect

Range: 0 (one meter)
Duration: 32 (one month)
Cast Time: 18 (one hour)
Manipulation: control, duration

This **illusory** spell allows the occultist to imbue any artistic work of his with the appearance of brilliance. The piece of work can be a novel, a sculpture, a painting — or anything else that constitutes "art" in a particular society.

There are several versions of this spell in existence. In one, the spell caster must offer the life of an animal to gain the approval of the dark forces of Orrorsh. In another, the would-be artist must perform a service for an agent of evil. Most occultists spend more time pursuing the power of the occult to make their work appealing than actually working on becoming better at their art.

Anyone who sees or reads or hears the enchanted piece of work believes it to be delightful, full of the truth of life, brilliant. A successful *Mind* or *willpower* roll made against the spells effect value allows the spectator to see the true value of the work. The true value of a piece of work might actually be just as good as the spell suggested, but now the piece must be judged on its own merits.

The main drawback of the spell is its limited duration. Many masters of the mystic crafts with a yen for artistic fame have sought to create a permanent version of the spell, but most have failed. Home brewed versions of the spell allow an occultist to make a piece of work appealing to a single person, or very limited group of people for a permanent duration. Occultists have found that once a person buys and hangs a painting on their wall, the owner rarely looks at it with the same critical eye as he did during the purchase.

Boiling Blood

Axiom Level: 13
Skill: *alteration/folk 15*

Backlash: 19
Difficulty: 10
Effect Value: 10
Bonus Number to: Effect

Range: 10 (100 meters)
Duration: 8 (40 seconds)
Cast Time: 3 (four seconds)
Manipulation: control

Boiling blood requires a torch or other open flame and a small portion of blood from the folk type under attack. The magician pours the blood over his hand and places his hand in the flame. The pain is excruciating, hence the high backlash, but the hand emerges unscathed.

If the spell hits (the *alteration magic* total is higher than the target's *dodge* or *Dexterity*), the target's blood begins to boil. Compare the effect value to the target's *Toughness*, ignoring armor adds, and the target takes that level of damage for four rounds. The magician does not need to concentrate to keep the spell operating for the four rounds; once he has cast it, it continues to operate on its own for the full duration.

Death Haunt

Axiom Level: 12
Skill: *conjuration/folk 19*

Backlash: 18
Difficulty: 12
Effect Value: 21
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 9 (one minute)
Cast Time: 5 (ten seconds)
Manipulation: control, duration

The target of this spell is obsessed with images of his own death for the spell's duration. He does not imagine them in the abstract, as we normally perceive our thoughts, but sees the images as concrete, three dimensional images existing in real space. Thus, the victim of the spell walking down the street might suddenly see himself run over by a hansom cab. Or, he might be exploring a dark, haunted house and, upon opening a door, confront the image of his corpse nailed to a wall. The spellcaster chooses the specific image.

A person suffering from the effects of the spell is distracted while viewing the image of his death. Compare the final effect value of the spell to the victim's *Spirit*. The result points are read through the Power Push table, and the final result points are added to the difficulty number of *any task* the victim attempts while under the effects of the spell.

The images are real, so the victim does not get to make a *willpower* or *Mind* roll to throw off the effects. The moment the spell begins the victim *knows* that the image is not him. It cannot be, since the victim knows he can't really be dying or dead. The strength of the spell is an overwhelming image so strong that the victim becomes transfixed.

Eye Spy

Axiom Level: 11
Skill: *divination/folk 13*

Backlash: 14
Difficulty: 10
Effect Value: 18
Bonus Number to: range

Range: 7 (25 meters)
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: control, range

The occultist uses this spell to see through a disembodied eye taken from a corpse. The eye is alive, to a certain degree. It can roll around according to the directions of the occultist. For the duration of the spell, the eye can travel anywhere it can roll within the range of the spell.

To see what the eye "sees" the occultist must close her own eyes. She does not enter a trance of any kind, but her actions are limited as she cannot see what is going on around her.

When the occultist's eyes are closed



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she sees what the eye sees from the perspective of the eye. The eye itself cannot be rolling from one place to another when it transmits its images; if the occultist closes his eyes when the eye is rolling, the occultist sees nothing. The eye can turn slightly from side to side when the occultist is using it to see.

If the eye moves out of range, the spell expires. The effect value is the maximum *Perception* or related skill total which the occultist can generate when seeing through the eye.

To cast this spell the occultist needs an eye from a corpse of the same species as she, and thread which she must weave into an intricate pattern before casting the spell.

Fear

Axiom Level: 15
Skill: *alteration /darkness 19*

Backlash: 19
Difficulty: 15
Effect Value: 25
Bonus Number to: duration

Range: 10 (100 meters)
Duration: 9 (one minute)
Cast Time: 9 (one minute)
Manipulation: control, duration

Casting this spell on a group of characters lowers their *Perseverance*. The spell is resisted by the group's *Perseverance*. If successful the *Perseverance* is lowered by the result bonus of nine, plus the result points read through the Power Push table. The spell affects any number of monster killers, for the *Perseverance* of any character is shared by the entire group. The entire group does not have to be directly affected by the spell for their *Perseverance* to drop.

Madness

Axiom Level: 13
Skill: alteration/folk 20

Backlash: 16
Difficulty: 15
Effect Value: 15
Bonus Number to: Effect
Range: 10 (100 meters)
Duration: 29 (one week)
Cast Time: 9 (one minute)
Manipulation: control, duration

To cast this spell, the user thinks of images of hatred, pain, misery and despair, working himself into a frenzy of emotion. Then he hurls his emotions at the target, attempting to write them on the target's mind. The spell's effect value is compared to the target's *Mind*. If a *superior* or better success is achieved the target is deranged for one week.

Note that if the caster is knocked unconscious by the backlash of the spell, *he* is affected by the madness — but only for one day.

The exact form the madness takes is up to the gamemaster. Here are some options:

Paranoid delusions: The character believes that everyone and everything is out to get him. Everyone is an enemy, any words spoken to the character are perceived by him as a threat. The character might not reveal his paranoia, keeping the "knowledge" that he is on to the world's plot against him as leverage against his enemies.

Catatonia: The character cannot move or stand. He assumes a fetal position and remains withdrawn from the world.

Schizophrenia: The character no longer perceives the world with the same sense of reality known by sane men. Voices speak to him. Posters and handbills are strange signs from godlike beings. The character often mumbles to himself, speaking in reply to the beings, even if no one is around. The character might think that everyone has demons in their heads, or he might think that he has been chosen by extraordinary beings as a pupil of special knowledge.

Homicidal mania: The character kills. He might go on a killing rampage and not care who sees him. He might plot his murders carefully, with a disturbing attention to detail, and thus avoid detection.

Characters who do evil acts under the influence of *madness* draw on the Power of Corruption just as if they were sane.

The Mark of the Hunted

Axiom Level: 11
Skill: *alteration/folk 18*

Backlash: 15
Difficulty: 9
Effect Value: 17
Bonus Number to: duration

Range: 15 (one kilometer)
Duration: 29 (one week)
Cast Time: 9 (one minute)
Manipulation: control, duration

To cast this spell, the occultist must touch the victim of the spell, flesh upon flesh. It can be as simple a gesture as a handshake, or a punch thrown during combat. Before the contact is made the occultist must cover his hand (the hand that will touch the victim) with black ash. This is done during the casting of the spell. The hand can then be washed. The contact with the victim must be made within an hour of the casting of the spell. Note that the spell is not impressed. The hour delay after the casting of the spell is simply a function of the spell.

To trigger the spell against the proper person, the occultist must speak a key word he chose during the casting. The effect value must exceed the *Spirit* or *faith* of the victim. When this spell is cast, the subject of the spell bears a mark upon his head invisible to all but the occultist. The mark appears as pyramid drawn with black ashes. It glows with an unearthly black light, and acts as beacon if the spell caster is within a kilometer. The person with the mark cannot wipe it off. If he tries to cover it with a hat or piece of cloth the occultist can still see the mark and the light still glows through the material. The character can disguise himself, shapechange, polymorph, turn invisible or try to disguise his presence or identity in any way — but no methods work when dealing with the occultist who cast the spell. Only another occult spell or event can alter the mark before the spell's duration is finished.

The occultist must have the attitude of *hostile* or *enemy* toward the target of this spell.

Seduction

Axiom Level: 9
Skill: *alteration/folk 16*

Backlash: 13
Difficulty: 11
Effect Value: 20
Bonus Number to: duration

Range: self
Duration: 25 (one day)
Cast Time: 18 (one hour)
Manipulation: control, duration

This **illusory** spell increases the desirability of the spell caster in the eyes of all members of the desired sex. The effect value of the spell is substituted for the *charm* and *persuasion* skills of the occultist. Although the spell was specifically created to aid in the acquisition of amorous affairs, it effect can be used to influence any member of the desired sex as long as the occultist leads the man or woman to think that romance is eventually in store.

A *Mind* or *willpower* roll of 15 negates the effect of the spell.

To cast the spell the occultist burn a single rose in a silver brazier. As the smoke from the ruined flower floats around him he speaks the words of the occult ritual.

Slow Death

Axiom Level: 17
Skill: *alteration/folk 16*

Backlash: 21
Difficulty: 18
Effect Value: 20
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 18 (one hour)
Cast Time: 5 (ten seconds)
Manipulation: control, duration

This **impressed** spell creates the conditions of a cardiac arrest within the body of a victim chosen by the occultist. If the spell is successfully cast, the heartbeat of the victim begins to slowly accelerate for the duration of the spell. The spell acts as a "slow poison" that lets the occultist casually leave the scene of the murder after the spell is cast, or lets the victim leave the scene of the murder only to die of unexpected "natural" causes an hour or more after the murder was committed. This lets an occultist kill people with his dark powers without drawing undue attention to himself.

The acceleration is so slight for the first quarter of the spell's duration as to be imperceptible. In the second quarter of the spell's duration the effect is noticeable, but only on a *Perception* roll of 18 or better. In the third quarter, the victim begins to feel the stress of the acceleration, but a *Perception* roll of a 14 is still required to identify the source of the problem as the heart. In the last quarter of the spell's duration there is no doubt that the heart is pounding far too fast. The victim suffers intense pain, which culminates in a heart attack at the very end of the spell's duration.

Once the heart attack occurs the victim suffers the attack of the effect value of the spell against his *Toughness*. The damage continues for 10 rounds, or until the target is dead.

Several modifiers apply to the descriptions above.

First, the difficulty numbers listed above assume that the victim or his companions are not using medical devices designed to find symptoms of disease. Thus, if in the second quarter someone puts a stethoscope against the victim's chest the rapid pace of the heart can be detected without a roll.

Second, for the first three quarters it is nearly impossible for a character to notice his heart is beating unnaturally fast if he has been exerting himself physically. Thus, if a person scales a mountain just after the spell is cast upon him he might not notice the strange acceleration of his heart until the last fifteen minutes of the climb. In such cases add a +8 to the difficulty number to notice the acceleration of the heart beat without medical instruments. Add only +4 if medical instruments are used.

Summon Scarabus

Axiom Level: 18
Skill: *conjuration/entity 24*

Backlash: 27
Difficulty: 14
Effect Value: 15
Bonus Number to: effect value
Range: 0 (one meter)
Duration: 15 (fifteen minutes)
Cast Time: 25 (one day)
Manipulation: control, duration

This spell is unusual, an occult combination of spells and effects which would leave an Ayslish mage baffled. It allows the caster to call forth a Scarabus (see Chapter Eight) and help command it to do the caster's bidding. To cast the spell the occultist must draw an arcane pattern on the floor. The pattern varies for different versions of this spell, though all of them have the common element of an enclosed shape (a circle, square, pentagram). The idea is to keep the summoned Scarabus within the enclosed shape — for if the demon can leave the area he will kill the occultist that summoned him. The occultist surrounds the area around the shape with fire and incense and then speaks an incantation that lasts for one day. He is allowed short breaks during the ritual, needed particularly for lighting new incense and resting his voice — but he may not sleep. For the full duration of the spell his focus must be on the ritual, an exhausting process.

When the ritual is completed the Scarabus appears in the enclosed pattern drawn on the floor. He's usually very angry and annoyed. The effect value of the spell is compared against the creature's *willpower*. If the effect value is lower than the Scarabus' *willpower* the creature is freed and it attempts to kill the occultist. If the occultist is knocked unconscious, even if the effect value is greater than the creature's *willpower*, the creature is not held by the pattern and is free to attack the occultist.

If the effect value is greater than the Scarabus' *willpower*, then the occultist can ask the creature to perform a task for him. A controlled Scarabus must perform the action stated. The terms of the task are subject to *charm* and *persuasion* rolls made by the occultist. When a Scarabus first appears it is *hostile* to the occultist and can only make a *negotiated agreement* — and most people don't like owing anything to a Scarabus. The occultist will probably want to charm the Scarabus, and then drive up the persuasion to a *yes*, or even a *vow*, before agreeing to

the terms set by the Scarabus.

The success level of the spell against the Scarabus' *willpower* is a positive modifier for the occultist to both *charm* and *persuasion* rolls as follows:

Minimal: 0 add
Average: +1 add
Good: +2 add
Superior: +3 add
Spectacular: +4 add

Thus, if the Scarabus has a willpower of 18, and the occultist got an effect value of 19 (giving a result value of *average*), the occultist gets a +1 add to all charm and persuasion rolls made with the creature.

One the negotiations are completed, the creature is freed from the power of the pattern. However, it cannot harm the occultist and must complete the request.

Transmute Lead to Gold

Axiom Level: 9
Skill: *alteration/metal* 22

Backlash: 24
Difficulty: 10
Effect Value: 1
Bonus Number to: duration

Range: 0 (one meter)
Duration: 25 (one day)
Cast Time: 18 (one hour)
Manipulation: control, duration

By using this spell, the magician changes one kilogram of lead into one kilogram of gold.

The magician needs a kilogram of lead and a small coin, one side of which is covered in gold, the other in lead. The magician ties the coin to a string, and dangles it in the air. While making the correct incantations, the magician taps the coin's edge, causing it to twirl rapidly. At the end of an hour, the magician taps the coin sharply against the lead, causing it to transmute.

The gold is to all appearances real, except that if it touches cold iron, it immediately reverts to lead. The gold reverts to lead at the end of the spell's duration.

Versions of this spell are rumored to exist for metals lighter than lead, though they are much more difficult to cast. The greatest challenge thus far for occultists is to increase the spell's duration, which can currently only be done by spending weeks casting it. Attempts to make the gold impervious to the iron test have thus far been completely unsuccessful. This problem is peculiar to the occultists of Orrorsh. The magic of other realities do not have the same problems with this type of spell.

Note that in Victoria and Majestic, shopkeepers have iron plates to test all gold they receive. It may take Earth merchants several months to realize the dangers of arcane forgery.

Youth

Axiom Level: 15
Skill: *alteration/folk 19*

Backlash: 22
Difficulty: 20
Effect Value: 22
Bonus Number to: duration

Range: 0 (one meter)
Duration: 29 (one week)
Cast Time: 18 (one hour)
Manipulation: control, duration

The occultist creates a silver mirror inlaid with with jewels. The value of the materials used for the material must equal at least 2,000 Sterlings (10,000 US dollars). The spell is cast while looking into the mirror. The ritual requires that the occultist cut a bit of his hair off at the time of the casting. The hair is kept in a small compartment within the silver mirror frame.

When cast, the occultist does not age for the duration of the spell. Bonuses add to the duration of the spell and keep the spellcaster from aging for longer periods of time. If the occultist wishes to avoid aging completely he must re-cast the spell before the same mirror each time the spell is about to end. If the spell is not recast before the same mirror, the occultist immediately suffers damage as if he were attacked by a damage value equal to the effect value of the spell.

Thus, the longer the spell's duration, the more dependent the occultist is on the spell to sustain his life. Withdrawal from the spell can have terrible results for the occultist. Anyone using this spell makes sure to be near his mirror, or have his mirror with him, when travelling, for fear that he might be delayed by unforeseen circumstances and be unable to cast the spell in time.

If the mirror is destroyed the occultist immediately suffers the damage described above. The only way to insure the death of the occultist is to create an occult ritual involving the shards of the mirror. The occultist's life force is so tied to the mirror that it is a powerful tool for the law of contagion.



Chapter Seven

Miracles of Orrorsh

The miracles of Orrorsh are the miracles of the Sacellum, the powerful religious institution of Victoria. The Sacellum's theology springs from perverted translations of the Old and New Testaments. The miracles of it's clergy come from these translations. The miracles of the Victorian religion involve curses, plagues, pillars of salt, and reversals of our own Earth's New Testament miracles. The Sacellum's god is a jealous god; increase the difficulty of casting beneficial miracles on non-believers by 2.

