THE DELPHI COUNCIL

WORLDBOOK



VOLUME I

The Near Now™ ...

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

"Core Earth." The world we all know. It has been turned upside down and inside out by an Invasion — an invasion comprised not only of aliens with strange abilities and powers we cannot begin to understand, but armed with the most fearsome weapon of all:

Their *realities*.

Now, the people of Earth are besieged. Their world has changed. Fighting back against the Invaders are a few brave men and women called "Storm Knights." But they are not the only ones.

All around the globe, people and governments strike back in their own way against the Possibility Raiders™. This is the book that chronicles their efforts and their struggle.

This is ...



Roleplaying the Possibility Wars™

The Delphi Council™ Worldbook

VOLUME I

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The Delphi Council's Report to President Quartermain, Invasion Years One and Two

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Mr. President:

The following report recounts the most reliable information that my operatives have been able to compile since the creation of the Delphi Council. While I have not been able to reproduce all of the information that has been gathered since the inception of this organization, I have summarized what members of my Selection Committee have deemed to be "areas of extraordinary concern and sensitivity."

This information has been selected with the following criteria:

1.Regions and nations where the economic or military status has altered significantly since the invasion of the High Lords. While the status of invaded areas has been addressed in prior reports, many other nations have suffered astounding losses as a result of the loss of markets for goods, the influx of goods from these invaders, and the readily available supply of armaments, presumably from either Egypt ("The Nile Empire") or France ("The Cyberpapacy").

While we have expressed our concern to the Japanese government, especially Ryuchi Kanawa, CEO of the Kanawa Corporation, regarding the seemingly free availability of Japanese-manufactured weapons throughout many unstable regions of Earth, the Japanese have quickly produced proof that all weapons sales have been conducted in accordance with accepted international law – obviously, there are some well developed smuggling rings in areas such as Africa and Asia.

The loss of huge market shares in both the United States and the United Kingdom has greatly destabilized many nations that were dependent upon this trade for economic survival.

2. Many areas of the world are in the throes of reform, either by choice or by military force. Of particular concern is the whole of southern Africa, which has been greatly affected by the protracted civil war in South Africa. These areas are of concern simply because of their potential economic value should the United States be able to implement governing bodies that are sympathetic to our objectives.

3. Regions and nations which may be of great economic or military value either in the immediate future, or as part of long-term objectives. Simply put, the current situation will allow the United States to gain significant economic pull over the European Economic Community and various member nations. Of course, all plans are dependent upon our victory over the invading forces of the Edeinos Saar Baruk Kaah, but many of the most unstable areas also offer some of the richest raw materials for weapons and other valuable goods.

It is vitally important that the United States establish influence in these regions now, while other nations are unable to respond to these concerns.

4. Despite the overwhelming success domestically of the Storm Knight Registration Act, many of these well-intentioned but woefully undisciplined individuals have continually disregarded US objectives in their activities. They are just as likely to harm national objectives as aid in their accomplishment.

The tracking of their activities, both domestically and internationally, is relevant to the success of national objectives. The Delphi Council also strongly urges the utmost effort in controlling the activities of these individuals in order to insure that the national interest is served.

5. My regional directors have pinpointed many areas that are "ideal invasion locations" in that they possess several qualities in common with invaded regions – high population, tremendous economic potential, and/or a high degree of strategic worth. These areas should be safeguarded in order to ensure their continued defense. The "high risk" areas of note are the Indian subcontinent, the Soviet Union, southern Africa and the southern United States.

6. Many regions of the planet have exhibited miraculous and seemingly inexplicable phenomena. While it is assumed that all of these activities can be explained given sufficient study, for now they are merely events or regions who qualities, whether exaggerated or not, are worth noting.

If information on any given subject matter is not complete to your needs, my staff is on call for more detailed research at your request. I believe that this information is of superior value compared to what is available to all other intelligence organizations simply due to the secrecy with which our operatives are legally empowered to act.

Sincerely,



Ellen Connors, Director
Delphi Council

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United States – Steven Mack
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This Supplement...

When the High Lords' realms dropped to Earth, the planet was plunged in to chaos. What has happened *within* the realms has been well detailed in the various sourcebooks that have been produced for *Torg*. But, what about the rest of the planet?

The Delphi Council Worldbook, Volume I is a summary of the best, most reliable information that Delphi Council operatives have been able to collect in the first two years of the so-called Possibility Wars. This report, presented to President Quartermain, is an attempt to succinctly and accurately present a recounting of the repercussions of the High Lords' invasion. While not all of the information is complete, and some of it may be inaccurate, it is what the Delphi Council's operatives could do under circumstances that are difficult at best.

This report is the prime source of information used by the President when considering both domestic and international relations. Many portions of this book are written from the point of view of the various agents in the field.

This sourcebook provides valuable information for adventuring in a whole new realm in *Torg* campaigns — Core Earth. It provides a reality that is familiar, but disturbingly different in many ways. Naturally, the information in this book only scratches the surface of what is happening in Core Earth (after all, the world is a big place), but its intended purpose is to provide valuable information to player and gamemaster alike, and to inspire development and play within this most fascinating area.

Note: All the information in this book is of a *fictional* nature. While real countries and real organizations are referred to, they are the authors' *fictional interpretation* of reality. This text should in no way be construed as factual.



Chapter One

Axioms and World Laws

The axioms of Core Earth are not new to most of us. We live in a world comparatively rich in technology, and fairly socially advanced. Magic is uncommon in our world, though it does not have to be, and spiritually we have a certain amount of strength. This is the world we know. The axioms listed here reflect the world that we know, as well as giving the gamemaster a few ways to enhance the feel of Core Earth.

As with all cosms, Core Earth has a series of World Laws that help to define its reality. The world laws presented here help to give feeling to the reality of Core Earth. The laws also indicate why it has been so hard for the Possibility Raiders to defeat the Earth.

Magical Axiom: 7

Core Earth is relatively poor in magic. *Divination* is the only magical skill that works with any regularity, and *conjuration* is not possible. *Apportation* magic is possible, but it is not that powerful. *Alteration* magic can occur, but the effects are minor, short-lived, erratic, and take a long time to cast.

Magic takes many years to learn in Core Earth, and the effects will nearly always be minor. However, using *conjuration substitution* (see Chapter Ten, "Magic") and the reawakening of possibility energy, Core Earth magicians are becoming a more potent, if incredibly small, force.