Faith (Sacellum) is required to cast any of these miracles. No other faith may use them. Sacellum clerics also have access to the Core Earth miracles of *bless*, *cure disease*, *ritual of hope*, *ritual of purification*, *ward danger* and *ward enemy*. Sacellum clerics who still believe the uncorrupted texts may use all Core Earth miracles except for the communication with spirits miracles.

Some of the miracles below have a difficulty of "target's *Spirit* or *faith*." Use *Spirit* only if the target has no *faith* value.

Bless Missile

Spiritual Rating: 11
Community Rating: 10
Difficulty: variable (see below)
Range: voice
Duration: one month
Effect: imbues bullets, arrows, cannon shells and the like with the faith of the firer.

Bless missile is a ritual, typically performed by the Regimental Chaplain once a month during Sunday services. The missiles are piled to the right of the altar. After sprinkling them with holy water, the Chaplain calls the community (the regiment) to pray for God to allow their missiles to smite the unholy with His Righteous Anger.

The difficulty of the spell is equal to the value of the number of bullets blessed. Arrows are equal to 10 bullets, grenades to 30 bullets, artillery shells to 70 bullets.

If the chaplain equals the difficulty, the missiles are blessed for a month. When a blessed missile hits a target, it does both physical and spiritual damage. The physical damage is as normal for the missile type; the spiritual attack has a damage value equal to the faith value of the fire plus the bonus.

Note: the blessed missiles are only effective in the hands of a fired who took part in the ritual. They are normal missiles when fired by anyone else.

Blind

Spiritual Rating: 14
Community Rating: 8
Difficulty: Target's *Spirit* or *faith*
Range: sight
Duration: 9 + result points
Effect: blinds the target

This miracle punishes unbelievers by removing their sense of sight. Within the canon of the Sacellum it is a seen as "giving physical manifestation to spiritual blindness." The character must either have the *blindness* lifted by the character's religion or the Sacellum. Lifting the blindness requires a bless with a *faith* total equal to or greater than the *blindness* total. Blind characters receive a +7 to the difficulty numbers of all activities that normally use sight.

The spell affects the eyes themselves, not the neural connections leading to the character's mind. Thus, if

the eye is replaced through the means of advanced technology the *blindness* is cured.

Crucifixion

Spiritual Rating: 16
Community Rating: 10
Difficulty: Target's *Spirit* or *faith*, plus three
Range: 5 (10 meters)
Duration: permanent
Effect: Crucifies opponent

When the miracle is successfully called down upon the target, steel spikes fire from the hands of the clergyman. If the *focus* total is higher than the target's *dodge*, they pierce his hands and feet, crucifying him against the nearest usable surface. The character is crucified upside down, as befits unbelievers.

Due to the miraculous nature of the spikes produced for the crucifixion the spikes can pierce any surface. This means that spikes automatically pierce any armor, surface or sub-dermal, and can crucify someone to a cement wall; the armor does provide protection against the miracle's damage. The damage value is 20 + result points of the miracle.

Once crucified the target can try to free himself with a *Strength* total. The base difficulty number is 10. This base number is modified by the type of material the person is crucified to. These modifiers follow the Cover Value Chart.

Soft Material (car door, dry wall): +3 to base number

Medium Material (logs, brick wall): + 10 to base number

Hard (steel, stone wall): +15 to base number

Each round a character may try to free himself. Each attempt automatically causes a damage value of 12 to be rolled against the target as the crucified character tries to rip out the spikes from his pierced flesh. If other characters free him, the trapped character takes no damage from being pulled free.

Hell's Fire

Spiritual Rating: 14
Community Rating: 9
Difficulty: Target's *Spirit* or *faith*
Range: 7 (25 meters)

Learning Miracles from Other Cosms

It is possible for characters with the *focus* skill to acquire miracles from other cosms. Three conditions must be met before it is even possible to acquire a miracle.

1. The religious beliefs of the faith from which the miracle originates must be compatible with the beliefs of the religion of the character acquiring the miracle.

Example: *The faith of the Sacellum explicitly denies its miracles to followers of other religions. Sacellum faithful might be able to learn miracles from another cosm, if the religions are similar.*

2. The character acquiring the miracle must be able to explain the miracle as a function of his own religion. If the player cannot explain to the gamemaster how the miracle could be a manifestation of his character's faith, the character cannot acquire the miracle.

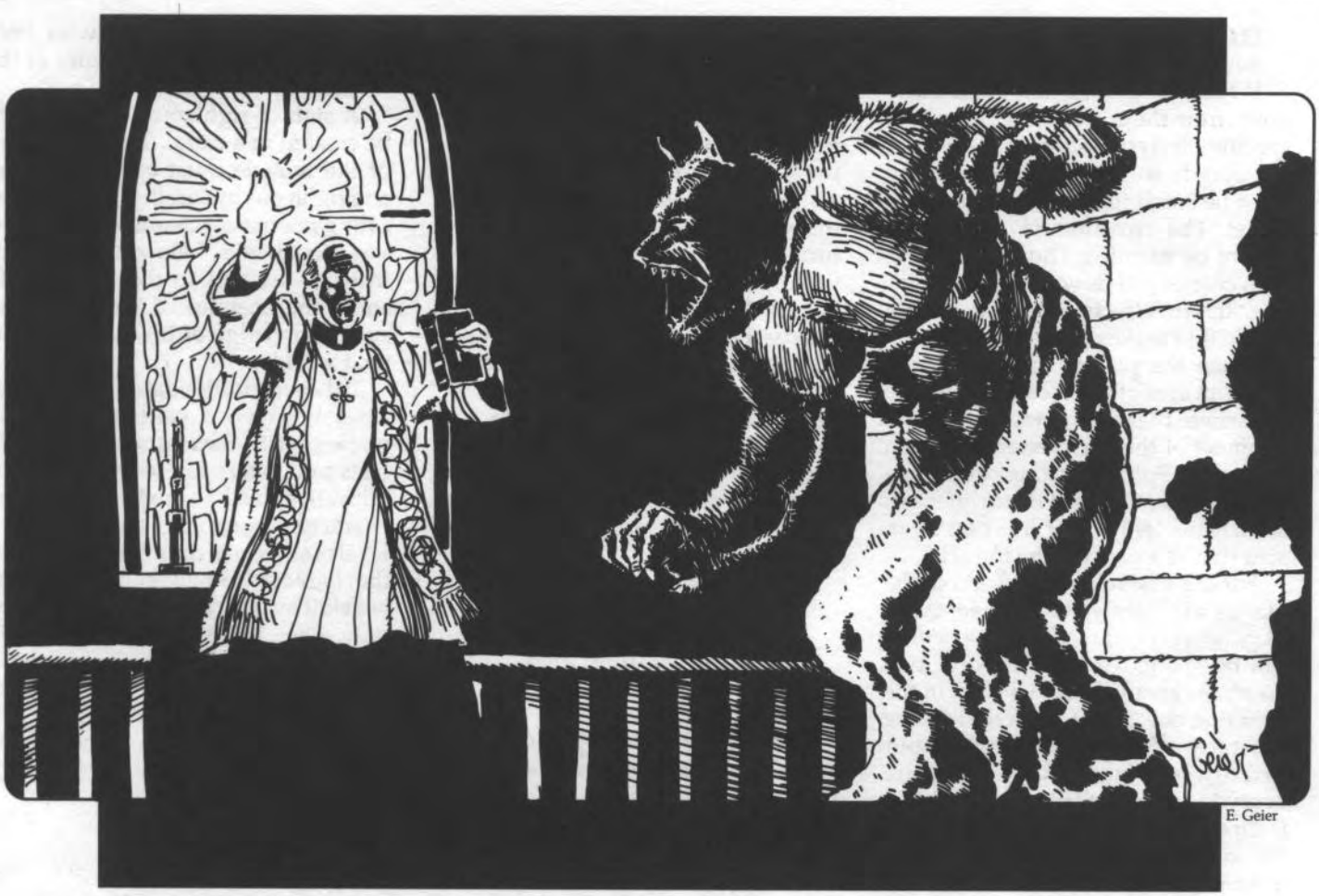
3. The character must have witnessed the miracle.

To acquire the miracle, the character must invoke his deity (page 127 of the *Torg Rulebook*) using the spiritual axiom of the cosm to which the miracle belongs, i.e. gaining Living Land miracles is done using the spiritual axiom of the Living Land. When making the invocation the Condition Modifier chart on page 127 of the *Torg Rulebook* is in effect.

If this invocation is successful, the miracle is granted. The character may now pray for this miracle as he would any other miracle with which he is familiar. If the invocation is unsuccessful, the character is denied that miracle, now and forever. When attempting to acquire a miracle, a player may play cards for his character, but may not trade or receive cards from any other player. Acquiring a miracle is a private affair between a character of faith and his deity.

The particulars of the miracle remain the same, except for its spiritual rating, which is raised to the spiritual axiom level of its cosm if it is lower than the level of the cosm. The axiom level of the cosm was integral in acquiring the miracle, and the invocation makes that axiom level the minimum for the miracle. If the spiritual rating is already higher than the cosm level, it remains unchanged.

Miracles from the Living Land are easier to acquire than those from Core Earth, but are likely to cause four-case contradictions anywhere but the Living Land. Core Earth miracles are more difficult to obtain, but cause fewer contradictions.



Duration: 5 (one round)
Effect: engulfs enemies of the Sacellum in a terrible fire.

This miracle can only be called down upon creatures, not inanimate objects. If more than one target is desired, use the one-on-many table for the new difficulty number. The miracle can affect as many targets as are in the range of the *hell's fire*.

The target of the *hell's fire* is suddenly surrounded by an intense red flame. The flame only burns the flesh of the target, it cannot spread to other objects. The flame cannot be extinguished by physical means. The flame has a damage value equal to the *faith* total of the caster.

Paralyzation

Spiritual Rating: 12
Community Rating: 7
Difficulty: target's *Spirit* or *faith*
Range: touch
Duration: 9 (one minute)
Effect: paralyzes target

This miracle paralyzes the victim upon touch. The character is fully aware of what is happening around him, but his muscles are completely frozen and he can take no action.

Each round after the first round of the miracles duration the character can attempt a *willpower* roll to break free of the paralyzation. The difficulty number for the action is the *faith* total generated for the miracle.

Pillar of Salt

Spiritual Rating: 18
Community Rating: 14
Difficulty: Target's *Spirit* or *faith*, plus 10
Range: 5 (ten meters)
Duration: permanent
Effect: turns the target into a pillar of salt.

This powerful miracle can only be cast in churches or other areas where the Spiritual axiom level is high enough to support the miracle. When cast this miracle creates a force that will transform the target into salt. A character may take an active spiritual defense, generating a bonus to her *faith* or *Spirit*, if she knows she is going to be targeted with this miracle.

The only way to turn the character back into his former self is through spiritual or magical powers. If the pillar must be moved, care must be taken to keep as many of the grains of salt as possible. Missing grains might adversely effect the character's health if she is later transformed back to her original form. The use of occult magic suggests itself as a cure to the effects of such a miracle.

Plague

Spiritual Rating: 17
Community Rating: 15
Difficulty: 21
Range: area with diameter of 15 (one kilometer) + result points
Duration: 25 (one day)

Effect: calls a plague of animals down upon an area.

When a clergyman calls this miracle down from the god of the Sacellum, he specifies the type of creature he wishes the plague to involve. The creature must be small (insects, frogs, snakes, birds). The creatures in themselves cannot be harmful. Thus, the clergyman cannot call down an army of vipers. It is the effects of the animals as a whole that makes them dangerous.

When the plague comes down it forms an area of effect centered on the site where the miracle was cast. If the diameter of the circle extends into an area with a Spiritual rating of less then 17 the low axiom level is still affected; all that matters is that it is cast in an area that can support the miracle.

For the first hour the effects of the plague are barely perceptible. After that, however, the creature specified can be spotted regularly. After two hours the creatures are so thick in the land that one can hardly avoid seeing several at a time. From the third hour to the twenty-fourth the creatures are everyone — insects fly so thick that it is almost impossible to see, or there are so many frogs one can hardly step out into the street without crushing the amphibians underfoot. At the end of the miracle's duration the creatures begin to thin out. It is impossible to tell where go before they vanish.

The miracles acts as an *intimidation* on every individual within the area of affect who is not of the Sacellum faith. The intimidation has a value equal to the faith of the miracle worker, plus any result points of the miracle. Any other effect of the miracle on the environment is left up to the gamemaster.

Satan's Mark

Spiritual Rating: 10
Community Rating: 6
Difficulty: 10
Range: sight
Duration: marks target as enemy of the faith; lowers *Charisma* and *Charisma*-based skills.

Note: This is the new name of the Curse miracle, as given in the *Torg World Book*.

Satan's Mark causes an ugly welt, scar or blemish to appear on the target's face. The mark cannot be removed. It quickly burns through cosmetics or plastic surgery. The character must either have the curse lifted by her own religion or by a Sacellum clergyman. If the character ventures to a cosm with a spiritual axiom of nine or less, the mark disappears. The mark will return upon entering a realm or cosm with spiritual axiom of 10 or more.

Satan's Mark lowers the character's *Charisma* and associated values by one when dealing with characters who do not have *faith (Sacellum)*. When dealing with characters who have *faith (Sacellum)*, Charisma and associated values are lowered by one for each success level of the miracle (i.e., a *good* success lowers *Charisma* by three).

Sins of the Flesh

Spiritual Rating: 12
Community Rating: 10
Difficulty: 14
Range: touch
Duration: 9 + result points
Effect: cause the target's skin to rot at a very quick rate.

Casting this miracle causes the target's skin to rot. This is reflected in an automatically successful attack made every round for the duration of the spell. The damage value of the attack is 15. No armor protects the character (not even interdermal armor). Damage is taken normally. Its effects are seen as rips and tears in a character's body. Before the first minute of the miracle passes the character's skin, even if he takes no damage for the duration of the miracle, is covered with open sores. The damage can be healed through medical means, but appearance of the flesh can only be repaired with spiritual or magical healing. Because of this miracle a character whose skin is badly damaged is shunned by Victorian society — whether damage was induced by the clergy or by natural causes.

Staff of Righteousness

Spiritual Rating: 11
Community Rating: 12
Difficulty: 12
Range: touch
Duration: permanent
Effect: imbues a staff with holy power to smite the enemies of the faithful.

A staff of righteousness may only be created in a ritual. The beneficiary of the miracle must be judged pure and righteous by Sacellum elders (typically gamemaster characters). He must vow to always follow the church's instructions and to die willingly to smite the enemies of the church, in sure knowledge of his reward in the next world.

If these conditions are met, the character is given a staff prominently marked with Sacellum symbols. He fasts and prays for seven days. The faithful appeal to god to make the character strong in god's work. Each level of success of the miracle increases the character's *Strength* and *melee weapons* skill by one. This bonus is granted only when fighting with the staff. In addition, the staff acts as the focus skill for the character, with adds equal to the success level of the miracle.

The staff loses its potency if the character breaks his vow.

Tempest

Spiritual Rating: 16
Community Rating: 12
Difficulty: 24
Range: 16 (one mile)
Duration: 15 + result points of miracle
Effect: creates a terrible storm 100 meters across (value 10)

This miracle is cast on an object — for example a house or a boat. For the duration of the miracle the object and the area immediately around the object takes a sound beating from high winds and fierce rain. The tempest's effects are centered on the object and radiate outward from the object for a radius of 50 meters.

Everything exposed to the direct effects of the storm suffers an damage value of 24 every round. Most wooden buildings can stand the storm for about 10 minutes. Some stone buildings can weather the storm without collapsing. Ships or airplanes that are the focus of the storm or pass through the tempest may be torn apart.

The storm moves if the object of the storm's focus moves. Thus, if the storm

is focus on a plane flying in the air, then the plane is assaulted as the storm follows it through the air.

Ward Enemy

Spiritual Rating: 9
Community Rating: 6
Difficulty: 0
Range: self
Duration: performance
Effect: protects from attacks of evil creatures

The Sacellum *ward enemy* works against all entities, such as ghosts and demons, and any horror against which the warder has failed a *Perseverance* check. This miracle does not require a focus total. If the character does not have focus, she must have a crucifix or the Book of Power of the Sacellum.

Note: the changes below apply to all versions of *ward enemy*, including that listed on page 131 of the *Torg Rulebook*.

A warded character may not be attacked by physical, magical, or spiritual means. *Test of will*, *trick*, *taunt*, and *intimidate* may be used; on a *player's call* the warded character has succeeded in getting the warding character to lower his *ward danger*. Other effects apply if the warding character must perform an action, including generating another *ward danger*. A horror may not *mark the character for death* or fill the character with *fear* as long as the ward is effective; the Power of Fear is muted when a *ward enemy* is active. The only possible enemy attack is a faith attack; the attacker generates a *faith* total against the *faith* total of the miracle. This counts as the enemy's action that round. If the enemy's total is higher, the ward is breached, and the character suffers the result points in spiritual damage. The warding character must enact the ward again at his next opportunity if he wishes to be protected.