Core Earth magicians have to deal with high Difficulty and Backlash — all non-contradictory spells from other cosms used in Core Earth or by Core Earth characters have a +5 to *both* numbers. These increases reflect the resistance the low axiom level puts up against the casting of the spell. Since the spell was, presumably, created using either the *conjuration* skill or some other method foreign to Core Earth reality, and has that process built into the spell, the spell cannot work *as well* in Core Earth as it did in its original cosm. The modifiers allow these low axiom spells to be cast *without contradiction* in Core Earth.

Social Axiom: 21

The *Social* axiom of Core Earth allows for the existence of democratic nations, in which different groups fight for political dominance. The beginnings of supranational organizations are seen, such as the United Nations and multi-national corporations. Aside from these organizations, Core Earth has a multitude of private and governmental organizations which are fighting the invaders. Several of the most powerful of these organizations have been listed in this sourcebook, but there are still many more that are not as potent. The *Social* axiom allows for this, but does not yet allow for their complete cooperation. At this point, each of these groups believe that they and they alone know how best to wage this war. They see other groups as standing in the way, or think that the other groups have been infiltrated or corrupted by the invaders. Temporary or even semi-permanent alliances are possible, but there will be no true long-term cooperation until a strong leadership arises to bind these groups together (and thereby increase the *Social* axiom of Core Earth). The *Social*

axiom, along with the *Technological* and *Spiritual* axioms, allows for the existence of psionics.

Spiritual Axiom: 9

Core Earth is about average in terms of *Spirituality*. There is a definite divine agency, the form of which depends on the worshipper. At this level, direct intervention of the divine is possible, but not necessarily at the request of the faithful, and any form of intervention is a definite sign of the divine. This means that, at times, characters may be the point of attention of some divine being.

At any given point in time, a character may become the object of divine intervention — but there is truly no pattern by which this intervention works. A character with a high *faith* skill seems to have no better chance of being aided in time of crisis than one with no *faith* at all. Characters with high *faith*, however, recognize the signs of divine intervention far easier than those who do not possess this skill.

Miracles are possible in Core Earth, but there is not enough spiritual energy in the cosm for everyone to learn the *focus* skill. It is still very hard to learn the *focus* skill in Core Earth, and it usually takes a lifetime of devotion to be able to call upon miracles. Only Core Earth characters who start with *faith* or *focus* as their tag skill can begin the game with the *focus* skill. Core Earth characters who wish to learn the *focus* skill after play begins must have an unshakable faith (at least five adds in *faith*) to learn the skill. *Focus* is also something that cannot be taught, so it always costs 10 Possibilities to learn the first add.

Since the invasion, it has become obvious that there are benefits associated with being one of the faithul. The fact that a Core Earth priest can heal with a touch or ward enemies with any consistency was something not commonly accepted before. Now, it has become more prevalent. It is theorized that the attack of the Possibility Raiders somehow allowed those with the *faith* skill to gain *focus* and fight the Invaders. That is perhaps the most significant benefit Core Earth has seen.

Note: Due to the "reawakening" of spiritual energy in Core Earth, characters who have the *focus* skill should not have access (or even knowledge of) all the miracles available to them. A character with the *focus* skill can *never* have more miracles at his disposal than he has *faith* adds, and he usually has less.

Technological Axiom: 23

One level below that of Nippon, the *Technological* axiom allows Core Earth to have a wide range of equipment and weaponry. Portable radar, infrared detection equipment, "stealth" technology, and organ transplants are all possible. Primitive lasers exist, and there is some microtechnology. The *Tech* axiom of Core Earth has a good chance improving due to the war. Research teams across the world have been working to unlock the secrets of the advanced technology of France and Japan. Each success brings Core Earth closer to a higher *Tech* axiom.

On the cutting edge is nanotechnology, virtual reality, and energy weapons. Some places in Core Earth have actually raised their axiom level to *Tech* 24, but, because of the war, the spreading of this knowledge has been so slow as to be almost non-existent. Over 98 percent of Core Earth still exists under the *Tech* 23 axiom level.

World Laws

Core Earth is rich in Possibilities, and the people are likewise very Possibility rich. Because of this, the world laws have undergone change between the invasion and the present Near Now.

Law of Prodigy

Some people in Core Earth are born with greater abilities than others. There is a small percentage of humankind that seem to have innate talents, or who can figure out even the most difficult problems in certain areas with minimal effort. These are the people that have been influenced by the Law of Prodigy.

Any Core Earth character, prior to the start of adventuring, can purchase a *prodigy package* for three Possibilities, but only one can be purchased. There is no adventure cost assigned to the prodigy package.

A character who buys a prodigy package has her tag skill increased by +3 before adventuring begins. This means that the Prodigy starts the game with a tag skill of six adds rather than three.

Ords can also be Prodigies, though this is very rare. An Ord character can become a Prodigy in one of two ways: either she can sacrifice *six* beginning skill points to buy the package instead of the normal three skill points (leaving her with only seven skill points — because Ords only start with 13) or she can take a *severe* physical or mental handicap. This includes blindness, loss of a limb, or even a severe mental handicap. These options are not normally open to Storm Knight characters, though it is certainly possible that an Ord Prodigy could, at some point, transcend.

The Law of Hope

Core Earthers tend to be a tenacious lot, holding on to their world, their lives, and their reality with great ferocity. Their will to fight, and not just lose hope and give in, helps them to replenish the Possibilities of the Earth. As long as Core Earthers have hope, they can succeed and overcome adversity, for the loss of hope can have a devastating effect.

This world law has already come into play. When the mass disconnection/transformation numbers were originally computed (see the "Transformation Table" on page 86 of the *Torg Rulebook*), it was realized that it was much more difficult for Core Earth characters to be forcibly transformed than people of other realities. When using this table to determine mass transformation for characters from other realms, decrease all the difficulty numbers by one step (for example, a Core Earth Ord who disconnects in an alien pure zone needs to roll a 105 in the first second to transform to the alien reality. If the character was, instead, from Aysle, he would



only need to roll a 90. After a month, the Core Earther needs an 18. Another character from a different realm would need a 12).

But there is another aspect of the Law of Hope that has only recently been discovered. Perhaps it is because the people of Core Earth have only now begun to win back territory from the High Lords. Whatever the cause, it has been revealed that a party containing a Core Earth Storm Knight, once per *Dramatic* scene, can *seize initiative* as if he had the card in his pool. But, no matter how many Core Earth Knights are in the party, initiative can only be seized *once* per Dramatic Scene.