If the miracle's total is higher, the enemy fails to breach the ward. The enemy takes spiritual damage equal to the result points. However, the enemy's attack does cause the ward to waiver. The warding character must expend his next action to generate a *ward enemy* total, or the ward collapses at the end of his action round.





Chapter Eight

The Horrors

The monsters of Orrorsh are creatures of fear. As stated before, fear is born of the unknown. If the players know every detail about the monsters that their characters encounter, then the element of the unknown, and thus the fear, will quickly be lost.

The horrors of the cosm are built along lines similar to the *Torg* character templates. We give the gamemaster the framework for the monsters, and the gamemaster fills in the special powers and properties of the monster. Thus, all vampyres have several common elements, but each vampyre will be slightly different. In this way the characters are never sure exactly how they should respond to a creature when they first encounter it. Nor the second time. Nor the third... and so on.

In this way the characters are always off-balance and uncertain — as they should be in the realm of horror.

Keep in mind that this mix and match sensibility of monster creation matches the "logic" of Orrorsh. The Nightmares of Orrorsh are responsible for creating new and interesting variations on the creatures of the reality. In this way the Gaunt Man knows that those who would destroy his creations are in for a nasty surprise when the monsters do not behave the way they did last time.

As well as providing templates, there is also a sample monster for each creature using Orrorsh's "monster-building" system. Below are the components for monsters from Orrorsh.

The Fear Rating

The rules for the Fear Rating are fully explained in Chapter Four, under the Power of Fear. The Fear Rating is a special power that all the horrors of Orrorsh possess, and so it is kept separate from other powers.

Power Points

Every monster listed below has a Power Point rating. This number determines the number of special powers a creature can have. Each power is rated on a scale of one to three. By mixing and matching different power values the gamemaster can create different mixes of powers for the same creature. For example, a vampyre has a Power Point rating of five. This means he could have one 3 point power and one 2 point power; or one 3 point power and two 1 point powers; or one 2 point power and three 1 point powers, and so on.

This shorthand might suggest that any monster can have any power, which might offend the sensibilities of some readers (after all, a zombie with a shape changing ability does go against the spirit of what zombies are all about). We suggest that those of you who want your monsters "real" shouldn't focus too much on these apparent rifts of logic. It's simply a system to distribute many powers that many creatures have in common. For those of you gamemasters who are a bit more daring, remember that the reality of Orrorsh is similar to the monster stories of Earth, but is not the same. Like any Nightmare worth his blood, you should feel free to experiment with strange combinations and even come up with new powers. Remember that even Earth's stories of vampyres and werewolves contain contradictions and variations on the powers such creatures wield.

The gamemaster does not have use up all the power points a creature has. This is the maximum level with which a creature of that type starts. Many specific creatures will have fewer powers.

Each of the powers is described below, along with the rules for using the powers. The gamemaster is free to alter the rules of a particular power to

make a creature's abilities match the image he has of the creature.

Many of the powers manifest themselves in many different ways. For example, ***life drain*** can be a psychic power that drains a creature of mental power. Or it can be the blood a vampyre drains from his victims. Suggestions are given below, but again, the gamemaster is encouraged to be as imaginative and ghoulish as he can be in his alterations of the powers listed below.

Note: These rules apply to non-player characters only. The one exception, *shapeshifting*, uses a power and a weakness as listed below.

Three-Point Powers

Cold Aura: The creature with this power emits a powerful chill into the air at will. At a range of 15 meters from the creature the chill is simply uncomfortable. Anyone who is within 10 meters of a creature using the ***cold aura*** power is attacked automatically with a damage value of of the creature's *Spirit*+15 for each round within range.

The creature can turn the power off at will, although it takes 4 to 10 rounds for the chill in the air to dissipate, dependent upon the temperature of the surrounding air.

Fire Attack: The creature has the ability to use flames produced within its own body as weapon. Examples of such an attack are dragons, which fire their attack from their mouths, or a hell spawn demons whose eyes shoot forth powerful bursts of flame. The attack is made using the *unarmed combat* skill. The damage value of the attack is the creature's *Strength* + 15. The attack's range is 40 meters. The attack cannot be more made more often than once round, so a creature with a flurry could only use the attack once that round. The power can be more limited if the gamemaster deems it appropriate.

Hypnosis: This power gives its wielder a persuasion of *Charisma* +15. To use the power the creature must makes successful *persuasion* roll against the victim's *willpower*. *The attitude of the creature and the victim do not affect the roll at all.* The persuasion total should be recorded.

Every ten minutes the the victim is hypnotized he can attempt to free himself from the creature's power. To do this he needs to get a *willpower* result higher than the *persuasion* total that hypnotized him.

Life Drain: ***Life drain*** allows a creature to weaken a victim physically or mentally, and then use the stolen energy to supplement its own life force. A vampyre that drinks the blood of a living victim is using ***life drain***.

Any creature with this power drains from one of the seven attributes, as decided by the gamemaster. Only one attribute may be chosen, and the chosen attribute is permanent. Thus, a amorphous ooze that burrows its way into a victims skull and steals psychic energy might steal either *Mind* or *Perception* energy. A vampyre that goes out of his way to hunt down attractive, charming women is probably seeking energy from someone with a high *Charisma*.

To use the ***life drain*** power a creature attacks the attribute of the victim he is attempting to leech from. The creature has a ***life drain*** value of *Mind*+15. If the creature is successful it gains one Possibility point for every full five points of the attribute it is draining. *The attribute does not go down* — it is simply the measure of how much energy the draining creature acquires.

Note that there are many ways of draining a victim, and each of them entail their own problems. Thus, a vampyre must draw blood from his victim. To do this he must make a successful attack against the victim and cause damage. This part of the draining process is handled as normal combat. Only if the creature successfully completes this part of the process can he drain. Every ***life drain*** has a condition such as this (must drink the blood of a living human, must touch a living person to suck mental energy). These definitions are up to the gamemaster.

This power may only be used once per day.

Magical Resistance: The creature is partially protected against any magic that is used against it. This protection works against any type of magic from any reality. The attribute which resists the spell's effect is increased by 15. This ability affects any of the creatures attributes.

Paralyzing Touch: Anyone whose flesh the creature touches must make a *Spirit* or *faith* roll against a difficulty number equal to the creature's *Spirit+15* to avoid becoming paralyzed. The victim remains paralyzed until he can successfully make the *Spirit* roll against the difficulty. The victim may attempt to break paralysis once each round.

Possess: The creature can possess the body of a living person or that of a corpse. Usually a given creature can posses either the former *or* the latter, though there are certain monsters that can do both.

To possess a body the creature must make a *Spirit* roll against the target's *Mind*. If the roll is successful the horror now controls the body. The physical attributes of the body are the victims, while the *Mind*, *Perception*, *Charisma*, and *Spirit* are the creature's. If the host body was alive at the time of the possession, its personality is buried deep within the brain of the body, overwhelmed by the will of the creature. The creature does not have automatic access to the memories of the host body; it must make a *Mind* roll against the host body's *Mind* in order to gather information about its host body's life. The creature needs a *superior* result or better to retrieve very personal information. The possession lasts until the creature is expelled from host body through a religious or magical ritual.

Note: This power should be used on player characters infrequently, as it removes the character's player from the game. More often the Storm Knights should encounter someone who is possessed. On the other hand, the gamemaster can take aside a player whose character is possessed, explain the creature's intentions and goals and have the player roleplay the creature.

Regeneration: The creature heals as if it spent a possibility point every round. *This possibility can only be spent to reduce damage.* The creature can only spend one possibility each round; however, it can reduce damage for wounds, knockout conditions and shock taken rounds earlier.



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Two-Point Powers

Animal Control: A creature with this ability can control animals. The creature has a ***animal control*** value of its *Spirit* +10. The creature generates a control total against the *Mind* of an animal he wishes to control. The creature can control more than one animal at a time, but the difficulty increases as described in the Multiple Actions rules on pages 45 and 46 of the *Torg Basic Rules*. A controlled animal will do the creature's bidding, even sacrificing its life for its temporary master. The power has a range of sight.

The total generated is the value of time that an animal stays under a creature's control. Thus if the creature gets a total of 18 then the animals he controls will follow his commands for one hour. As long as a creature has an animal under his control he cannot make another roll to control another animal.

This power usually lets a creature control one type of animal: wolves, cats, a swarm of insects. Count a swarm as one animal for the purposes of the ***animal control*** roll. Many creatures can control more than one type of animal, however, by buying this power more than once.

Armor Defeating Attack: When attacking characters protected by armor, the attack negates the adds of armor, up to a maximum of +10 adds negated. The gamemaster should describe how the attack defeats the armor. Possibilities include acid attacks modified by the occult to seek the flesh under armor, claws which can be made insubstantial until they rip flesh, or a fine mist which poisons its target.

Elemental Alteration: The creature has the ability to change its form into something other than an animal. The form might be mist, or water, or a rock. The creature can only change into one one elemental type per power. the creature has a elemental alteration value equal to its *Mind* +10. To change into elemental form the difficulty number is the creature's *Toughness*. The ***elemental alteration*** total is the value of time the elemental form lasts. If the creature wants to return to its true form before the time is up it must generate an ***elemental alteration*** total against the total value it rolled when it turned into the elemental form.

If the elemental form can move (a rock cannot move, mist can), it moves at the rate of the creature's normal movement. The elemental form cannot attack or speak or use any skills.

In Orrorsh an elemental form is not limited to the traditional air, earth, fire and water. It includes darkness and light. It can be any other one form the gamemaster chooses. If the elemental form is immaterial, such as darkness or light, the creature cannot be harmed by physical attacks while in that form, nor can it take physical actions.

Enchanted Attack: The creature's attack forms can wound creatures which

have ***resistance to normal weapons***. When attacking characters protected by other types of enchanted armor or protective spells, the attack negates the adds of armor, up to a maximum of +10 adds negated. For a defensive spell, the increase in the character defense due to the spell is the spell's "adds".

Resistance to Normal Weapons: The creature can transform wound damage from standard weapons (nonmagical swords, lead bullets) into shock damage. The first five wounds taken from an attack are converted into shock damage, one shock point per wound. Knockout conditions are ignored. A single attack which causes six or more wounds can wound a creature with this power. In addition, the "shock wounds" are treated as wounds when spending a Possibility to remove damage.

Example: A vampyre takes "2 Wnd O 4" from a conventional weapon. Spending a Possibility allows the creature to cancel the two "wound shocks" and three of the four regular shock. He takes one shock point from the attack.

If the proper weapon is used against a creature with this power (for example, a blessed bullet) it does normal damage.

Shape Change: The creature is able to transform itself into an animal — a wolf, an eagle, a tiger and so on. This power usually grants a creature the ability to change into one kind of animal — so that a weretiger is always a man into a tiger. Very powerful creatures can break this rule; for example, a very old vampyre might be able to change into both a wolf and a bat. This power gives the ability to change shape as the *shapeshifting* skill at *Spirit*+10, but the severe weakness and ***resistance to normal weapons*** are not part of the power as they are for the skill.

The attributes of the animal the creature becomes have the same total number of attribute points has he has in his normal form, though they may be distributed differently in the two forms. The *Spirit* attribute must stay the same in either form. In animal form a shifter can have very high attributes, beyond normal human limitations.

One-Point Powers

Attack Form Resistance: A horror has its *Toughness* (or other appropriate attribute) increased by +10 against one type of attack only. Types of attack forms include:

Heat/Fire
Cold/Ice
Melee/Missile weapons
Firearms/Explosives
Energy Weapons
Magical physical damage
Magical mental damage
Magical spiritual damage
Spiritual attacks

Blur Form: The creature is just harder to see when this power is activated. The creature adds +5 to its *dodge* value. The means of the blur is up to the gamemaster — it might be a mystical energy that clouds the minds of the creature's opponents, or it might be that the creatures moves very quickly, or that the creature only exists partially in the physical form at certain times.

Darkness: The creature creates a field of darkness centered around itself, 25 meters in radius. The darkness value is equal to the creature's *Mind*+5. The darkness total is the *Perception* difficulty to see through the darkness (assuming there is a source of light.) The darkness lasts for an amount of time equal to the total value in time. If the creature wishes to generate another shroud of darkness during the time, he must first dispel the current darkness (a simple action). In the next round he may create another darkness.

Attacks or other actions which require visions have -5 bonus modifier. A character who has spent an action generating a *Perception* total which equals or exceeds the ***darkness*** total does not suffer this penalty.

Dark Vision: This power lets a creature see in total darkness as any human sees in broad daylight. The creature might still need to make *Perception* rolls, but there is no penalty for the darkness.

Infection: To possess this power the creature must also have either the power of ***life drain*** or ***shape change***. ***Infection*** has a value of the horror's *Spirit*+5. An infection attack may be made after the victim has taken damage from a shape changer's attack using its shapeshifting adds in the damage value. A creature which has successfully life drained its victim may also choose to infect him.

An infection total is generated as an action. The victim takes spiritual damage. If the wound total ever equals four, the victim converts into a monster. When a creature with ***life drain*** transmits its disease to a person, the soul of the victim is released and the person is, for all practical purposes, dead. The body is animated by a corrupted soul taken from a Waiting Village and put in the victim's body. Usually the new souls are souls that were recently dispatched by monster hunters. Thus, as vampyres in a coven spread their disease they are preparing bodies to host fallen members of the coven, since the group has the same advantages and disadvantages.

When a creature with ***shape change*** transmits its disease, the victim remains alive. She can still struggle against the corruption within her.

When a body becomes a creature the weaknesses, True Death and potential Powers of the infecting monster are passed on to the new monster. Thus the monsters continue to make their own kind.

The exception to this rule is if a Nightmare petitions the Gaunt Man for a corrupted soul with different abilities and weaknesses to be placed in a newly infected body. For example, in the scene in which Dr. Maja and Sister Thorn are killing vampyres in the cave, the little boy's body is filled with a corrupted soul from outside the coven. The boy did not have the weakness for daylight, and was able to kill Sister Thorn even while the other vampyres slept. He was an old enemy of Sister Thorn and Dr. Maja that the Nightmare controlling the area brought in for shock value. He now has his own abilities, plus the abilities of a vampyre.

Silence: The creature can make itself silent. Its ***silence*** value is equal to its *stealth*+5. Characters may choose to take an action to generate a *Perception* or *find* total against the horror's ***silence*** total— otherwise the creature cannot be heard.

Up Condition: The creature is up under certain conditions. The condition can be common to the environment, but must be naturally absent roughly half the time, or else be a condition which characters can eliminate. The condition must have an opposite. Examples are night (opposite is day), not touching any water (opposite is drenched with water), or cold (opposite is heat). The creature often has a stymie weakness (see below) to the opposite condition.

Ward Breach: This power gives the horror a +10 bonus modifier when taking an action against one of the following types of defenses:

Alteration/ Divination Magic
Apportation/ Conjuration Magic
Miracles

Ward breach does not increase a horror's defense against magical attack, but would help break magical restraints. ***Ward breach*** versus miracles may be used in a faith attack on a *ward enemy* miracle.

Weakness

Many monsters have one or more weaknesses. These items sometimes harm the creature, and other times only cause the creature discomfort. For example, some vampyres are turned by crosses; some vampyres even burn at the touch of a cross. Some weaknesses are a condition which *stymies* the monster.

When a character presents a *weakness* before the right creature it must make a *willpower* roll against the *Spirit* or *faith* of the person wielding the item. The presenter may take an action to generate a *Spirit* or *faith* total in hopes of increasing the monsters difficulty. If the roll fails the creature will try to keep at least two meters between him and the item. If this is impossible the creature cowers. He is stymied until he succeeds at the *willpower* roll. The creature may try the *willpower* roll as its action during a round.

A *stymie weakness* is a condition which automatically stymies the creature. The condition must be common in the environment or easily produced by characters: daylight, touching water, fire. Its opposite often gives the creature an *up* condition (see "One Point Powers" above.)

A *severe weakness* is an item or material that causes damage if placed against the creature's flesh. If the item is normally used to cause damage, such as silver bullets, use the damage value of the item. Otherwise the damage value of the touch is the *Spirit* or *faith* of the person wielding the item (unless the item itself has *Spirit* or *faith*). If the character did not have to roll a bonus to touch the monster, she rolls a bonus to generate a damage total.

The gamemaster is free to create whatever weakness he wants for any monsters of his own creation, or to create new weaknesses for old monsters. Here are some examples:

Holy Symbols
Precious Metals
Flowers
Garlic
Types of Wood
Specific Books
Specific Weapons
Specific Words
A Specific Portrait
The Bones of a Victim
Sunlight
Running Water

Optional Rule: Each monster listed below is given a minimum number of weaknesses. The gamemaster may assign additional weaknesses to his monsters. For each additional weakness or stymie weakness assigned the monster gains one power point. For each additional severe weakness assigned, the monster gains two power points. Using this option, the gamemaster can build werewolves, vampyres and other hideous creatures which conform to his notion of the monster.

True Death

Every creature has a special means of destroying it. Examples from traditional Earth horror stories are driving a stake through a vampyre's heart or slaying a werewolf with a silver bullet. Just as powers of creatures vary in horror stories, so do the means of destruction. We've given you a list to choose from, and you should feel free to mix up the well-known True Deaths and add your own.

If the Storm Knights try to investigate the True Death of a creature, this is the True Death they discover. Once a True Death is known the Storm Knight might search for one, or create one using the occult rules described in Chapter Six.

Only True Death permanently dispatches the corrupt soul of a creature. Even if a creature is killed with damage done by a severe weakness, its soul will travel to a waiting village to await resurrection. Only by using a creature's True Death is a creature removed from Earth.

Killed by a weapon made of rare metal (silver bullet).
Killed by a wooden stake through heart.
Killed by gazing at own reflection in mirror.
Killed by being doused with water.
Killed by a magic sword.
Killed by hearing an ancient ritual.
Killed by exposure to sunlight.
Killed by drinking blood.

The Horrors

The horrors described below have the same format and are described in the same way as characters, with the following exceptions:

Attributes and Skills: A *Toughness* value in parentheses is the monsters armor value. A parenthetical skill is one which can only be used defensively. The skill of *faith (Orrorsh)* is a measure of spiritual power drawn from the Power of Fear. It may be used to attack a *ward enemy* miracle, or to defend against miracles which target the user's faith. *Faith (Orrorsh)* can power miracles which cause harm. It cannot ward enemy or provide faith for miracles with a beneficial effect.

Possibilities: When listed in a form such as " three per Storm Knight", the creature receives three possibilities for each Storm Knight in the entire group.

Suggested Perseverance DN: We suggest this Perseverance Difficulty number for the creature. The gamemaster may change it by a couple of points if she has created an unusual variation of the monster. If she creates a far tougher version of the creature, she should raise the Perseverance DN



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by one to three points.

Suggested Weakness and True Death: The gamemaster is encouraged to alter these after the Storm Knights have defeated a particular type of monster.

Amphid

Amphids are slimy, red-fleshed humanoids that haunt the western tip of Java. They were made by Ahjebax, a Nightmare that rules the section of land by the island's western tip. The creatures can breathe on land and in water, though they prefer to stay in the water. They attack people along the coast or board ships travelling between Java and Majestic.

As might be expected of creatures created by Ahjebax, the amphids have a distinctive and disturbing look to them. The body of an amphid is covered with the images of the faces killed by the creature. The small, red faces are three dimensional and constantly scream in torment. The amphids enjoy the sound. When the amphid kills someone, an image of its victim grows onto its flesh within three days. The face is a good facsimile, disturbing to persons who might have known the victim.

The face of the amphid itself is large, with a great mouth filled with teeth — some of which are so large that they protrude from the creature's mouth. The monsters also possess webbed hands and feet to enable them to move quickly through the water.

Although the creatures are intelligent, they have no language. They communicate to each other through simple gestures. They never try to communicate with humans, and regard the living with contempt.

Amphid

DEXTERITY 10
Dodge 12, maneuver 11, swimming 15, unarmed combat 12
STRENGTH 14
Climbing 15
TOUGHNESS 12(16)
PERCEPTION 12
Find 13, tracking 13
MIND 8
Survival 11
CHARISMA 5
SPIRIT 6
Faith (Orrorsh) 13, intimidation 13
Possibility Potential: some (15)
Natural Tools: Hide flexible to absorb damage (TOU +4/ armor value 16), claws (STR+3/ damage value 17), teeth (STR+5/ damage value 18)
Power Rating: 4
Corruption Value: 26
Fear Rating: 1/2
Suggested Perseverance DN:13
Suggested Weakness: Islamic holy symbols
Suggested True Death: Strangulation and then decapitation

Bone Golem

The occult can pervert the will of the user. The bone golem is such a perversion. An occultist working at reanimating a human body created a formula which animated bones, but only non-human bones. The formula has been passed down through generations. Variations exist, but the most common golem is given below. These bone golems must be created from the bones of at least seven different kinds of animals. If yet more kinds of animals are fitted into the the ghastly skeleton, a slightly more powerful golem can result.

Bone Golem

DEXTERITY 8
Running 10, unarmed combat 14
STRENGTH 19
TOUGHNESS 24
PERCEPTION 6
Find 8, Trick (25)
MIND 1
Test (25), willpower 25
CHARISMA 3
Taunt (12)
SPIRIT 6
Faith (Orrorsh) 15, intimidation 17 (25)
Possibility Potential: None
Natural Tools: claws (STR+3/ damage value 22)
Power Rating: 2
Corruption Value: 15
Fear Rating: 1/2
Suggested Perseverance DN: 15
Suggested Weakness: none
Suggested True Death: any death

The Children

The children are a special creation of the mysterious Nightmare Punch. These creatures take the form of the young found in the area. In New London they appear as Victorian or Indonesian youngsters. In the rest of the islands of Southeast Asia they appear as the children of Asian stock. The children always appear in the form of orphans looking for love and kindness. They usually present themselves to families that have recently lost a child to a horror of Orrorsh.

The monsters give their foster family a few days of joy, and then turn on the kindness, slaying the family, usually at night, when everyone is asleep. The children appear to be about six to ten years old. They are full-grown when created and do not age.

When dealing with these creatures the Storm Knights must keep in mind that nowhere in the adorable bodies of the children is there any innocence — the physical form is that of a child, but the soul is that of a corrupted man or woman.

The Children

DEXTERITY 6
Dodge 8, maneuver 12, prestidigitation 12, stealth 11, unarmed combat 8
STRENGTH 7
Climbing 11
TOUGHNESS 8
PERCEPTION 9
Find 12, trick 13
MIND 8
CHARISMA 13
Charm 18, persuasion 17, taunt 14
SPIRIT 11
Faith (Orrorsh) 15
Possibility Potential: some (12)
Equipment: Whatever they steal
Power Rating: 2
Corruption Value: 22
Fear Rating: 1
Suggested Perseverance DN: 16
Suggested Weakness: the heart of one of its victims, if the victim was pure and innocent
Suggested True Death: Baptism in a church releases the corrupt soul forever

Chthon

A chthon is a necromantic creation assembled from tens of thousands of dead insects. It has clawed pincers and the overlapping wings common in insects. The insects must include wasps, beetles and cockroaches. The insects are soaked and engorged in a solution made from Valepa nectar, until most of the nectar evaporates. The necromancer then spends two hours each night enchanting the entity, from the first night of a full moon to the first night of the next full moon. Upon completion the necromancer must bind the Chthon to his will. If he fails, the Chthon flees the necromancer, roaming the countryside as an uncontrolled horror.

Chthon

DEXTERITY 11
Dodge 14, flight 15, unarmed combat 16
STRENGTH 14
TOUGHNESS 16 (25)
PERCEPTION 9
Find 12, Tracking 12, trick 12 (15)
MIND 8
Test (15), Willpower 15
CHARISMA 11
Taunt (15)
SPIRIT 8
Faith (Orrorsh) 15, Intimidation 14
Possibility Potential: none
Natural Tools: pincers (STR+5/ damage value 19), layered bodies as armor (TOU+7/ armor value 25), wings (speed value 11)
Power Rating: 2
Corruption Value: 17
Fear Rating: 1
Suggested Perseverance DN: 11
Suggested Weakness: none
Suggested True Death: occult ritual

Corrupted Souls

Corrupted souls are the backbone of Orrorsh. They are the evil souls that the Gaunt Man cycles through his monsters. When a creature is killed in any manner other than its True Death, the creature is given the option to stay for a while in a Waiting Village rather than be judged for its sins. Most corrupted souls pick this option and are reincarnated over and over again. For the most part the corrupted souls keep the weaknesses, True Death, and Powers that they had in previous forms. Sometimes they pick up special abilities depending on the form of their latest reincarnation, but these new powers are usually lost upon destruction of the body. Even a corrupted soul's mental attributes can be slightly changed due to the body it is inhabiting. What is consistent about corrupted souls is their personality and their memories.

The only time corrupted souls are encountered in their pure form, without the casing of a monstrous body, is in a Waiting Village. If a living person enters the building of a Waiting Village the souls torture the living body until it dies. The description below shows the corrupted soul in this form, bodiless and in a Waiting Village. This is their "generic" form. Although each has unique Powers and weakness and True Deaths, these do not apply unless the soul is in the monster of a body. This is what they are like without a mortal form.

Corrupted Soul

DEXTERITY 5
STRENGTH 5
TOUGHNESS 15
PERCEPTION 12
MIND 12
Test 16, willpower 20
CHARISMA 13
Taunt 18
SPIRIT 13
Faith (Orrorsh) 18, Intimidation 16
Possibility Potential: some (16)
Natural Tools: To torture a living soul who has entered the building of a Waiting Village the corrupted souls pass through the body of the living person. The damage value is the *Toughness* of the corrupt soul, which takes no damage from the attack. While making these attacks they verbally abuse the character and laugh a great deal
Power Rating: In this form the corrupted souls all have ***resistance to normal weapons, armor defeating attack*** and ***enchanted attack***.
Corruption Value: 16
Fear Rating: 1
Suggested Perseverance DN: 15
Suggested Weakness: No effect in this form
Suggested True Death: No effect in this form

Disembodied Hand

This creature is a hand taken from a person, living or dead, good or corrupt, that is animated through occult means. The process gives it a will and



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mind of its own.

The hand moves by extending its fingers forward and dragging its wrist behind it. The creature cannot communicate, but it possesses a mystical sight and hearing. It can sense where objects are and can hear the breathing of someone hidden in closet.

A disembodied hand attacks by sneaking up on its victim and strangling the person. The creatures climb electrical cords to get the drop on their victims, or bury themselves under pillow and wait until their prey go to sleep.

If the hand makes a successful attack on a person's throat (a normal attack for a disembodied hand, if near the victim's throat), the creature is strangling the person. The creature does damage with its *Strength* value. the hand does damage every round after that, until the victim (or a companion), makes a successful *Strength* roll against the hand's *Strength*. If the *Strength* total equal or exceeds the hands *Strength*, the hand is pried off.

The hand's victims are often people known by the person who provided the hand. This fact can lead monster killers to the True Death of the creature.

Disembodied Hand

DEXTERITY 12
Dodge 15, stealth 16, unarmed combat 16
STRENGTH 14
Climbing 15
TOUGHNESS 13
PERCEPTION 9
Tracking 13
MIND 8
CHARISMA 6
SPIRIT 8
Faith (Orrorsh) 12
Possibility Potential: Some (40)
Power Rating: 1
Corruption Value: 12
Fear Rating: 1
Suggested Perseverance DN: 10
Suggested Weakness: None known
Suggested True Death: If the hand is placed on the body or bones of the person it was taken from, the hand loses its individual intelligence and animation.

The Faceless Ones

The Faceless Ones are creatures with humanoid appearance, reptilian wings which are ill-suited for flight, and perfectly smooth, featureless faces. Although they are incapable of speech, sight, or hearing in their "normal" form, they are able to sense the body heat of a living creature and thus know where to attack.

Their strength is prodigious, and once they have a grip on a humanoid being (which is whenever a Faceless One scores a knockdown or a wound level), their victim's features are transferred on to them. The victim loses all facial features, becoming as smooth as the Faceless One was before. As this prevents breathing, seeing or hearing, the victim dies in six rounds after the transfer. A Faceless One retains the features of their victim for one hour (or until they are killed, at which time their features are transferred back to their original owner), during which time they possess the knowledge and memories of their victims. They will often use this knowledge and now trustworthy appearance to claim other victims. They gain all of their victim's skill adds, except where the skill adds are less than their own.

Faceless One

DEXTERITY 10
Stealth 12, unarmed combat 11
STRENGTH 15
TOUGHNESS 14
PERCEPTION 9
Tracking 12, trick 11
MIND 9
Test 12 (20), taunt (20)
CHARISMA 7
Charm 8, persuasion 8
SPIRIT 6
Faith (Orrorsh) 15, Intimidation 15
Skill Notes: A Faceless One can take on the skills of his victim for one hour. Although the creature's attributes do not change, the creature receives the skill adds of the victim, which are applied to the Faceless One's attributes.
Possibility Potential: Some (18)
Natural Tools: Wings (speed value 9)
Power Rating: 1
Corruption Value: 19
Fear Rating: 1
Suggested Perseverance DN: 14
Suggested Weakness: Polished Glass
Suggested True Death: exposing it to a mirror while in its natural state

Gospog

Gospog are harvested all throughout the realm of Orrorsh. Gospog of the First and Second planting work under the command of the Gaunt Man and the Hellion Court. Gospog of the Third through Fifth planting operate on their own, adding a bit of terror to any area when a Nightmare's attention is waning.

Second Planting: The Caretakers

The Caretakers are second-generation gospog, specifically designed to control the Others. Two are assigned to each Other, to herd them in the right direction, force them to follow orders, keep them out of mischief (though what second-generation gospog consider mischief is a frightening question.)

The Caretakers are armed with huge, primitive blunderbusses; they fire these (with low powder charges) at the Others to control them.

Caretaker

DEXTERITY 10
Dodge 12, fire combat 14, maneuver 14, unarmed combat 13
STRENGTH 10
TOUGHNESS 10(12)
PERCEPTION 9
Tracking 13, trick 12
MIND 8
Test 12, taunt 12, willpower 10
CHARISMA 8
SPIRIT 8
Faith (Orrorsh) 10, intimidation 12
Possibility Potential: None
Natural Tools: Armored hide (TOU+2/armor value 12); fangs (STR+2/damage value 12)
Equipment: Blunderbuss (damage 18, range 3-10/11-20/21-40, ammo 1). When controlling Others, Caretakers load their weapons with half powder,

reducing damage value to 12 and range to 10 meters.

Power Rating: 1
Corruption Value: 14
Fear Rating: 1/2
Suggested Perseverance DN: 10
Suggested Weakness: Holy Symbol
Suggested True Death: Shot and killed by own blunderbuss

Third Planting: Were-Tiger

The were-tiger is the form the gospog of the third planting now takes. Its form was altered for the invasion of southeast Asia.

The were-tiger has two forms — human and tiger. Unlike the werewolf, the creature can shape change at will and it is not plagued by any pangs of guilt. A were-tiger is a hunter all the time, whether in human form or in tiger form.

A were-tiger does not actually spend much time in tiger form. It prefers to hunt people in human form. It adopts strange strategies to do this, most of them following the the deranged behavior of psychotic killers. Some were-tigers hunt people down and strangle them. Others send poison candy to children. Others tie victims up and then carve them up with medical instruments.

It is only when the creature is cornered that it turns into its tiger form. The surprise gives it the edge it needs to escape.

Most were-tigers are men. In human form they are people that are seldom noticed. They take on positions in banks as clerks, or are chimney sweepers, or travelling salesmen. They prefer jobs that move them around or bring them in contact with many people, because this lets them pick and choose victims.

Although most people don't notice were-tigers when in human form, were-tigers notice everybody else. They are constantly scanning the crowed, looking for a potential victim. They study the habits of people, how they live, what they eat, looking for a way into their lives to kill them.



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Human Form
DEXTERITY 11
Dodge 13, fire combat 13, maneuver 12, melee combat 15, running 16, stealth 15, unarmed combat 13
STRENGTH 9
TOUGHNESS 12
PERCEPTION 9
Find 15, first aid 12, language 12, tracking 13, trick 15
MIND 10
Test 15, willpower 12
CHARISMA 10
Charm 15, persuasion 12, taunt 12,
SPIRIT 9
Faith (Orrorsh) 16, Intimidation 14

Were-Tiger Form
DEXTERITY 13
Dodge 15, maneuver 20, running 16, stealth 15, unarmed combat 16
STRENGTH 14
TOUGHNESS 12
PERCEPTION 10
Tracking 13

MIND 7
Test (18), willpower 15
CHARISMA 5
Taunt (12)
SPIRIT 9
Faith (Orrorsh) 16, Intimidation 14
Skill Notes: All were-tigers have the ***shape change*** power.
Possibility Potential: none
Natural Tools: claws (STR+3/ damage value 17); shape changer teeth (STR+10/ damage value 24)
Power Rating: 6
Corruption Value: 22
Fear Rating: 1
Suggested Perseverance DN: 14
Suggested Weakness: none
Suggested True Death: can only be killed in animal form

Fourth Planting: Scarabus

The scarabus appears like the demons of Earth's stories. A scarabus stands about two and a half meters tall, has red skin, and two horns on its forehead. Although the Gaunt Man sometimes uses the creatures for specific missions, their primary purpose is to appear only when someone summons them. Many occultist spend years searching for the means to contact a scarabus, for the creatures are able to grant wishes.