Example: *Cory is a Core Earth journalist/Storm Knight. Fred is a National Guardsman/Storm Knight. They are involved in a* Dramatic *scene in the Living Land, and the gamemaster flips the initiative card — "V: Up, H: Setback" — they don't like that at all. Cory decides to use the Law of Hope to flip another card. She makes a contradiction check and doesn't roll a one, so the Law of Hope works. The gamemaster flips the cards again — "V: Flurry, H: —" — they don't like that either, but, because Cory already used the Law of Hope this* Dramatic *scene, Fred can't do anything about it.*

As noted in the example, the Law of Hope is a contradiction anywhere but in Core Earth. In an alien pure zone, the character must put up a reality bubble up before invoking the Law of Hope.

The Law of Glory

Again, because of the unprecedented victories achieved by Core Earth Storm Knights and their allies, another World Law of Core Earth has shown itself. This law deals with the planting of story seeds. A Core Earth character who plants a story seed, or who is involved in the planting of the seed, adds an additional +2 to the *persuasion* attempt necessary during the planting.

Local Axiom Shifts

Belief can be a powerful tool, especially when a large group of people believe in the same thing. When a sufficiently large group of people believe in the same reality, a local axiom shift can occur — but this is not as easy as it sounds. The people within the area must be focusing on the same reality, and must believe with their entire being of its truth.

For example, a group of scientists are working on a new prototype weapon while in Core Earth. All the people on the research team believe that their team is composed of the best and the brightest minds in the world. They know that they are going to make a breakthrough on this work. If there are enough people believing in this reality, then the *Technological* axiom level in the region is increased by +1.

This change is very localized. The area affected usually starts out with a radius value (in meters) equal to the value of the number of people — though this is variable. Then, if continued practice of this "advanced axiom" continues, it gradually spreads out.

As stated in the *Torg Rulebook*, axiom shifts occur usually over decades or centuries. However, certain major events — like the Industrial Revolution or the Renaissance — can cause these shifts to occur rapidly. Right now, there is no real "mechanic" or formula that can adequately describe these shifts. Basically, it takes a group of *very* intense people, a lot of energy, and more than a little luck.

Certain areas of Earth have undergone local shifts. Haiti, for example, has its *Spirit* and its *Magic* axiom boosted. Tibet has a higher *Spirit* axiom than the rest of the world, and parts of the United States actually have their *Tech* increased. Some of these shifts are relatively recent developments, but others are centuries-old. It is rumored, for example, that the Haiti shift is actually a "holdout" area — that Core Earth once had *higher Spirit* and *Magic* axioms than it does now, and Haiti is one of the last areas to "remember" them.

Now, with the population of Core Earth obviously thinking about axioms and reality, it would not be surprising to see more areas shift axioms.

How to Handle Shifts

This, of course, can be a *nightmare* to keep track of for any normal gamemaster. We recommend that you don't. Use the local shift *only* when it is vitally important to your adventure, or when it is part of a published setting. That way, you don't have too much to remember.

Also, just because an area seems like it *should* have a shift, either up or down, doesn't mean it *does*. Deep in the jungles of Brazil, there is virtually no tech, but that doesn't mean the *Tech* axiom is lower — in fact, it is probably the same as anywhere else in Core Earth. Conversely, maybe your Knights go to a Core Earth cathedral that has been around for centuries. Just because it is a prominent feature in the land doesn't mean it has to have a higher *Spirit* axiom than the rest of Core Earth.

Local axiom shifts are very rare, especially in places where people aren't *actively* striving to change the axioms. In Haiti, the axioms are shifted because they got that way and nobody *tried* to change them. It's the same with other areas. Local axiom shifts are *at least* a hundred times more rare than hardpoints, and not all are as long-lived.





Chapter Two

North America

North America has been devastated by the invasion of the Living Land, but it is still better off than many other regions of the world — the governments of the United States, Canada and Mexico, for all of their economic woes, are stable and able to maintain control in desperate times. Moreover, recent victories in Canada and California against the forces of Baruk Kaah have renewed hope for the people of this continent — they are the only ones who have proven that the High Lords can be delayed, even defeated, although it is clear that ultimate victory lies far into the future. If at all.

The United States

With half of the world's largest economy now dormant, the invasion of the United States' has had a devastating effect on most of the world. The U.S., formerly responsible for over five and a half trillion dollars of economic activity, has shrunk to about half of its potential.

Domestic car production has dropped to less than 50,000 vehicles per month (about 1/10th of the prior production), primarily from joint Japanese/American ventures in California, and the new modern all-American facility in Tennessee. Steel production has also been diminished with the loss of western Pennsylvania and the Great Lakes states.

Of course, not all of the economic news is bad. Silicon Valley is intact, so what remains of the national business community can function at peak efficiency given the circumstances. Many new technological innovations are coming from the Sacramento region [or so the inventors would believe — the truth is the Nippon Tech mixed zone in Sacramento is enabling inventors and engineers to make the leap to Tech 24], although many of the products are not as reliable in the field as they were in development laboratories. The breadbasket of the Midwest remains largely intact, so grains and meats are available in sufficient quantity. Texas, and Houston in particular, have gone through a major boom, as the oil industry has recovered, largely due to increased consumption by the military. The military complex, as well as high tech computer industries, in Massachusetts and California, remain strong as more and more experimental hardware is being developed to fight both the Living Land and the Tharkold invasion in Los Angeles. Many of the factories have been converted to military production, including arms and heavy vehicles. Finally, perhaps the only good thing about the nature of the invasion is that the population has been reduced at about the same rate as the availability of resources — much of the country has been "removed" from the economy, but what remains has adapted to the situation, and for those who remain in Earth's reality, life goes on.

The Storm Knight Registration Act

Another controversial piece of legislation that has been passed by the government in Houston is the Storm Knight Registration Act. The act requires all Storm Knights to register in their home state, and requires them to respond to governmental requests for aid. The program is administered by the Delphi Council. Any known Storm Knight who refuses to register becomes a fugitive in the eyes of the government and is subject to fines in the thousands of dollars and life imprisonment (or at least until the Knight agrees to cooperate with the government).

Mr. President:

The domestic situation in the United States of America continues to be one of distress and anger. The American people are deeply troubled that the war seems to have ground to a standstill, and they are directing their anger squarely at the elected officials in Houston. The people felt that the "miracle" at Sacramento was a good start, but that was nearly a year ago. In the intervening months, the assaults against the Living Land have effectively ground to a halt, with agitators from the Common Ground Association and public Jakatts creating agitation and doubt about the validity of our war efforts.

Your actions to suspend upcoming elections, while a wise effort, have not endeared you to the average American, despite the impassioned speeches you have made explaining the rationale for this bill. It is believed that the Supreme Court will be forced to overturn the measure simply due to public pressure, although the longer the Court waits to render their decision, the less time your opponents will have to mount an election campaign. This issue is important to perhaps the entire Congress, because it is believed that a massive "voter backlash" will strike out at the Congress. This will open the door for incompetents, inexperienced idealists, rabid and intolerant liberals, and "reformed" fascists.

Economically, the continuing drain of resources due to the war has had its negative effects, but people have adapted to the conditions: food is a little more expensive, the roads have less funding for repair, inflation is a little higher. The hardest hit demographic groups are the poor and those who have not gone beyond high school. Fortunately, they don't vote and they don't have any political pull, so they don't count. With the limited economy, many of these people have gone into the armed services rather than be cast out into the streets.

The incredible Japanese investment in California has helped that region get back on its feet, although the invasion of Los Angeles by the Tharkoldu has come as a blow to many in that state. Naturally, this latest invasion has lent credence to your argument to suspend elections – after all, Ty Gardner, the prime contender for the presidency, has been very quiet regarding how he would have handled the invasion.

Overall, what remains of the nation is coping, and it's coping better than many other regions of the world that haven't been invaded. If you can convince the American media and the people that you are doing what's best for the country, and produce some minor victories to substantiate that claim, you could cement your position and your popularity.

Sincerely,

Steven Mack

Steven Mack, Regional Information Director, United States

The wording of the legislation refers to Storm Knights not as people, but "a rare and valuable national resource, to be used at the discretion of the national government." Storm Knights are required to keep the Delphi Council fully informed of any travel within U.S. boundaries, and must secure travel permits and approved agendas for international travel. Storm Knights are required to respond to Delphi Council requests for aid by reporting to the nearest Storm Knight Field Office within six hours, or present evidence that they were unable to respond to the summons (normally, only a life threatening situation is considered adequate cause).

Despite all of the fearsome sounding wording of the legislation, Storm Knights are seldom called upon for action. The act is a convenient way of keeping track of these powerful individuals, and Knights are normally used only for forays into the Living Land of critical importance. Naturally, the pay for these missions is quite good, both monetarily and in perks and special benefits.

As always, there are many Storm Knights who have chafed at the thought of being at the beck and call of the U.S. government. Many of them have decided to go renegade rather than go along with the act. These Knights are hiding with relatives,

Mr. President:

The current domestic situation is desperate no matter which way you look at it. Loss of territory, the degenerative economy, thousands of casualties, an apparent lack of progress in the war effort and growing discontent amongst citizens is seriously hampering national efforts to fight the war.

Historically, shifts in governmental power during such periods of transition and change are dangerous to the nation as a whole. Our forefathers, during both the Civil War and World War II, understood that a political campaign in the midst of an ongoing effort would be detrimental to the functioning of government, but would also force legislators to pull their attentions away from pressing issues in favor of re-election efforts. Obviously, the United States is in the most vulnerable position it has faced since the Civil War. The country cannot afford to engage in a political campaign at this time. It is our recommendation that elections be suspended for the duration of the war.

— Presidential Committee on National Stability

Mr. President,

As per your request, our analysis of your national popularity reveals your position to be vulnerable to populist individuals quick to criticize, but without a substantial solution to the invasion problem.

Your reputation as a "war hawk" has been plied by Congressional opponents ever since your ascension to the position of the Presidency. Unfortunately, you have the dubious distinction of following a very popular but highly ineffectual president.

The necessity of implementing unpopular policies has alienated many segments of the population — the extreme liberal left, who will squawk about anything at the drop of a hat, has been creating tremendous problems through their criticism of the Delphi Council's policies and authority.

Your approval rate has dropped by nearly 30 points in the southern states, primarily due to a marked increase in regionalism. Californians give you almost no credit for the retaking of Sacramento, although I believe that most of this is due to that state's opposition to your political affiliations.

That leaves strong support for you only in Texas and the Midwest.

Our analysis indicates that if a presidential election were held within the next week, Ty Gardner would defeat you by an overwhelming margin in the South, and would eke out a victory in California. The Midwest would be yours. Unfortunately, the occupied states' electoral votes would be cast by current legislative members, meaning that these votes would be enough to send Gardner decisively over the top.

— The President's Council on Issue Analysis

friends or civil rights organizations like the Common Ground Association. The best way to avoid the hassle is to keep a low profile, but this works directly against the ideal of spreading stories of glory to reclaim occupied land, and so the most popular and charismatic Storm Knights are most likely to be forced to go along with the act.

Foreign Knights and the Act

There was much debate as to how Storm Knights from other countries were to be handled by the Registration Act. Some lawmakers argued that, simply by entering the country, the Knights were putting themselves under the jurisdiction of the U.S. government and must therefore register.

Currently, though, official policy regards foreign Storm Knights as any other foreigners — Knights must have passports and visas, and they must apply for citizenship if they wish it. Until then, they are not distinguished — at least by identification — from other foreigners.

However, if a foreign Storm Knight (or stormer, for that matter) begins to "make herself known" in the continental U.S., Delphi representatives will undoubtedly seek her out and "encourage" her to voluntarily register as a Knight. Again, they will be offered the same benefits as other Storm Knights in the U.S.

This subtle shift in policy comes mainly from pressure by the Kanawa Corporation, a staunch supporter (at least visibly) of the Delphi Council. Basically, Kanawa did not want to be forced legally to register its stormer operatives, so it "arranged" for this liberal policy to be adopted.

The Domestic Order Act

The Domestic Order Act is perhaps the most visible symbol of the changing attitudes of the country. After several months of debate and public outrage, the Act was passed during a late February vote in Houston. In fact, the Act was passed less than one week after Tharkold landed in Los Angeles. The legislation suspends Congressional and Presidential elections on the grounds that "an exchange of power in these trying times would be detrimental to the national interest, and possibly weaken the United States to such an extent that the invading forces of the Living Land and Tharkold may be able to completely defeat our nation."

The act suspends the elections until six months after the removal of all invading forces from the territory of the United States. While the Congress realized that the national protest would be incredible, most of the members who voted for the proposal honestly believe that America cannot sustain

an extended political campaign without risk to the nation. The final decision on the Act is pending before the Supreme Court, but it is known that the Attorney General, under the close supervision of President Quartermain, is trying to drag the case out as long as possible to keep rival campaigns at a disadvantage.

The February Surprise

The first serious talk of suspending elections floated around Houston in the fall, and it was suspected right from the start that President Quartermain had called in all of his political debts to get the ball rolling on this measure.