The creatures are able to grant wishes through the use of their powerful occult skill. The wish is an occult event. The scarabus is willing to attempt an occult event with a difficulty of 50 or less. The scarabus will demand the necessary props from its summoner. Anyone who summons a scarabus receives 3 Corruption points and must give the creature something in return for the wish.

Here are some of the items the scarabus will take in exchange for the wish. The gamemaster is free to come up with more.

•*The occultist's soul.* The scarabus bypasses the entire Corruption system and simply asks that the occultist become Corrupted upon the completion of the task, or before the task is started. No more corruption rolls are needed.

•*The life of someone the occultist cares about.* This means that the occultist takes a corruption roll. The scarabus could simply ask for a human sacrifice, but the creatures usually like to make the occultist make tough choices.

•*One or more of the occultist's senses.* The scarabus asks that the occultist blind himself, rip out his tongue, pierce his eardrums.

Scarabus
DEXTERITY 12
Dodge 14
STRENGTH 18
Lifting 21
TOUGHNESS 17 (22)
PERCEPTION 13
Find 14, Trick 14
MIND 15
Occult 31, test 17, willpower 17
CHARISMA 15
Charm 18, persuasion 18
SPIRIT 11
Faith (Orrorsh) 18, Intimidation 15
Possibility Potential: none
Natural Tools: claws (STR+3/ damage value 21), scaled hide (TOU+5/ armor value 22)
Power Rating: 7
Corruption Value: 25
Fear Rating: 2
Suggested Perseverance DN: 15
Suggested Weakness: ritual drawings For example, pentagrams. The creature cannot retreat from the pentagram, but nor can he get out.
Suggested True Death: Tied up with silver thread and buried for 24 hours.

Fifth Planting: Wraith

When a wraith rises from the ground it retains the human form of the seed's host body, but the bodies flesh is torn and decayed. Flaps of skin hangs loose and bones show through large holes in the skin's flesh. The body's physical structure is altered as well. The bones are enlarged, so that the creature's shoulders are stretched up and out, the arms are longer than they were before, and the fingers have changed into long claws.

Although wraiths return in human form, there is little human about the way they think or behave. They do not hunt as vampyres do, nor are they mindless like werewolves in the fit of killing. Wraiths are usually sent to perform a specific task, usually a murder, for the members of Hellion Court. The wraith travels to the victim's home and hides himself away in a corner of the house and simply waits for his victim to come across him by chance. Wraiths have been known to wait weeks to be discovered.

Although they are patient waiting to be discovered, there is no quarter given once his victim discovers him. There is a saying in Orrorsh: "See a wraith, see your death." To lay eyes on a wraith is to trigger the creature's murderous habits. If the wrong person stumbles across the wraith, the wraith kills that person, then hides in another spot. The wraith also kills anyone who had the misfortune of being with the victim.

Wraith
DEXTERITY 13
Dodge 16, stealth 21, unarmed combat 19
STRENGTH 15
Climbing 18
TOUGHNESS 21
PERCEPTION 12
Find 14, tracking 15, trick 16
MIND 8
Test (15), willpower 20
CHARISMA 10
Taunt 17
SPIRIT 14
Faith (Orrorsh) 20, Intimidation 17
Possibility Potential: none
Natural Tools: claws (STR+4/ damage value 19)
Power Rating: 9
Corruption Value: 33
Fear Rating: 2
Suggested Perseverance DN: 19
Suggested Weakness: none
Suggested True Death: occult ritual

Ghoul

There are two types of ghouls in Orrorsh. They are similar in abilities, but differ in their diet. One type of ghoul eats the flesh of the dead, the other type seeks out the flesh of the living.

The appearance of both types of ghoul varies greatly, for both Nightmares and evil occultists are fond of making the creatures. The creatures often look like zombies, but other times are strange misshapen creatures with hard scales and large, red eyes.

The eaters of the dead are usually solitary creatures. Those that seek the flesh of the living travel in numbers — since their prey will undoubtedly fight back.

Ghoul

DEXTERITY 10
Dodge 11, unarmed combat 11
STRENGTH 13
TOUGHNESS 15
PERCEPTION 6
Find 11, tracking 12
MIND 3
Test 9, willpower (11)
CHARISMA 2
Taunt (18)
SPIRIT 7
Faith (Orrorsh) 13, Intimidation 12
Possibility Potential: Some (25)
Natural Tools: claws (STR+2/ damage value 15), teeth (STR+3/ damage value 16). Some ghouls have scale-like armor (TOU+5/ armor value 20)
Power Rating: 2
Corruption Value: 11
Fear Rating: 1
Suggested Perseverance DN: 13
Suggested Weakness: Fire
Suggested True Death: Sever the ghoul's spinal column from its brain

Lost Soul

Lost souls are the creatures spirit mediums contact. They are not monsters with corrupted souls, and for this reason they do not have card ratings, power points, weaknesses and a means of true death. Their only known interaction with the physical plane is through spirit mediums.

No one, not even the Gaunt Man nor the lost souls themselves, know where the lost souls come from. The spirits don't think that they were ever "alive," but they certainly have a great deal of information about life and what its like to be alive.

Lost souls are very lonely, and they love to talk to the living. When anyone with *spirit medium* skill contacts them they race to the person. The medium must then sort through the spirits and find one that can answer his question. Most lost souls will claim that they know anything just so that they can talk to the living. A high *spirit medium* total is required to decide which spirits are trustworthy.

Lost Soul

DEXTERITY 3
Stealth 22
STRENGTH 1
TOUGHNESS 11
PERCEPTION 11
Find 20, Scholar (any one topic) 16, tracking 13, trick 12
MIND 10
CHARISMA 15
Persuasion 16, taunt 16
SPIRIT 15
Intimidation 23
Skill Notes: This is the base *Spirit* value for the Lost Soul the medium speaks to. The final value is determined by the rules for the *spirit medium* skill.

Lost Souls do not have the additional statistics that other horrors have.

The Others

The Others are huge, shambling octopus-like creatures. They roam the jungles of Orrorsh looking for human prey. When fresh human prey is not available, they graze on the gospog fields, feeding on those gospog too slow or weak to escape.

Others are very strong, and wield their tentacles with unearthly speed and accuracy, but they are also rather slow when it comes to covering ground. They are almost always accompanied by Caretakers.

Other

DEXTERITY 10
Unarmed combat 16
STRENGTH 20
TOUGHNESS 17
PERCEPTION 8
Find 13, tracking 13
MIND 5
Test (20)
CHARISMA 5
Taunt (20)
SPIRIT 8
Faith (Orrorsh) 17, Intimidation 14
Possibility Potential: None
Natural Tools: tentacles, (STR/ damage value 20) Ignore multi-action penalty to attack up to four opponents. If attacking five, penalty is as if attacking two; if attacking six, penalty is as if attacking three, etc.
Power Rating: 1
Corruption Value: 13
Fear Rating: 1/2
Suggested Perseverance DN: 11
Suggested Weakness: salt
Suggested True Death: an occult ritual

Ravagon

Ravagons are an ancient, powerful race from a world long ago drained by the Gaunt Man. They had the potential for fierce opposition, and the Gaunt Man chose to subvert and coax them rather than expend considerable energy to obliterate them. Since that time the Ravagons have served the Gaunt Man, and the other High Lords who have maintained cordial relations with this most powerful Possibility Raider. Ravagons can smell the scent of fresh possibility energy — that is, the energy that is released when a person becomes imbued with the rich power of possibility energy. It is the task of the Ravagons which serve the Gaunt Man and his fellow invaders of Earth to hunt down those Storm Knights who would work against the High Lords and slay them.

Ravagons appear as great winged demons. Their nature is cruel, which matches the disposition of the Gaunt Man. They have attached a sense of pride to their position as the enforcers of the High Lords. Ravagons are not horrors of Orrorsh, and so do not have the special abilities and weaknesses of horrors.

Irishantism is the bloody religion most Ravagons carry in their hearts. Just as the Gaunt Man let the Victorians keep the basics of their religion, so the Gaunt Man let the Ravagons keep their world's faith. Irishantism is based on the belief that their god has told their prophets (known as Irishanti), that the weak should be killed. It is a kind of theological version of survival of the fittest. A faithful Ravagon knows that it is his duty to slaughter weaker beings. Thus, pup Ravagons are encouraged to fight amongst themselves, even to the death, so the weakest can be removed from the world as quickly as possible. As Ravagons grow older the fights become more formalized.

It is rare for a Ravagon to use deceit for his assaults — not for a lack of

cunning on the part of the Ravagons but because it is considered taboo. A holy Irishant wins because he is strongest in direct conflict. Since the invasion of Earth more and more Irishants are employing these taboo tactics against Storm Knights. The theological argument is that the humans are not truly spiritual in nature — but it has much more to do with the fact that the Ravagons must match the nature of the humans in combat or be destroyed.

Ravagon veterans are the more skillful than the normal warriors. The chosen Ravagons are those who have been favored by Heketon, and have received the possibility energy to enhance themselves.

Ravagon

DEXTERITY 9
Flight 15, maneuver 15, stealth 12, unarmed combat 11
STRENGTH 14
TOUGHNESS 10(13)
PERCEPTION 10
Find 12, language 11, tracking 11, trick 12
MIND 8
Test 9 (12)
CHARISMA 8
Taunt 9 (12)
SPIRIT 8
Faith (Irishantism) 10, intimidation 11, reality 10
Possibilities: 5-10
Natural Tools: Armored skin (TOU+3/armor value 13), Talons (STR+2/damage value 16), Wings (speed value 13).

Ravagon Veteran

DEXTERITY 9
Flight 16, maneuver 18, stealth 14, unarmed combat 17
STRENGTH 14
TOUGHNESS 10(13)
PERCEPTION 10
Find 17, first aid 13, language 12, tracking 16, trick 15
MIND 8
Test 12 (15), willpower 14
CHARISMA 8
Taunt 12 (15)
SPIRIT 8
Faith(Irishantism) 12, intimidation 12, reality 19
Possibilities: three per Storm Knight
Natural Tools: Armored skin (TOU+3/armor value 13), Talons (STR+2/damage value 16), Wings (speed value 13).

Chosen Ravagon

DEXTERITY 10
Flight 17, maneuver 20, stealth 18, unarmed combat 21
STRENGTH 16
TOUGHNESS 15 (21)
PERCEPTION 10
Find 16, first aid 13, language 12, tracking 16, trick 15
MIND 8
Test 15 (18), willpower 18
CHARISMA 8
Persuasion 12, Taunt 15 (18)
SPIRIT 10
Faith(Irishantism) 16, intimidation 17, reality 20
Possibilities: five per Storm Knight
Natural Tools: Occult-treated armored skin (TOU+6/armor value 21), Talons (STR+2/damage value 18), Wings (speed value 13).



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Shaden

Shaden are a life form from a previously conquered world. Nightmares have twisted the shaden to the monsters they are now. They resemble floating masses of darkness. Shaden can compress and shape themselves, conforming to the shapes of shadows in which they hide. When shadows or other darkness is available, shaden receive a +5 bonus to their stealth. The attack with acidic tendrils which kill, and help digest, their prey. Their power is usually an ***armor defeating attack***. They roam the jungles of Orrorsh until seized by one of their masters for a mission.

Shaden

DEXTERITY 11
Dodge 13, flight 13, stealth 18, unarmed combat 14
STRENGTH 10
TOUGHNESS 12
PERCEPTION 9
Find 11, tracking 12, trick 11 (16)
MIND 8
Test 12 (19), willpower 19
CHARISMA 8
SPIRIT 10
Faith (Orrorsh) 18, Intimidation 11 (15)
Possibility Potential: some (55)
Natural Tools: Acidic attack (STR+7/damage value 17)
Power Rating: 2
Corruption Value: 18
Fear Rating: 1
Suggested Perseverance DN: 13
Suggested Weakness: none
Suggested True Death: Unarmed or melee combat

Shadow

The Indonesian culture, due to Muslim influences, had rules that prohibited anyone from creating the likeness of human beings of any kind. They believed God alone who could create the image of man. To get around this rule puppeteers created shadow puppets. These flat cutouts had the outlines of people, but were not the images of people. To use them, the puppeteer would shine a bright light from behind the puppet toward a white screen. The audience would sit on the other side of the screen and see the shadows of the puppets. A story could be told involving people without actually creating the image of a person.

The Nightmare Punch, of whom little is known, has perverted this charming notion to serve his own goals. He has created two dimensional creatures made of shadow. The creatures possess a solid, physical form. They bend and fold to move about.

Aside from any special powers below, the shadow puppets have a *stealth* value of 25 whenever they are in a shadow. This value must be for any kind of *Perception* or *Perception* based skill roll when the shadow is in a true shadow. They can also teleport from one true shadow to another if the shadows are within 25 meters of each other. This teleporting is a simple action.

The creatures sometimes hunt alone, and sometimes work in groups of up to five. They tend to work at night, bouncing from one shadow to the next, confusing their prey and causing fear.

Shadow

DEXTERITY 11
Acrobatics 13, dodge 13, melee weapons 14, stealth 13, unarmed combat 12
STRENGTH 11
Climbing 12
TOUGHNESS 14
PERCEPTION 10
Find 11, tracking 13, trick 12
MIND 9
Test 10, willpower 11
CHARISMA 5
SPIRIT 7
Faith (Orrorsh) 19, Intimidation 11
Possibility Potential: some (15)
Equipment: Each shadow is usually designed with a weapon. The weapon, which appears as a two dimensional shadow extending from the creature's hand, has all the same damage attributes of the real weapon. A common weapon is the rapier (damage STR + 5/damage value 16). No weapons are ever used that would exceed the Orrorsh tech axiom.
Power Rating: 5
Corruption Value: 27
Fear Rating: 1
Suggested Perseverance DN: 17
Suggested Weakness: Intense light
Suggested True Death: Trapped in bright light for a full minute

Skarth

Skarths are amorphous, red slime. They appear like long snakes about two to four meters long, but can spread out into a circle about three meters in diameter. They require human blood and obtain it by coiling themselves around human victims, strangling the person, they snaking their way into the body of the victim through the victim's mouth. Once inside they begin ripping their way through the body internally, taking the blood with them. When they leave the corpse appears to have been strangled to death. A closer inspection is required to determine that the corpse has been drained of blood.

If the skarth hits the target it does damage, striking the victim as if it is a whip.

If the skarth gets a *good* or better result on its attack, it coils itself around the victim. The skarth receives a +3 bonus modifier for damage when coiled around a target. The victim needs a *Strength* total greater than the skarth's *Strength* to get the creature off his body.

Skarth

DEXTERITY 13
Dodge 16, unarmed combat 17, maneuver 15, stealth 15
STRENGTH 15
TOUGHNESS 12
PERCEPTION 14
Find 15, tracking 20, trick 15
MIND 4
Test (20), Willpower 20
CHARISMA 7
Taunt (25)
SPIRIT 9
Faith (Orrorsh) 16, Intimidation (25)
Possibility Potential: Some (50)
Power Rating: 3
Corruption Value: 20
Fear Rating: 1
Suggested Perseverance DN: 16
Suggested Weakness: None
Suggested True Death: smothered in sand

Young Skarth

DEXTERITY 9
Dodge 11, unarmed combat 12, stealth 10
STRENGTH 10
TOUGHNESS 9
PERCEPTION 8



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MIND 4
Test (20), Willpower 20
CHARISMA 7
Taunt (25)
SPIRIT 5
Faith (Orrorsh) 15, Intimidation (25)
Possibility Potential: some (50)
Power Rating: 1
Corruption Value: 12
Fear Rating: 1
Suggested Perseverance DN: 12
Suggested Weakness: none
Suggested True Death: smothered in sand

Succubus/Incubus

Incubi and succubi are "female" and "male" demons, respectively, that often have life draining and shape-shifting powers. They have great strength, but more often work by taking on the appearance of an attractive member of their victim's species and luring him to destruction. If the creature shape-shifts its choice of appearance is limited by its gender (i.e., an incubus cannot appear as a female, and a succubus cannot appear as a male). The demons communicate with each other through a keening wail. Note that even in it natural form the creature is very appealing to most potential victims.

Succubus & Incubus
DEXTERITY 11
Dodge 12, unarm combat
STRENGTH 14
TOUGHNESS 11
PERCEPTION 12
Trick 13
MIND 11
CHARISMA 14
Charm 16, persuasion 16
SPIRIT 5
Faith (Orrorsh) 15, Intimidation 12
Possibility Potential: some (20)
Power Rating: 5-8
Corruption Value: 22
Fear Rating: 1
Suggested Perseverance DN: 15
Suggested Weakness: holy symbol
Suggested True Death: trapping the creature in a cage made of the bones of its victims for 12 hours.
Natural Tools: claws (STR+1/ damage value 15)

Video Cassette Recorder of Death

The VCR of Death is an example of a horror created by Skutharka, the Nightmare of Singapore. The VCR is actually a standard VCR that anyone in Singapore might have bought in any store before the invasion. The horror is a "mechanical spirit" designed by Skutharka — a spirit specifically designed to possess machines, give them intelligence, and let them encourage people to do evil.