Quartermain couldn't get blind support from his political allies (simply because they knew that their constituents wouldn't stand for the measure), but many of Quartermain's biggest political enemies saw logic in his arguments — the U.S. could ill afford a transition of leadership at this time, and despite the less tolerant aspects of Quartermain's administration, he had at least helped win back Sacramento, and there were signs of progress in the war. And, of course, no one wanted to take the blame for the war if things didn't turn around soon enough.

After months of debate and compromise, the legislation was stalled in the Senate. That was until the demons descended upon Los Angeles. After this tragedy befell California, enough of the Senators were swayed to Quartermain's side to push the legislation through. Of course, the question remains in the liberal press, "Did Quartermain know the Tharkoldu were coming? Did he let them land because he knew he would be able to push his legislation through? Did he trade lives for political insurance?" No conclusive evidence has been produced to support this argument, and as a result the mainstream media has ignored the question ...

So far.

The Borderlands

The area known as the "Borderlands," consisting of the territory on the edge of the Western Living Land, has been pushed back as the primitive



reality has expanded over the Rocky Mountains and into the great plains of the United States. The towns in this region are ruled by a kind of "new frontier" mentality, but the kind of lawlessness that was seen in the early days of the war is no longer tolerated everywhere. Many towns have formed their own militias to supplement any military forces that may be garrisoned in the region, and the mixture of the two groups has been able to control the situation. The towns are normally the first stop for refugees from invaded lands, so the populations are very fluid. In many cases, Spartan commanders take control if there isn't a military strategist available to coordinate the civil defense plans.

The Media

The mass media is still how Americans get most of their information. Unfortunately, most of the media sources can no longer be trusted to report the truth, free of governmental influence.

The three major television networks have all relocated their news operations to Houston, while the entertainment divisions have moved to Orlando. Most of them maintain large news bureaus in important cities still in Core Earth. The Cable News Network (CNN) remains one of the most-watched news sources in the nation, and has used its extensive network of affiliate stations to get spectacular footage of breaking stories.

The major news magazines are also operating from their offices in Houston and Atlanta, while the *Atlanta Constitution* and *Houston Dispatch* have become the newspapers of note now that the *New York Times* has virtually ceased publication.

An interesting development is the increasing investment of the Kanawa Corporation in American media sources. The Japanese started the buying spree by purchasing several floundering movie and television studios, but by now Kanawa has purchased a controlling interest in the largest daily papers or started a rival paper in Sacramento, San Francisco, San Diego, Los Angeles, Phoenix, Houston and Dallas.

The mysterious Awona Corporation established NTN, "Network Television News," a rival network that has taken over where the now defunct FOX network left off.

It is important to note that, for the first time in decades, the media actually feels threatened by the current administration. The ease with which Quartermain pushed through the Storm Knight Registration Act and the Domestic Order Act, despite the networks making a concerted effort to show the worst possible repercussions of such pieces of legislation, has convinced them that they could be driven out of business if Quartermain wanted to "do something" about them. As a result, they have been much more reluctant to criticize presidential and congressional policies, and in many ways, Quartermain has gotten the compliant press he so desperately wanted without expending much energy to do so.

Southern Regionalism

Southern regionalism is yet one more problem for Quartermain to contend with. The essence of the conflict is simple — the southern states feel that Quartermain is doing a lousy job of managing the war, and they think that they should form a regional government for economic and military purposes. The movement started slowly, but with vocal organizations like the Legacy of the Confederacy backing the secessionist movement, it quickly caught on amongst politicians and the average citizen.

The Georgia, Alabama, North and South Carolina and Tennessee legislatures have officially adopted resolutions calling for the formation of a regional government, while Mississippi, Florida, Louisiana, Kentucky and Virginia have sent delegates to Atlanta to discuss the matter. While the meetings have gone on for several weeks, there has been no official announcement. Additionally, Georgia and Alabama have passed legislation withholding all federal tax revenues — President Quartermain has drafted plans to send troops to occupy the state capital if the state governments don't back down and rescind the laws.

The problems posed by the possible splintering of the nation are enormous — the loss of economic and military might would be enormous. Quartermain is also worried about how this will look in the history books — "Quartermain, the president that stood by and watched while the country fell apart." He has sent several undercover Delphi Council agents to keep track of the negotiations and throw up stumbling blocks whenever possible.

George Young, President — Legacy of the Confederacy
DEXTERITY 7
Beast riding 8, fire combat 11, prestidigitation 8
STRENGTH 6
TOUGHNESS 6
PERCEPTION 11
Evidence analysis 13, find 14, scholar (politics) 15, trick 14
MIND 10
Science (political logistics) 14, test 12, willpower 12
CHARISMA 12
Charm 15, persuasion 15, taunt 16
SPIRIT 7
Faith (Baptist) 9, intimidation 12, reality 10
Possibilities: 8
Description: George Young has risen to the forefront of the secessionist movement with the foundation of Legacy of the Confederacy, and while he publicly supports the Confederacy as a political and economic union, he is also power mad and a potentially very dangerous character. Most residents of the Southern states regard him for his true nature and hope he will never get into a position of real power, but his rhetoric plays directly to the fears of those outside of the South, which only encourages the distrust and fear over what is happening.

Legacy of the Confederacy Agent
DEXTERITY 9
Fire combat 12, prestidigitation 11, stealth 11
STRENGTH 7
TOUGHNESS 8
PERCEPTION 9
Evidence analysis 10, find 11, first aid 10, land vehicles 11, scholar (history) 11, scholar (politics) 10, tracking 11, trick 12
MIND 8
Science (surveillance) 10, test 9, willpower 9
CHARISMA 8
Charm 10, persuasion 10, taunt 10
SPIRIT 8
Intimidation 10
Possibility Potential: some (45)
Equipment: wire tapping devices, 9mm Beretta (damage value 15)
Description: Agents for the Legacy of the Confederacy believe that the key to success is to blend into the woodwork and pump your contacts for information. Most of those who work for this subversive organization are silent about their affiliations, and are slowly gathering information to help the secessionist movement along.

Tornado Alley

The two opposed storm fronts of the Living Land and Québec Liberté have created an area of New York state and Ontario called "Tornado Alley." This area was initially taken by Baruk Kaah, but Storm Knights quickly reclaimed the area within days. However, with the storm front only miles away, the area was subjected to constant storm conditions, resulting in flooding throughout the river valley region. Most of the residents of the area evacuated to either New England or camps in northern Québec.

However, the arrival of the Cyberpapacy in Québec further disrupted the weather patterns of the area, tormenting the few remaining residents of the region. The storm front towns of Malone, Massena and Potsdam, NY are all ghost towns, with only a few hundred residents remaining. Agriculture, the staple of the region, has suffered from too much rain (this coming on the heels of several seasons of drought), and food has to be brought in from Québec or the Capital District (Albany region). Several groups of Storm Knights are known to operate from these towns, making rescue runs into the Living Land area (often they simply boat up the St. Lawrence into the Thousand Islands region). Tornado Alley is an area that will probably fall to the invaders soon enough, but for now the fortitude of the Storm Knights is helping the region resist the efforts of the High Lords.

The Military

The U.S. military remains one of the strongest in the world despite the loss of several key bases in the initial invasion. Current military strength has dropped to about one and a half million full time service personnel (700,000 army, 300,000 navy, 400,000 air force and 100,000 marines), with nearly all of the half million Army National Guard and the 100,000 Air National Guard also called up into service. Most of the Army troops have been deployed along the borders of the Living Land territory or in border cities to help coordinate the relief effort and maintain order. It is believed that the draft will be reinstated by the end of the year if the war continues to drag on.

The military is about the only portion of the government to have stable funding. In the first year of the war, President Quartermain poured 400 billion into the war effort (up nearly 100 billion from the previous year), almost half of which went into military research. Other programs, such as national highway funding, education funding, and support programs for the disadvantaged and the poor were the biggest losers in "the military lottery."

The Nuclear Question

At the time of the invasion, the U.S. had over 15,000 domestically stationed nuclear warheads. One of the biggest concerns during the initial invasion was what the edeinos would do with the nuclear warheads that were left behind. As of December of Invasion Year One, independent counts by the Armed Forces and the Delphi Council could only account for about 12,000 warheads, meaning that over 3,000 remain in the Living Land, waiting to be discovered. While they are generally inert within the Living Land, they would function normally if brought back to Core Earth reality, a matter which has been of no small concern to the government. For this reason, the border to the Living Land is watched closely for travellers, especially of foreign origin. Though no one could sneak a nuke out in their long overcoat, it is possible that certain organizations and High Lords might mount expeditions into the Living Land to get one ... or more.

Mixed Forces

Canadian and American forces continue to cooperate on certain military ventures along the border in the Western Living Land. The exchange of information on the status of the war has been most beneficial to both sides, and effectively stopped the expansion of the Living Land into the province of Alberta. While the Delphi Council still refuses to divulge all of the knowledge it has learned from military research, the joint cooperative efforts have been looked upon quite favorably by citizens and the governments of both nations.

One of the combined forces groups is the newly-resurrected "Devil's Brigade." Unlike the first such group of this name, this time both the Canadians and the Americans sent crack com-



mandos to the team. The group specializes in quick, surgical strikes within the Living Land, mainly designed to undermine the confidence and morale of Baruk Kaah's forces.

Typical Devil's Brigade Commando

DEXTERITY 10
Fire combat 14, heavy weapons 13, melee weapons 12, missile weapons 12, stealth 11
STRENGTH 9
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 11, find 11, first aid 12, land vehicles 11, scholar (Living Land) 11, tracking 11, trick 12
MIND 8
Science (weapon repair) 10, survival 10, test 10, willpower 11
CHARISMA 8
Taunt 10
SPIRIT 10
Intimidation 12
Possibility Potential: some (25)
Equipment: M16 Assault Rifle (damage value 20, ammo 10, range 3-40/250/400), or 1 in 6 have the M249 SAW (damage value 23, ammo 24, range 3-150/550/1.3K), bayonet (damage value STR+3/17 or STR+4/19 when affixed to the M16), HK 4 (damage value 15, ammo 8, range 3-10/25/40), survival kit, first aid kit (1 in 6 have a full medkit), K-rations, Kevlar/Ceramic armor +7/22*

* this is usually only worn when the DBs are operating in a Mixed Zone, Core Earth, or within a few miles of the stelae boundaries

Description: Devil's Brigade members are special operatives selected from the Canadian and American armed forces both because they can get the job done, and because they "don't fit in" with other units. While not exactly troublemakers, the DBs are independent sorts, used to doing things their own way. Because of this, they tend to stay mainly on the Canadian side of the border — when they get missions, *they* decide how the objectives will be accomplished.

As a rule, DBs dislike Spartans and have less than terrific relations with other members of both the American and Canadian armed forces.

Back to Basics

Faced with the mind-numbing reality of the Living Land, the Army has had no choice but to concentrate on small tactics training. Taking advantage of swamp terrain military bases in southern Louisiana, the troops have been taught how to work in groups of a dozen or fewer men, and the Army generals have adopted the controversial technique of viewing the United States as a giant clan of families — remarkably, troops who have ventured into the Living Land and returned have reported being able to keep a clearer mind when using the mental training techniques they were taught.

Training continues to concentrate on use of the M-16 and other firearms, but troops are being equipped with steel spear heads and arrowheads, and being trained in hand-to-hand combat — currently, such units as the Devil's Brigade are the most advanced in this training, while others are playing catch-up.

Extensive and secret study of captured edeinos warriors has revealed several weaknesses in close combat — for one, they all seem to use their tails for balance when performing intricate acrobatics. If a trooper can somehow disable the tail and one leg, the edeinos is virtually helpless because it is so disoriented (an edeinos who has lost her tail has a +5 added to the DN of all *Dexterity*-based actions it performs for the next 24-hours. Then, every time the edeinos makes a successful healing roll of 8 or higher, it reduces the plus to the DN by one. So, an edeinos who makes five successive healing rolls recovers his full *Dexterity* in five days).

The Air Force has also adopted a technique first used in the battle for Sacramento. Using the analogy that a penny dropped from the top of a skyscraper at ground level has enough velocity to go straight through vehicles (among other things), the strategy has quickly been adopted by the military. Planes simply fly above the level of the Living Land's reality (15 kilometers), and drop cargos of crushed rock. By the time the rock reaches the ground, it has picked up enough velocity to kill just about anything (damage value 15 per pebble due to the sheer velocity). Due to the heights involved, the bombing method isn't entirely accurate (troops are kept at least five kilometers from all bombing sights whenever possible), and because of the rapid decay of the Living Land it has been impossible to get an entirely accurate body count from the attacks, but edeinos tribes on the border regions are encountered less infrequently than before.

It is expected that this combination of long-distance bombing and primitive tactics, in combination with Storm Knight leaders, will allow the retaking of several occupied areas within a few months.