The VCR of Death does the following:

Whether or not there is a tape inside of it, the machine can start playing an image on a television. The image is of a face, full of static and crackles, that appears to be a kind of ghost. The face

tells the owner of the VCR that it can get him everything he wants. The VCR then asks the owner what it would like out of life. The VCR then creates a kind of television show where the fantasies of the person are portrayed in clear and vivid detail. The person actually gets to see himself live out moments of this fantasy life — just like a TV commercial, but with himself as the star. While the person is watching this strange TV commercial the device uses *charm* and *persuasion* on the viewer. If it succeeds in getting a *vow* result the person will willingly follow the VCR's orders to get what it has promised.

The instructions of a VCR of Death are usually as follows:

"Go out, kill someone, bring me back the body and feed the remains into the cassette slot of the VCR."

Most people are willing to do this to bring their dreams to realization. When the parts are fed into the VCR they are consumed by mystical means by the spirit.

If the VCR is destroyed the spirit flees. To destroy the mechanical spirit the Storm Knight must perform an occult ritual.

VCR of Death

DEXTERITY 1
STRENGTH 1
TOUGHNESS 1
PERCEPTION 15
Languages 18, trick 19
MIND 16
Test 20, willpower 19
CHARISMA 17
Charm 21, Persuasion 20
SPIRIT 15
Faith (Orrorsh) 19
Possibility Potential: some (24)
Power Rating: 2
Corruption Value: 24
Fear Rating: 2
Suggested Perseverance DN: 13
Suggested Weakness: none
Suggested True Death: Occult ritual

Vampyre

The term vampyre is usually associated with the tales of Eastern Europe involving man-like creatures, or undead men, who drink the blood of living humans. Representations of such creatures are Dracula or the vampyre from the movie "Nosferatu".

In Orrorsh this term is used a bit more broadly — that is, not all vampyre are cut from the Slavic monster cloth — but certain generalities still apply. Vampyres are men or women who need to drink blood from their victims to survive. Most possess the powers ***life drain*** and ***infection***. They usually work within hierarchical groups called covens.

Aside from these items, the gamemaster should feel free to come up with his own variety of vampyres. After all Orrorsh is a reality from another, unknown cosm. It shouldn't always behave like something from our movies.

The Personality of Vampyres

Vampyres are different than many of the other creatures of Orrorsh in that they do not separate themselves from human society. Most revel in the idea of passing themselves off as human beings and strive to gain the trappings of a normal human life. They acquire wealth, attend social functions, cultivate a "living" persona, establish friendships.

With the benefits of their powers most vampyres reach high stations of society; friends are gained through their charm, enemies dispatched with a deadly bite from their fangs.

The vampyre would be safer if it lived in the wilds outside of civilized areas, entering cities or villages only for the hunt. A vampyre's desire to live in human society is a pathological compulsion. It is believed that the creatures behave this way because their corrupted souls are desperate to return to their former, uncorrupted state. In the end most vampyres that stay within a human society are discovered and killed. It is the rare vampyre that can curb its desire to live within human society and forego the human existence it once possessed. These are the vampyres that become very powerful — such as Sabathina, one of the Gaunt Man's Nightmares.

The Vampyre Coven

Very few vampyres live in complete isolation from other vampyres. Although they hunt alone, their place of rest is a place where two or more vampyres gather. This group of vampyres is called a coven. The word coven comes from the word covenant, which is a contract. The vampyre coven is a living contract. All the vampyres in a coven agree to help one another survive against a world that is as hostile to their kind as they are to the world.

A new coven is usually started by a vampyre whose old coven was discovered and destroyed. When the vampyre hunts he does so with the purpose of creating new vampyres. Vampyres without ***infection*** *do* exist, but as their coven is destroyed they have no way of replenishing their members or starting new covens if a majority of the coven is killed.

A coven usually consists of five to twelve vampyres. The vampyre that created the coven is its leader. The other vampyres do as he says.

Covens are often grouped within caves, graveyards, basements of large mansions and so on. Sometime the master of a coven is the only vampyre to have strong contact with human society. For example, a master might pose as a lord, and his coven members are the lord's servants. In another coven the master might give the coven members free reign to do as they wish. The coven would meet only once every few weeks.

Covens sometimes suffer weakness from internal politics (a coven member might help Storm Knights hunt down his master so he can be freed from the coven, for example) but for the most part the vampyres within a coven are loyal to each other.

Vampyre

DEXTERITY 12
Acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20
STRENGTH 16
Climbing 19
TOUGHNESS 18
PERCEPTION 11
Find 14, language 15, scholar 16, trick 16
MIND 14
Test 23, willpower 23
CHARISMA 14
Charm 26, persuasion 21
SPIRIT 9
Faith (Orrorsh) 18, Intimidation 17, reality 18
Possibility Potential: some (7)

Natural Tools: fangs (STR+2/ damage value 18)
Power Rating: 8
Corruption Value: 24
Fear Rating: 6
Suggested Perseverance DN: 18
Suggested Weakness: holy item (severe), running water
Suggested True Death: a wooden stake must be driven through the creature's heart and the head must be cut off.

Werewolf

The werewolf is a creation of a Nightmare that worked on Gaea, and it very similar in nature to the werewolves of Earth's horror stories. A werewolf always has a human form, and it spends most of its time in this form. It can also shift into one of two forms.

The first is the form of a wolf. It is similar in most respects to the wolves that exist naturally, though it is unusually large.

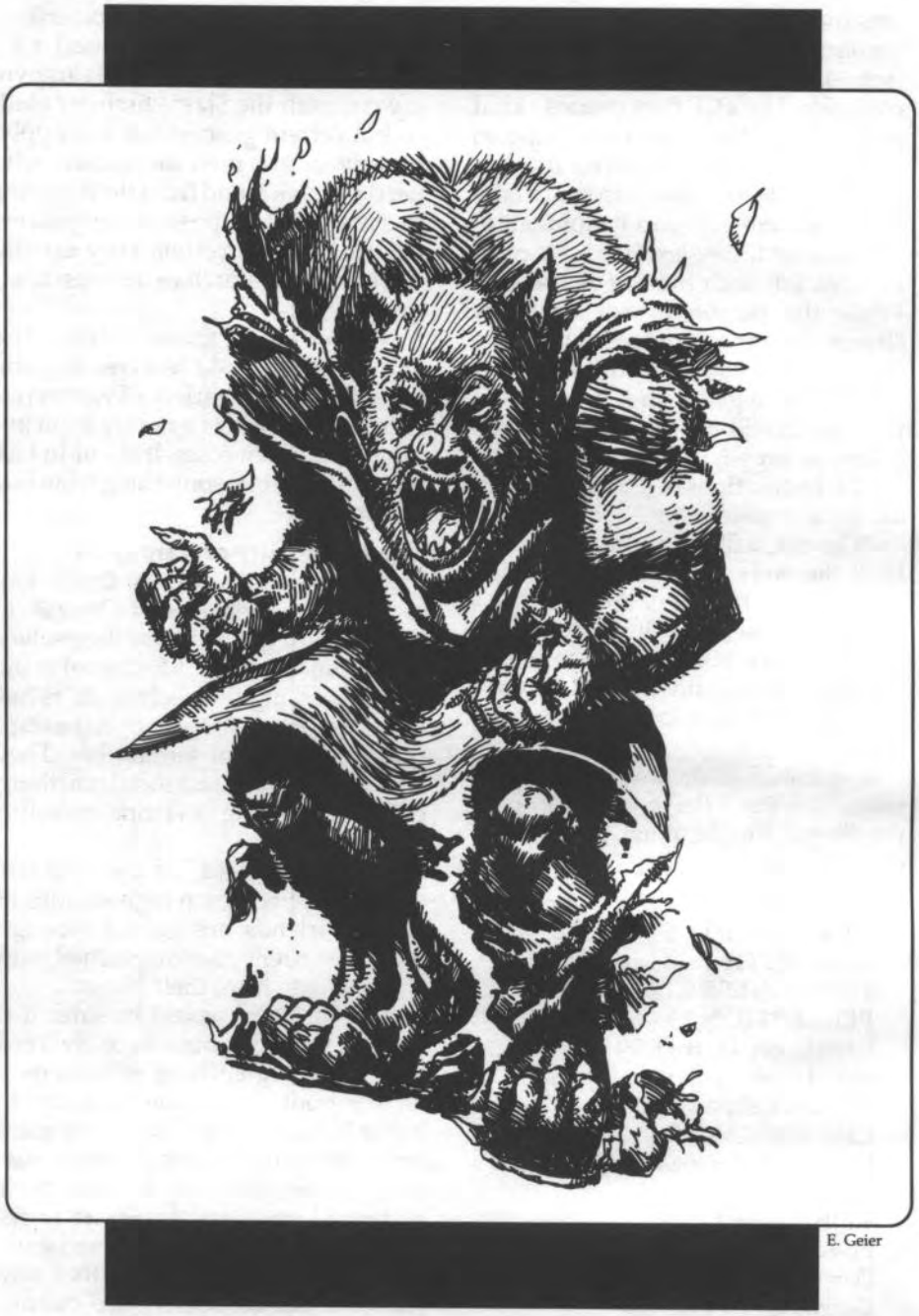
The second form is a kind of humanoid-wolf. The creature stands on two legs and moves like a man, but is covered with fur and has the head of wolf. This second type of creature is usually referred to as a *wolfman*.

The attributes and skills of the two creatures is the same. A werewolf either becomes a wolf or a wolfman; most werewolves do not transform into both.

The Curse

The werewolf is one of the most terrible forms a corrupted soul can take in the reality of Orrorsh. A werewolf is usually inhabited by a corrupted soul that is having second thoughts about staying on the Waiting Village track. Placement in the werewolf is seen as punishment because a werewolf cannot control its actions when it is in wolf or wolfman form. Thus, as much as it wants to live a good life in its current reincarnation, the soul cannot help but act in an evil way. Most corrupted souls are so afraid that they keep their dark half secret from other people.

The curse of the werewolf usually takes place for three nights a month — the night of the full moon and the night before and after the full moon.



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When the moon rises the werewolf switches from man form to creature form. He becomes a creature filled with a lust for the hunt. The monster wants to kill for no other reason than to kill. It is usually sated after one murder, but it might take several.

Most werewolves cannot control their transformation — either to prevent their transformation or to make it occur at will. Most do not want the transformation to occur because it means they have failed to live a good life, and thus will lack the courage to turn down the Gaunt Man's offer of another visit to the Waiting Village.

The Personality of Werewolves

When in human form the werewolf can appear as any normal person — a dockworker, a doctor, a salesman. In human form most werewolves do not even remember what they did in their wolf or wolfman form. The time is merely a blank in their memory. But when they hear the stories of the mur-

ders that took place the night before they know immediately that they are responsible.

For this reason werewolves —the werewolves racked with guilt, at least — keep moving. They try to avoid setting down roots for fear they will be responsible for the murder of someone they came to care about. Most try to live out in the wilderness, away from people they might harm, but when in wolf form they hunt down humans and head into civilized areas anyway.

Werewolves in human form are often quite pleasant, sometimes even endearing. They usually have a haunted quality that makes people want to help them and take care of them. The werewolf, starved for affection after so long on the cycle of Eternal Corruption, accepts the acts of kindness, thinking he will leave before the next full moon. Sometimes he is strong enough to make this happen, other times he is not...

The Trail of the Werewolf

Most corrupted souls that are werewolves want to get off the cycle of Eternal corruption. At the same time, however, they are afraid facing their previous crimes from previous lives. Because of this, it is not uncommon for a werewolf to leave clues for those who hunt him. These clues lead to his identity and the means of True Death. Thus the werewolf contributes to his own destruction, but lets someone else finish him off. Anyone pursuing a werewolf often discovers that he knows the werewolf's human form — and might even like him quite a bit.

Werewolf

DEXTERITY 12
Dodge 13, maneuver 18, running 14, stealth 13, unarmed combat 18
STRENGTH 12
TOUGHNESS 17
PERCEPTION 11
Tracking 12
MIND 6
Test 9, willpower 17
CHARISMA 5
Taunt 8 (12)
SPIRIT 10
Faith (Orrorsh) 15, Intimidation 12
Skill Note: The human form of the creature has seventy points of attributes, with 10 points in *Spirit* and the rest determined by the gamemaster. The human form has skills determined by the gamemaster.
Possibility Potential: some (35)
Natural Tools: Claws (STR+2/ damage value 14); teeth (STR+10/ damage value 22)
Power Rating: *Shape change*, plus three more points
Corruption Value: 19
Fear Rating: 2
Suggested Perseverance DN: 14
Suggested Weakness: none
Suggested True Death: slain with a silver bullet

Zombie

Zombies are bodies raised from the dead. The bodies are filled with the weakest of the souls from the Waiting Villages — souls that have cycled through the villages for so long that their minds are now feeble, their spirits weak. They can take no initiative on their own — they must have someone who can direct their actions. A zombie can only understand commands of one to five words. When they have completed their command they can undertake a new set of instructions.

The occult rituals that raise the dead are varied. Some rituals involve sewing shut the mouths of the corpses, others involve painting the bodies with strange and arcane patterns.

Zombie

DEXTERITY 7
Stealth 10, unarmed combat 9
STRENGTH 12
TOUGHNESS 14
PERCEPTION 1
Trick (10)
MIND 1
CHARISMA 3
SPIRIT 7
Faith (Orrorsh) 11, Intimidation 8 (18)
Possibility Potential: None
Power Rating: 1
Corruption Value: 13
Fear Rating: 1/2
Suggested Perseverance DN: 10
Suggested Weakness: none
Suggested True Death: occult ritual

Zuvembie

A zuvembie is one of the walking dead, a reanimated corpse enslaved to the bidding of the one who made him rise. They are like zombies, but are much tougher. Zuvembie are created through the use of occult rituals, and are often used as servants and laborers. They have tremendous strength and do not feel pain, continuing to pursue a goal until they achieve it or are utterly destroyed. It is impossible to *taunt*, *charm*, or *persuade* a zuvembie, as they are virtually mindless. Their skin is usually chalk-white, their movements stiff, and their eyes blank. They are incapable of speech.

Zuvembie

DEXTERITY 8
Dodge 9, stealth 10, unarmed combat 10
STRENGTH 20
Climbing 22 (speed value 8), lifting 23
TOUGHNESS 20
PERCEPTION 1
Trick (25)
MIND 1
Test (25)
CHARISMA 3
SPIRIT 10
Faith (Orrorsh) 13, Intimidation 11 (15)
Possibility Potential: None
Power Rating: 2
Corruption Value: 15
Fear Rating: 1
Suggested Perseverance DN: 12
Suggested Weakness: none
Suggested True Death: occult ritual



Chapter Nine

Equipment

The basis of the Victorian currency is the sterling, a silver coin stamped with the image of the original Queen Victoria. A sterling is equal to about five U.S. dollars. Each sterling is divided into 20 smaller units known as medways, or meds, in honor of the Victorian victory against the Romans. The smallest unit of the Victorian currency is the copper tradescoin, or trader. Each trader is worth about 10 cents U.S. currency on Core Earth.

The abbreviations for the coins are sterlings = s; meds = m; tradescoin = t.

Weapons

Modern weapons are available from the Core Earth areas of Southeast Asia and certain areas, especially urban areas, within Orrorsh. These weapons can be found in the *Torg Basic Rulebook*, and their price values are listed.

The Victorian weapons are more limited. Although there is a wide diversity in manufacturers of weapons, the limitations on technology limit the true variety of weapon damages, ranges, and prices. Thus, a sampling of Victorian weaponry is offered below, giving the spread of technology available to the Victorians.

Occult Materials

Occult materials are difficult to come by, but necessary for performing occult rituals and experiments. Certain materials, like occult labs or occult kits, are important props to conduct occult research, but they add no bonus to the *occult* roll. They simply make occult work possible.

Some of the items, like occult kits, cannot be purchased at a store. The items of a kit or lab have to be collected slowly, over time. Items such as these have a difficulty number. Each week that an occultist attempts to put a kit together he gets to make an *occult* roll against this number. Cards may not be added to this roll. If he makes the roll it means that he has successfully gathered all the items necessary to complete the item. The cost is a total amount for all the items.

Occult Kit: This small black bag contains several vials filled with colored potions, a few books written in obscure languages, and organ or two taken from a dead animal. It is essentially a field version of an occult lab. Anyone who wants to do occult research at the scene of a murder or perform an occult ritual outside of a lab must have the kit. The kit can only work for occult rituals of a difficulty of 20 or less.