The "Lost Economy"

One of the consequences of the sudden loss of New York City was the near destruction of the U.S. economic system. Billions of dollars disappeared into the mists, as stock holders and even entire executive boards of Fortune 500 companies were lost. Only emergency legislation prevented the entire economy from disintegrating.

The legislation has nationalized any funds or companies that could not be legitimately claimed. Surviving members of Boards of Directors were given complete control, or, lacking that, Regional Directors were empowered to convene a new Board of Directors. Very few companies were nationalized, and those that were were "leased" to other companies until the rightful controllers of the company were discovered. If the company owners don't claim the company within six months of the conclusion of the war, the company will then be put up to open auction.

The handling of personal fortunes was much more difficult. Immediate relatives were given temporary control of stocks, bonds and other sources of income, or barring that, the government seized control of the funds. While this has disallowed the transfer of stocks, it has provided enough stability to allow major companies to recuperate from the losses that they suffered during the invasion (insurance companies didn't have to compensate for losses because the invasion was officially declared an "Act of God").

The major U.S. stock exchange is in

Houston, although the blossoming Atlanta Stock Exchange also has much influence. Because of the volatile nature of the world, both stock exchanges have gone to round-the-clock trading, although it is known that Congress is proposing to suspend trading until the economy is more stable.

Future Economics

Future prospects for the U.S. are questionable at best. A number of variables are at stake: if the southern states are serious about their intent to establish an independent nation, the rest of the country will lack the economic muscle to take the war to the edeinos, and the U.S. will be forced into a defensive posture.

Currently, it appears that the edeinos efforts are stalled — if this condition persists, the U.S. should be able to rally and regain much territory. Another very important factor is the tremendous Japanese investment in California. In many ways, this money is propping up the whole state, and lending economic strength to the rest of the country — Japan could conceivably destabilize the country by threatening to pull out, and the government knows this. This makes the U.S. dependent on the goodwill of Japan for the time being.

Despite the gloomy side of the economic analysis, the fact is that the remaining U.S. territory is capable of producing most of its necessary goods. With strict oil conservation, the U.S. could go on independently, although the standard of living would decline until the domestic infrastructure was built back up to full strength.



The National Government

With the exception of the Delphi Council, the structure of the national government remains essentially the same. The Congress is still technically responsible for making the laws, but the truth of the matter is that the Delphi Council has enough influence among Congressmen to control what types of legislation is passed.

President Dennis Quartermain
DEXTERITY 7
Beast riding (horses) 8, fire combat 10, swimming 8
STRENGTH 7
TOUGHNESS 7
PERCEPTION 9
Evidence analysis 10, scholar (politics) 14, scholar (military protocol) 15, trick 12
MIND 8
Science (political) 14, science (military) 13, willpower 12
CHARISMA 10
Charm 12, persuasion 14, taunt 13
SPIRIT 9
Faith (Presbyterian) 10, intimidation 16, reality 16
Possibilities: 21

Description: Dennis Quartermain, when first selected as the Secretary of Defense, never thought that he would end up becoming President of the United States. His aims were honest — he wanted to protect the country he loved to the best of his capacity. He fought for increased military funding, and constantly reminded Douglas

Kent of the threat from the Soviet Union.

However, the time he spent in Washington changed his point of view. Angered by constant arguments with cabinet members, and frustrated at Congress' inability to see the danger posed by the Soviets, as well as Middle Eastern countries, he realized that he was the only one in the entire government who knew what had to be done — only himself and Ellen Connors. The turmoil which nearly destroyed the nation cast him into the limelight. Quartermain was disturbed by the steady slide into anarchy that the U.S. seemed headed for, and he realized that he was the only individual in the cabinet capable of leading the United States in this military crisis. Shortly after being selected for the office of Vice-President, serving under Jonathan Wells, he was responsible for the removal of Wells and his placement in the Oval Office.

Now that he has had a taste of power, and become convinced of his own infallibility, he will do anything to hold power. He believes that the Delphi Council will be able to do whatever is necessary to keep him in power.

Vice President Timothy Adams II
DEXTERITY 8
Fire combat 9
STRENGTH 7
TOUGHNESS 8
PERCEPTION 9
Scholar (business) 13, scholar (stocks) 14, trick 10
MIND 7
Willpower 9
CHARISMA 9
Charm 10, persuasion 10, taunt 10
SPIRIT 8
Intimidation 9, reality 12
Possibilities: 6

Description: Timothy Adams comes from a strong business background, and made his fortune with a Wall Street investment firm. His natural aptitude for business enabled him to make many contacts throughout Washington, and when Kent was elected, Adams was the nearly unanimous choice for Secretary of Commerce. Now that he has been vaulted into the position of Vice-President, he has become a vocal proponent of Quartermain's policies.

Ty Gardner, one of the most influential senators in Houston, has become a folk hero because of his efforts to stop the most oppressive legislation that has been brought before the United States Congress.

Senator Ty Gardner
DEXTERITY 7
Fire combat 8, maneuver 9
STRENGTH 8
Climbing 10
TOUGHNESS 8
PERCEPTION 9
Evidence analysis 9, scholar (fund-raising) 12, scholar (politics) 13
MIND 8
Science (political) 11, willpower 14
CHARISMA 11
Charm 14, persuasion 16, taunt 12
SPIRIT 8
Intimidation 12, reality 15
Possibilities: 3

Description: Ty Gardner (D-Nebraska) has continually run on a populist platform. He feels that Quartermain has done a horrible job running the country, and that President Kent would never have supported Quartermain's move to the Presidency. His rallying cry, "Whose home will be next, and how long will it take Quartermain to do something about it?" has become a well-known slogan. Gardner isn't a particularly talented politician, although he is honest and fights for what he believes in. He is very charismatic, and has been known to "chase skirts" with a ferocity that is almost unbelievable. He doesn't completely change an opinion because of the influence of pressure groups, although he has been known to "soften" a point of view if he receives substantial contributions.

Houston

Houston has become a modern boom town due to the increase in oil prices and the relocation of the national government here. The city has been struggling for years to come out of the recession inspired by rock-bottom oil prices in the mid-1980's (the sight of vacant office buildings was unforgettable to Texans), and with the recession came a skyrocketing crime rate, as well as lingering poverty. While the government has injected millions into the city's economy, and there are many new jobs to be had in the city, the bottom line is that crime is still a problem and there still aren't enough jobs as far as most people in North America are concerned.

The crime problem came to a head when Rep. Tommy Kelser (R-ME) was attacked and stabbed by a mugger. The response was predictably militaristic, and a kind of martial law is in effect in the city — only authorized government officials are allowed to be out after 11 PM in downtown areas, and foot patrols (by police, local militia and army officials) have been assigned to wealthier residential neighborhoods.