Occult Lab: This is a small room filled with bubbling chemicals and skulls and strange powders that produce lots of smoke when exposed to fire. The lab is necessary for performing occult rituals of 21 or greater. It is possible to move portions of the lab out into the field for complicated occult rituals, but occultists are very reluctant to move their labs, as they might be damaged during transport, or seized by Victorian authorities.

Occult Library: This is a large collection of occult books that can give an occultist a bonus when performing occult rituals. Since occult books are so rare, a large collection might be no more than a dozen. The actual number of books does not matter so much as the idea that when the library is finished it gives the occultist a broad overview of occult knowledge. The books listed below, which are very specific and very powerful, might become part of an occult library, but they are not the kind of books considered here.

When an occultist is working on a ritual he can turn to his occult library



A. Nunis

for help. A week of work is required going through the books. This might seem like a long time to flip through the pages of a dozen books, but the occultist must pour over the pages, checking to see if his mind can make an strange connections between a paragraph in one text with an illustration in another. As with the *research* skill, some of what an occultist finds in the books is not actually printed, but is magically divined by the occultist. Most occult work is intuitive, and the occultist must let the matters settle in his brain for a while before he can produce any hard information.

After a week's time the occultist gets to generate an *occult* total against a 12. Every result point is a +1 on his final occult event roll. Note that if the occultist only gets a *minimal* success it means he only confirms what he suspected before —he does not get a bonus.

Occult Books

Unlike the books in an occult library, the books described here cover a subject in detail and are very powerful. They are occult props that add a bonus to occult event rolls.

Most people don't want occult books, but those who do want them *very* badly. This tends to make the price of such a book (when one is available for sale, which is rare) vary wildly. Most occult books of this type cost 1,000s to 6,000s.

However, because they are occult props, if the Storm Knights want them they're going to have to get them — not buy them. This means stealing them from another occultist, or going into a old castle to find the dusty library, or scouring the used book shops of New London to see if they might stumble across something.

There are occult books on every subject. The players, when creating their occult sentence string, will tell the gamemaster what kind of book they are looking for, and the gamemaster may come up with a title, which he can tell the players — and the books recent history, which he should keep secret. The characters must then track down the book with the scraps of information the gamemaster starts them off with.

Here are four examples of books that are scattered throughout the reality of Orrorsh. The list is anything but exhaustive. Each book handles one item of note in detail. This is each book's hook into an occult ritual. For example, the Scorithum would be used if the occultists wanted to summon a scarabus, but could be useful in another type of summoning.

The Kellatastin: Bound in silver covers the Kellatastin contains 80 pages dealing with rituals involving blood (+3 bonus on blood rituals).

A Magic Sword: This slim volume of cardboard bound pages reveals Bellinger's elaborate ritual for creating a magical sword. It might contain clues for those seeking to enchant a weapon (+2 bonus on ritual to enchant weapon).

The Nocturna: Covered in a smooth, blood-red, unknown material, this volume is thousands of years old. It contains spells, curses, and arcane knowledge from a sorcerer whose name was blasted from the text by a later occult event. The book grants a bonus for any event producing madness (+3) or death (+2); any event concerning demons (+2); any event using brass or silver (+2). It has a bonus unique to this volume: any occult ritual dealing with the High Lord of Orrorsh, or his Darkness Device receive a +3 bonus.

Nostrum's Cases: This coverless text is the famed diary of the occultist Nostrum. Most of the madman's notes are indecipherable, but there are lucid sections on matters of nightmares meeting reality (+2 bonus for rituals involving other dimensions).

The Scorithum: This leather bound book is 128 pages thick and contain information about patterns used to contain scarabuses (+4 bonus to ritual including scarabuses).

EQUIPMENT

WEAPONS

	Tech	Damage Value	Range (meters) Ammo	Short	Med	Long	Price (value)
Pistols							
Rutherford Single Barrel	18	14	1	3-5	15	25	15s (10)
Lee-Hollings Light Revolver	18	15	6	3-5	10	25	20s (11)
Standard Cross Heavy Revolver	19	16	6	3-5	15	25	25s (11)
Tawning .38	18	13	6	3-5	15	25	15s (10)
Rifles							
Weston Bolt-Action	19	17	8	3-60	120	250	100s (14)
Weston Bolt-Action Carbine	19	17	8	3-50	90	200	90s (14)
Machine-guns/Cannon							
Standard Cross Gatling .50	19	23	25	3-50	500	1k	300s (17)
Rutherford Gatling 1"	19	25	30	3- 90	500	1k	400s (17)
Lee-Hollings 15-Pounder	19	25	1	3-250	1k	6k	200s (16)

A Gatling gun is hand-cranked machine gun with six to 10 rifle barrels grouped to rotate around a central shaft. As the crank is turned, the barrels revolve, each barrel in turn receiving a cartridge, firing it, and moving out of the way for another.

TRAVELING GEAR

	Price (value)
Blanket	8t (0)
Sandford camp stove, portable, w. coal oil	10m (2)
Food, canned, one day	8t (0)
Food, one day (restaurant or boarding house)	6t to 1s (-1 to 4)
Clothing, camping	1s (4)
SandfordCot	12m (4)
JohnsonLantern, carbide (1 pound of carbide lasts 32 hours)	1m (-3)
fuel 1 lb	2m (-2)
Johnson Lantern, kerosene or gasoline	5m (1)
fuel 1 pt.	6s (8)
Rope, 100 ft	2m (-2)
Tarp, 10'x10' square rubberized canvass	10t (0)
Sandford Tent, 10-man	6s (8)
Sandford Tent, 2-man	3s (7)

OCCULT

	Difficulty	Price (value)
Occult Kit	18	400s (17)
Occult Lab	22	1,000s (19)
Occult Library	25	2,000s (21)



Chapter Ten

Adventuring in Orrorsh

Each of the realms of *Torg: Roleplaying the Possibility Wars* should have its own particular feel. They are, after all, different realities. It isn't enough that the Storm Knights kill off a new kind of monster when they travel from one realm to another. A new reality calls for a different kind of story.

Orrorsh is the reality of horror. It is very different from the other realities that have invaded Earth. In every other of the invading realities there is a place for heroes and astounding triumphs. Sometimes, like in the Nile, these triumphs are really astounding. In other places, like the Cyberpapacy, the triumphs come with serious lumps... but the Storm Knights are still pretty certain that they'll win in the end. But Orrorsh is a reality of horror. What should that be like?

Roleplaying Horror

Roleplaying in Orrorsh is a different than playing in other *Torg* environments. When you read a horror story you know that bad things are going to happen. You know it will scare you. You know that characters you like are going to die. Why do we read them if we're setting ourselves for such disappointments?

We don't know. We just know that people do.

The trick then, is to bring that same sense of loving fear into roleplaying games. Most roleplaying games, especially *Torg*, are not geared toward adventures where characters die regularly. But that's exactly what Orrorsh is all about. If the vampyre doesn't take out some of the heroes then he's a vampyre out of a sword and sorcery heroic fantasy — and that's another reality.

How Do I Enjoy Watching My Character Die?

Here are some tips for playing adventures set in Orrorsh.

- Avoid bringing your favorite Storm Knight into Orrorsh. If possible use Storm Knights that are designated just for Orrorsh. This way, if they die in the adventure, you were prepared for it all along.

- The gamemaster or the players should have back-up Storm Knights ready for the players in case a character dies. If a second character isn't available, it doesn't take that much time to whip up another character with the *Torg* template system. The gamemaster should try to get this new character into the adventure as quickly as possible so the player isn't stuck with nothing to do.

- Don't think of winning as staying alive. Think of winning as killing the bad guy. This is very consistent with the feel of horror stories, where most protagonists know that they are dealing with something far beyond their capabilities, but investigate the danger anyway because they know that *the creature must be stopped!* The good make necessary sacrifices of themselves to end the evil confronting them. In a way, every character in Orrorsh has the martyr card on the table — only it might not kill the monster.

- If you bring in characters from outside Orrorsh don't stick around too long. Not only will this keep your characters alive longer, but it will keep the feel of Orrorsh fresh. Remember, too much horror loses its edge.



D. Gelon

•The gamemaster *should not* go out of his way to kill the Storm Knights. Horror is not a slaughter-fest. If the players believe that their characters are going to get wasted just by stepping out the front door the game will quickly end in frustration. A delicate balance must be struck between hope for victory and despair at the odds.

•Finally, play for story, not for personal survival.

Playing For Story

In a horror story there is a monster and the monster-killers. During the course of the story some of the characters die, but the monster is killed. *What matters is that the monster is slain.* If this happens then the story *feels* right, as if the loss of lives was worth the final victory.

Adventures in Orrorsh should mimic that feel. The players and gamemaster should work together to create a creepy feel — a feel where death is imminent, but victory is still possible.

This requires a certain amount of player detachment. Instead of focusing all of your energy on keeping your characters alive, as if you are your character, you should be like actors in a horror movie. Because the actors read the script, they know ahead of time that their characters are going to die. But the fun is still in playing the part and getting to the death. It's the same with Orrorsh. The story is creepy and death-fraught, but getting to its end is enjoyable because it is an enjoyable story.

The Power of Fear rules help out in this way as well, for although the monsters are very dangerous until the group's *Perseverance* is high enough, when the Storm Knights have a high *Perseverance* they have as good a chance of killing the monster as they would in any other reality. Adventures are deadly at the beginning, but build to a heroic and successful climax.

Adventures In Orrorsh

Adventure in Orrorsh usually revolve around one specific creature or threat. For example, a vampyre is roaming a city, or the group knows that there is an entire vampyre coven in Jakarta that they want to destroy. Remember that it is this specific threat that determines the Perseverance Difficulty.

During the course of the adventure the Storm Knights attempt to gain clues about the creature's base of operations, its possible weaknesses, and its means of True Death. While they do this the monster hunts the Storm Knights and other people. The Storm Knights might also do battle with the monsters allies, or random creatures roaming the area. The gamemaster should set up false leads for the heroes to pursue, as well as offering hard clues that the Storm Knights can use later.

This part of the adventure is a deadly game of cat and mouse, as the Storm Knights try to gain enough *Perseverance* points to fight the monster. They never know exactly when they'll have enough, so each time they confront the monster (or the monster confronts them) they don't know if they can successfully defeat it. Meanwhile, more and more innocent people are being killed. The Storm Knights have to constantly balance the need to kill

the monster as quickly as possible against the need for more information and more *Perseverance* points.

Creepiness

The story does not have to kill the characters off. We've emphasized the possibility of death, because we think that the possibility of character death must be ever-present in Orrorsh. But horror is not really in the *death*. Swords and sorcery fantasy is filled with death, but it seldom has the feeling of horror. What matters is in horror is the fear of death — the sensation that something wrong might happen at any moment.

In the beginning of the movie *The Exorcist* two men are having a meeting in an office. There is a grandfather clock in the room, and the sound of the clock's pendulum ticking back and forth becomes part of the background noise of the conversation. Suddenly the pendulum comes to a complete stop. The noise stops and the two men fall silent and look at the clock. One of the men, a priest, is acutely aware that something is wrong. And so is the audience. The two men continue talking, for there is nothing to be said — a clock just stopped, that's all — but in that simple moment we all wondered what the portent of the clock stopping was. We in the audience all caught our breaths.

This effect was produced without gobbets of blood pouring out of the wall or eyes popping out of people's heads. It was very simple, but very effective. An element that was everyday, a clock ticking, suddenly became extraordinary just by the fact the clock stopped ticking. A gamemaster running an adventure in Orrorsh would do well to emulate such a simple tactic.

The Storm Knights are sitting in their meeting room, deciding what to do about the rash of murders in Jakarta. The gamemaster asks for *Perception* rolls. One of the characters gets a very high total and the gamemaster tells him that he hears a soft scratching at the door. If the characters get up and open the door they see a dog with one leg, its hair matted and dirty walking down the street. It looks over its shoulder at them, and then continues on its way.

Significant? Maybe yes, maybe no. Now the Storm Knights are wondering if they should be doing something — and at a loss, since it's just a dog, and there is really nothing to do.

The characters are at the theater one night in New London. The gamemaster describes the event — well-lit, everyone in tuxedoes and beautiful evening gowns. The seats are made of fine oak and crushed velvet. It is a fine evening and everything is in place. Then one of the Storm Knights notices that a woman sitting in the row in front of them is bleeding. Just a single drop of blood, over and over again from just behind the left ear. If the character points this out to the woman she turns — nothing strange about her — smiles, and says it must be a cut that re-opened. She excuses herself and heads to the bathroom.

Is she the strange creature they are seeking? It seems strange to think so in such a normal environment — and yet...

So keep things normal, and then warp it just enough to alert the players. If everything is strange, then nothing *seems* strange.

Use the Jungle

One of the stranger elements of Orrorsh for many people is that it's in Southeast Asia. What has horror got to do with vampyres and werewolves?

Well, think of it this way. A jungle is a place filled with trees and plants and animals. There are so many leaves and trunks that there are plenty of places for creatures to hide. Or places where Storm Knights think creatures are hiding. It's like a big haunted house right outdoors in the bright sunlight of day.

Also, when Storm Knights are in the jungle it means that they are cut off from civilization and help. They are on their own. The gamemaster should use that to his advantage. Isolate them and make them know that things could get much worse very fast.



D. Gelon



E. Geier

The Monsters are the Adventure

In most roleplaying adventures monsters are simply one of many obstacles strewn before the characters as they pursue their real objective — the search for power, money, fame.

In Orrorsh the creatures are the objectives. The Storm Knights are seeking to destroy the servants of the Gaunt man, from the horrors up to the Hellion court.

Remember that because of the Ecology of Fear there aren't tons o' monsters roaming the countryside. Destroying a few monsters really does put a dent into the Gaunt Man's operation. In most adventures the Storm Knights might encounter only one monster — the monster they seek. Sometimes there might be a dozen creatures, but seldom more than that.

For this reason the gamemaster has to put some time into the monster that the Storm Knights are hunting. From the disembodied hand up to the every elegant vampyre, the gamemaster should strive to make the creatures the Storm Knights are hunting fully fleshed out characters. They must desire to stay alive as long as possible (so they can become more powerful) and they have to create as much fear as possible (to serve their Nightmares, and thus the Gaunt Man). If the monsters just leap out of the darkness and engage the player characters in combat then they're not doing their job. They won't be around long if the Gaunt Man can help it.

The creatures should spend time playing cat and mouse games with the Storm Knights and the general populace. They want to kill, but only enough that word gets out — so that people become afraid.

To do this well, the gamemaster has to figure out how the creature thinks, what its goals are, what it wants. The more the gamemaster knows about the monster the Storm Knights are hunting the better he'll know which way the monster jumps when the Storm Knights make a move.

Remember too that as the Storm Knights track down information the monster will try to stop them. All the monsters of Orrorsh are possessed by corrupted spirits — they are intelligent to a degree and want to make sure that they stay alive as long as possible. As soon as a monster finds out Storm Knights are hunting him down, the monster might well start hunting down the Storm Knights.

The characters might soon realize that their prey is now their hunter. But depending on the monster it might not confront them directly. A vampyre lord might pull strings with the local authorities to badger the efforts of the Storm Knights. The good guys and the bad guys might not meet at all until the final scene. No matter what, remember that the stories are driven by the monster — and that the best adventures in Orrorsh start with the creature.

Gaean Gypsy

Player Name:

Character Name	Home Cosm: Orrorsh	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 15	Social: 20
Height	Wound			
Weight	Hvy Wound		Spiritual: 17	Tech: 19
	Mortal	K O		
	Dead			

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Lockpicking		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Charm		CHA	
Persuasion		CHA	
Spirit Medium	3	SPI	16
True Sight		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Colt Peacemaker	15	19	3-5	15	40

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	9	
Perception	12	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	10	Intimidate
© Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

Gaean Gypsy

Player Name:

Cosm: Orrorsh

Background: You grew up on the European continent of Gaea. Your family was a wandering tribe of Gypsies that sustained itself on limited resources while avoiding the creatures that ruled the land. Your tribe occasionally encountered Victorian settlements or Victorian explorers. You saw the adults provide the stodgy Victorians with information — sometimes true, and sometimes made up. From this you learned the art of showmanship and the value of information. Shortly before the invasion of Earth your tribe was wiped out by zombies controlled by a mad occultist. You escaped, but did so by making your way over a maelstrom bridge and onto the surface of Earth. Now you live in Indonesia, working with those who hunt the creatures of the night, honing your Gypsy skills to better serve your cause.

Personality: Showman, con artist, magician, with just a tinge of a dark past that gets clients very interested in you.

Equipment: Silver jewelry, gold bandana pin, boot knife (STR+3/damage value 11), Colt Peacemaker (damage value 15), incense, combustible powders for colored flames, 100 Victorian Sterlings.



Quote: "Ah, my friend! I trust the information I gave you helped! NO!? Why that irresponsible spirit! Tell you what... For half price I contact spirits again, and this time I guarantee the work."

Gaean Swami

Player Name: _____

Cosm: Orrorsh



Background: You spent the last fifty years of your life living a precarious existence in the jungles of Gaea's jungles. Only your spiritual Strength and your training as a Swami allowed you to survive the hardships that were ever present in the monster infested reality of Orrorsh. In your eyes the world of Gaea is simply an empty husk waiting to collapse in on itself, whether the Victorians know it or not. When you discovered that a bridge connected your world to another world — a world ripe for the invaders to conquer — you decided to abandon your home world and travel to this new reality to do what you could to prevent the monsters from attaining victory again.

You are a teacher, and one of your goals is to bring the knowledge of the Findaru faith and the skill of *true sight* to as many people as you can.

Personality: Patient to a point. Most people lack the discipline you have developed, and every once in a while you simply lose your temper. Your internal rhythm is slow and steady. You take the time to observe, and then act.

Equipment: short bow (STR+5/ damage value 13)

Quote: "We must put aside our own illusions before we can spot the deceptions the Gaunt Man set for us."

Gaean Swami

Player Name: _____

Character Name	Home Cosm	Orrorsh	Possibilities
			10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		15	20
Height	Hvy Wound			
	Mortal		Spiritual	Tech
Weight	Dead	K O	17	19

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
First Aid		PER	
Survival		MIN	
Faith (Findaru)		SPI	
Focus		SPI	
Swami	3	SPI	16
True Sight		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Short Bow +5	13	8	3-10	40	100

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	8	
Perception	9	Trick
Mind	11	Test
Charisma	8	Taunt
Spirit	13	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

Indonesian Dock Worker

Player Name: _____

Character Name		Home Cosm	Orrorsh	Possibilities
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage: K	O	Magic 7	Social 21	10
Height				Spiritual 9	Tech 23	
Weight						

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Running		DEX	
Unarmed Combat		DEX	
Lifting		STR	
Land Vehicles		PER	
Water Vehicles		PER	
Test		MIN	
Willpower		MIN	
Faith (Islam)		SPI	
True Sight	3	SPI	12

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Hammer Shotgun	17	20	3-15	25	40
Sledge Hammer +3	15				

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	12	
Toughness	11	
Perception	8	Trick
Mind	8	Test
Charisma	8	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

Indonesian Dock Worker

Player Name: _____

Cosm: Core Earth

Background: You grew up in a blue collar neighborhood in Jakarta and eventually got a job a dock worker. You wanted a simple life and got it. You married and raised two children. Everything was going well, until the invasion began. A vampyre stalked your neighborhood. Your friends died, and then your family. At first you didn't believe the rumors that spread throughout the nation — that Indonesia had been invaded by supernatural horrors. But one night your son came back for you. He said he wanted to be with you always, and all you had to do was let him draw some blood…

You fled in terror, your son laughing at you as you ran. You knew you had to learn more, and fell in with a group of the Victorians who knew about the occult. They wanted to hire you for your muscle. It never occurred to them to teach you anything about the dangers they investigated. But knowledge is what you craved, so rather than money you took lessons from them in the reality of Orrorsh. During a raid on the den of a creature made of red ooze your comrades were lost. The creature offered you power if you would side with it. You refused and became a Storm Knight. Now you fight alongside other Storm Knights, never knowing which day will be your last.

Personality: You are straightforward and honest. Your simple values give you a natural talent in the skill of *true sight*. When you speak, which isn't often, it is always from your heart.



Equipment: Hammer Shotgun (damage value 17), sledge hammer (STR + 3/ damage value 15), flashlight.

Quote: "Enough talking. Let's just get it done with."

Indonesian Professor

Player Name: _____

Cosm: Core Earth

Background: You grew up during the excitement of Indonesia's struggle to remove Sukarno's government. You lost many of your friends in the riots of the sixties, but you believe that the victory of a truly democratic society was worth it. After your undergraduate work you decided to get a degree in anthropology; although you knew it was important for Indonesia to continue to move forward, you also believed that your nation must keep hold of its rich past.

Then the invasion started. First the monsters arrived. Then the Victorians — more colonials from another place who constantly tell you what to do. You often have trouble telling which is worse — the arrogant white men or the creatures of the night. But it is clear to you that if the monsters can be disposed of the Victorians will leave, so you turn your efforts to the creatures.

Your skill in anthropology often gives you insights into the workings of myth and magic — information that suddenly has practical implications.



Personality: Bitter at the new oppressive powers that have once again shattered your nation's aspirations, you nevertheless know how to put all your effort behind a project. You often find yourself lost in your research, forgetting about the ever-present dangers of the night as you seek out more information.

Equipment: .38 revolver (damage value 14), spare ammunition, flashlight, notebook, sketchpad.

Quote: "Of course!"

Indonesian Professor

Player Name: _____

Character Name		Home Cosm	Core Earth	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		7	21
Height	Hvy Wound		Spiritual	Tech
	Mortal		9	23
Weight	Dead	K O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Scholar (Primary)	3	PER	
Scholar (Other)		PER	
Trick		PER	
Occult		MIN	
Test		MIN	
Willpower		MIN	
Persuasion		CHA	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
.38 Revolver	14	18	3-10	25	50

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	8	
Perception	12	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	10	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

TORG™ Indonesian Reporter

Player Name: _____

Character Name		Home Cosm	Core Earth	Possibilities
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage	Magic 7	Social 21	10
Height			Spiritual 9	Tech 23	
Weight		K O			

Skill	Add	Attribute	Value
Reality		SPI	
Fire Combat		DEX	
Lockpicking		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
Land Vehicles		PER	
Language		PER	
Research		PER	
Artist		MIN	
Charm	3	CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Rutherford					
Single Barrel	14	18	3-5	15	25

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	9	
Perception	10	Trick
Mind	9	Test
Charisma	11	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

TORG™ Indonesian Reporter

Player Name: _____

Cosm: Core Earth

Background: This is the biggest story of your young career. The only problem is the presses aren't running anymore. Your reporter's objectivity is also out the window — the monsters killed people you care about. It's time for you to put your investigative skills into gear and whip up some dirt on the horrors. The more you learn, however, the more you learn just how dangerous the situation is. No matter. You've developed contacts all over Indonesia. You've got friends and records at your disposal.

Unless, of course, the Gaunt Man's minions get to them first.

Personality: Good natured and helpful. The Asian ethic of politeness makes you a reporter people generally like to talk to, as opposed to your American counterparts who keep bothering everybody. You work hard, and encourage people to struggle along as well.

Equipment: Rutherford Single Barrel Pistol (damage value 14), ammo, pads, micro-tape recorder.

Quote: "Yes, I know this must be hard. But was that red ichor or yellow-red ichor?"

Skill Note: You may start with the Orrorsh *research* skill. This causes a four-case contradiction in Core Earth, and a one-case contradiction in Orrorsh.



Muslim Warrior

Player Name: _____

Cosm: Earth

Background: Your grandfather raised you steeped in the traditions of the Muslim faith. Even in the mostly Muslim nation of Indonesia your friends considered you a reactionary. Eventually you served in the Indonesian army, working hard for your country and giving yourself to Allah. Then the invasion started. Demons from hell walk the Earth and the Victorian unbelievers attempt to force their faith down the throats of you and your countrymen. Your patience has left you, and now you fight back openly. In your mind there are only two sides in the conflict — Indonesians and anyone else. Your faith in Allah inspires you and you struggle to drive all of the invaders out of your nation.

Personality: Energetic, wild, dangerous. You know that if you die in the service of Allah (and certainly driving the Victorians and monsters out of Indonesia serves Allah) you will go immediately to heaven. When you work with non-Muslims, which is rare but possible, you are withdrawn and secretive.

Equipment: Uzi (damage value 18), a stolen Lee-Hollings Rifle (damage value 18), bayonette (damage value STR +5/ damage value 14), walkie-talkies.

Quote: "The dogs, demons or otherwise, will die by my hands!"



Muslim Warrior

Player Name: _____

Character Name		Home Cosm	Core Earth	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		7	21
Height	Hvy Wound			
	Mortal		Spiritual	Tech
Weight	Dead	K O	9	23

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
First Aid		PER	
Land Vehicles		PER	
Survival		MIN	
Test		MIN	
Willpower		MIN	
Faith (Islam)	3	SPI	13
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Uzi	17	22	9-15	40	100
Lee-Hollings Rifle	18	19	3-40	41-300	301-1800
Bayonette +5	15	16			

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	9	
Toughness	12	
Perception	8	Trick
Mind	9	Test
Charisma	8	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

Regimental Soldier

Player Name:

Character Name		Home Cosm	Orrorsh	Possibilities
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage: K	O	Magic 15	Social 20	10
Height				Spiritual 17	Tech 19	
Weight						

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Fire Combat	3	DEX	14
Maneuver		DEX	
Melee Weapons		DEX	
Running		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Willpower		MIN	
Taunt		CHA	
Faith (Sacellum)		SPI	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Lee-Hollings Rifle	18	19	3-40	41-300	301-1800
Bayonette +5	15	16			
Short Sword +4	14	8			
Dagger +3	13	7			

Attributes		Approved Actions
Dexterity	11	Maneuver
Strength	10	
Toughness	11	
Perception	8	Trick
Mind	8	Test
Charisma	8	Taunt
Spirit	10	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

Regimental Soldier

Player Name:

Cosm: Orrorsh

Background: You were a loyal and faithful soldier of Her Majesty's army — until the night you passed the tent of your unit's lieutenant while on sentry. You heard him whisper strange words. An instant later there was a flash and the fabric of the tent tore outward as the form of a giant demon materialized. The demon grabbed the lieutenant and crushed his throat in the instant it took you to call the alarm. A pitched battle ensued. Many of your friends died, but the creature was eventually destroyed with blessed weapons.

The final report stated that the creature came to kill the lieutenant. You held your tongue, not knowing how your claim that the lieutenant had summoned the demon would be received. You now know that there is more to the war with the monsters of Orrorsh than you originally thought.

Personality: Loyal and dependable, you always pull more than your fair share of weight. Although you work well in groups, the night you saw your sturdy military order exposed for a sham you realized that you would have to learn to work more on your own, to give trust carefully.



Equipment: Lee-Hollings Rifle (damage value 18), bayonet(STR+5/ damage value 15), short sword(STR+4/ damage value 14) , dagger (STR+3/ damage value 13), 800 sterlings.

Quote: "For Queen and Country..."

TORG™ Sacellum Priest

Player Name: _____

Cosm: Orrorsh

Background: Your suspicions that the Sacellum was corrupt from within began on Gaea. You thought you would only be serving your god by attempting to research your idea and rooting out the corruption. But whenever you travelled to another parish to look for clues you were politely rebuffed. This strengthened your suspicions, but led to no proof. When the Victorian Majestic Company announced its plans, you arranged to be sent to Earth. You felt that it would be easier to pursue your investigations from outside the normal world of Victoria.

Now you are on the run from the Sacellum. You stumbled across an occult ritual in the cellar of a Majestic chapel. *They* know that you are on to them and they want you dead. Part of you knows that it is only a matter of time before they catch up with you — but you are going to do what you can to destroy the Gaunt Man's power before you die.

You draw on the power of the Sacellum god to your ends. Your faith in god is not shaken, only the institution that wields the power.

Personality: Most people think of you as quiet and reserved; actually you are always studying a situation. You frequently try to place all issues a theological context, and work to win converts to the Sacellum.



Equipment: holy symbol, holy book, whip (the only item the saviour is described as making in the bible) (STR+2/ damage value 10).

Quote: "The faith of the Sacellum is pure. It is the clergy that must be purged."

TORG™ Sacellum Priest

Player Name: _____

Character Name		Home Cosm	Orrorsh	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		15	20
Height	Hvy Wound			
	Mortal		Spiritual	Tech
Weight	Dead	K O	17	19

Skill	Add	Attribute	Value
Reality		SPI	
Melee Weapons		DEX	
Stealth		DEX	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Language		PER	
Scholar (Any)		PER	
Medicine		MIN	
Science		MIN	
Willpower		MIN	
Occult		MIN	
Persuasion		CHA	
Faith		SPI	
Focus	3	SPI	15
True Sight		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Whip +2	10	7			

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	9	Trick
Mind	12	Test
Charisma	9	Taunt
Spirit	12	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

TORG™ Victorian Lunatic

Player Name: _____

Character Name	Home Cosm	Possibilities
	Orrorsh	10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		15	20
Height	Hvy Wound			
	Mortal		Spiritual	Tech
Weight	Dead	K O	17	19

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lockpicking		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Climbing		STR	
Scholar (Choice)		PER	
Occult	3	MIN	15
Artist (Painter)		MIN	
Medicine		MIN	
Science		MIN	
Test of Will		MIN	
True Sight		SPI	
Faith		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Standard Cross					
Heavy Revolver	16	19	3-5	15	25

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	11	
Toughness	9	
Perception	10	Trick
Mind	12	Test
Charisma	7	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

TORG™ Victorian Lunatic

Player Name: _____

Cosm: Orrorsh

Background: Some people in Victoria ignore the monsters — thinking of them only as "something out there." Others investigate the creatures of the Gaunt Man and retain a semblance of sanity — they turn the fight into a war, and don't dwell to much on the implications of Eternal Corruption and such. You, on the other hand, looked deep into the horrors and were never the same.

To your mind the world is coming closer and closer to the brink of disaster. It is all you can do to stop it. No one worships a true religion anymore, corruption is rampant — no wonder the world is falling into the hands of demons. Your true background doesn't matter anymore. You've forgotten it. You look like nothing more than a beggar to most people. But you've done more than your fair share of the fighting. It's just hard for you to put up the proper appearances, to keep a "stiff upper lip," in the face of the evil that permeates the world.

Personality: Like most lunatics, you try to appear sane, and often succeed. Your madness often manifests itself in strange ways — a paranoid interest in plants, for example. You also switch from unhealthy courage to terror with little notice.

Equipment: Standard Cross Heavy Revolver (damage value 16)



Quote: "Oh... Do I seem nervous. Terribly sorry. Haven't slept much you know. Ha, Ha. Yes, quite funny actually. Ha, Ha, Ha! No, you're right. Not that funny. Ha! Ha! Ha! Ha! Ha! Ha!"

TORG™ Victorian Occultist

Player Name: _____

Cosm: Orrorsh

Background: You fit well into Victorian society, accepting the rules, listening to those in power. You're parents were well off and you received a good education. Good enough that you got a peek around the corner of the curtain and realized that there must be more going on than the lords and the Sacellum were letting on. You realized that the evil that took over your world couldn't simply be something that invaded from without — some of the evil had to be within Victorian society. You tried to do research, to discover what darkness lay at the center of all human hearts, but your efforts were thwarted. "The evil is in the monsters," you were told, "not us." But you persisted and became a member of an occult secret society. You have begun to delve into the mysteries of magic, the nature of evil, and corruption. You do not yet practice magic, for you know how dangerous dabbling with the occult can be — but you have learned enough that if it should be necessary you could attempt to construct an occult spell.

Personality: Earnest and cautious. You know that a new world of information has opened up to you — a world hidden to most of your countrymen. The more you learn the more you believe that you are investigating that which man was not meant to know. But you also believe that ignorance is even more dangerous.



Equipment: 2,000 Victorian Sterlings, Standard Cross Heavy Revolver (damage value 16), the fragments of a still-untranslatable parchment with an occult spell (determined by the gamemaster), a bag containing test tubes and beakers filled with strangely colored liquids.

Quote: "What, this? Oh, nothing. Just a book an old crone said I should never open."

TORG™ Victorian Occultist

Player Name: _____

Character Name	Home Cosm: Orrorsh	Possibilities: 10
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage: K O
Height		Magic: 15
Weight		Social: 20
		Spiritual: 17
		Tech: 19

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Running		DEX	
Stealth		DEX	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Languages		PER	
Research		PER	
Occult	3	MIN	16
Test		MIN	
Intimidation		SPI	
True Sight		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Standard Cross					
Heavy Revolver	16	19	3-5	15	25

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	10	Trick
Mind	13	Test
Charisma	9	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

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

TORG™

THE SOURCEBOOK OF HORROR REALITY

Orrorsh™

by Christopher Kubasik



The Gaunt Man™ knows you want to live ...

He created Eternal Corruption.™ You may exist forever, if you serve him. To serve him, you hunt down those who oppose this corruption. The Storm Knights.™

The Gaunt Man knows the prowess of Storm Knights.

He created the Power of Fear.™ The Power of Fear weakens Storm Knights and strengthens his servants. In the legends of Orrorsh, heroes die.

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