There are several important locations for downtown Houston.

1. Delphi Council Headquarters: Located in Walter Tower, the Delphi Council's offices take up the entire building. From here, reports from field agents in the Living Land and around the world are analyzed and filed. The Delphi Council meets in an expansive conference room five floor below ground level.

Members of the Inner Circle have their offices on the 45-49th floors. Ellen Connors has the entire 50th floor at her disposal. There are two dozen guards on each of these floors, as well as a security card system to prevent unauthorized access.

Security is tight, with five armed guards in the lobby at all times, and at least five on all floors (especially sensitive floors, such as those with computer records, would have at least one dozen guards on duty). Each elevator has an armed guard.

Security is controlled from the 25th floor. With the combination of the guards' walkie talkies and the security cameras installed on all floors and in elevators, it's almost impossible for persons to move around unnoticed. The elevators in the lobby go to the car garage, as well as every floor of the building. However, the conference room can only be reached by an express elevator that runs only between the 25th floor and the subterranean conference area. This below ground area also serves as an emergency shelter in case of nuclear attack.

Mr. President:

The Living Land invasion has proven damaging to our neighbor to the north, but the Canadian people have come to grips with the reality of the present predicament, and the war goes on. The people are troubled, but not defeated and definitely not without hope. On the other side of the scale, the people of Mexico were able to avoid invasion, yet the influx of refugees from the United States has exacerbated problems with overcrowding, unemployment, poverty, crime, and shortages of food.

The Canadian government has mobilized the people of that proud nation, with military forces doing a remarkable job of holding territory on the Ontario and British Columbian fronts. The government has utilized many Storm Knights for various missions into the occupied realms, and the information they have gathered has been of immense help. In fact, my sources indicate that the taking of the Northern Lands is just the start – a major effort to retake Vancouver, and gain clear passage to vital Pacific port towns, may be soon enacted. With coordination from U.S. forces, the reclaiming of Washington state may be a distinct possibility.

Of course, not everything has come easy to the Canadians. For one thing, the traditional animosity of the English-speaking Canadians in the eastern provinces and the French Canadians in Quebec has reached a new height in tension. The breakdown of several conferences to smooth over the situation is indicative of the problem, and with the government now in Regina, instead of nearby Ottawa, the French Canadians feel at liberty to act as they please. The Quebec National Anthem is now the only one played at social activities, non-Francophones are openly discriminated against, and there is an obvious indifference to the policies originating in Regina. Most of Quebec's representatives refuse to come to national legislative sessions, and it is known that Quebec has its own embassy in Avignon. The feeling of "Québec pour les Québecois" and the desire for "Québec Liberté" (Québec as an independent nation) has nearly overwhelmed the people of the province.

Quebec is independent in action, identity and thought, and if you asked the average Canadian on the street, he would say, "Let them go. They've been a pain in the ass for years." Of course, our knowledge that the Cyberpapacy has brought a bridge down near Quebec City is of major concern to both of our governments, although we cannot go public with this pronouncement until we can do something about it.

Mexico has benefitted only slightly from the free trade agreement that has just been signed. The thousands of refugees who have fled into this already troubled country have been more than enough to offset the economic benefit of higher oil prices and increased investment from the north.

The country struggles under the social costs of its increased population, while still trying to pay off enough of its debt so that a foreign company doesn't come in and buy off the natural resources – Mexico realizes that it must strengthen its economic position so that it doesn't have to beg for investment and be at a severe disadvantage when negotiations for the contracts are underway. The future prospects for this country remain about what they were before the war, which is at least hopeful in light of how much of the world has reacted. The government, though corrupt (what else is new in this country?), is stable, and the people support it because they know it's preferable to anarchy. Once some of the refugees begin returning to America, the economy should be in much better shape as long as oil prices remain where they are now.

Sincerely,

Connie Consuela

Connie Consuela, Regional Information Director, North America

Delphi Council Guards

DEXTERITY 9
Fire combat 12, dodge 11, melee combat 11, unarmed combat 12
STRENGTH 8
TOUGHNESS 8 (13)
PERCEPTION 9
Evidence analysis 12, find 11, first aid 10, languages (French) 10, languages (Spanish) 12, trick 12
MIND 8
Test 11
CHARISMA 7
Taunt 11
SPIRIT 7
Intimidation 10
Possibility Potential: some (45)
Equipment: M16 Assault Rifle (damage value 20, ammo 10, range 3-40/250/400), billy club (STR +3/19), ID Badge, walkie talkie, bullet proof vest (TOU + 5/18).

Delphi Council Director Ellen Connors

DEXTERITY 9
Dodge 10, fire combat 14, stealth 10
STRENGTH 8
TOUGHNESS 7
PERCEPTION 9
Evidence analysis 15, scholar (politics) 12, scholar (subversion) 15, trick 16
MIND 10
Test 16, willpower 17
CHARISMA 10
Charm 16, persuasion 15, taunt 18
SPIRIT 10
Intimidation 17, reality 18
Possibilities: 15
Description: Ellen Connors was a feared Senator on Capital Hill for many years, and was the cold, cunning and ruthless person who was just right to run the Delphi Council once it was established. She has contacts everywhere, and most people with any amount of power owe her favors. As an example, she was able to call upon her friends in the military to discredit Rat and Coyote when they testified that Connors was responsible for Douglas Kent's murder.

Though not physically impressive, Connors is devilishly persuasive and fiendishly intelligent. Of all the government officials in Houston, she is by far the worst to make an enemy of.

2. Central Intelligence Agency Administrative Headquarters: The

The Delphi Council

The Delphi Council is an exclusive think-tank created by the late President Wells, and answerable only to the President himself. Funding comes from a variety of miscellaneous headings, which individually don't draw the attention of a suspicious Congress, but total over three billion dollars per year for operations and research. The Delphi Council is officially charged with reporting to the President on matters of vital national interest, with specific regard to the Possibility Wars, and is authorized to make laws to preserve the nation's security.

The Delphi Council is officially a think-tank that is supposed to advise the president on the realities of the war situation. Within the bounds of "national security," the Delphi Council has great latitude to create legislation. If Congress disagrees with a law, it may take the law directly to the Supreme Court, but the Delphi Council members have been crafty enough to write an overwhelming number of different regulations which together give the council great authority—Congress can only disassemble the acts one at a time. The Delphi Council is unofficially authorized to circumvent the illegal process and implement whatever procedures it feels are necessary regardless of legality.

The Delphi Council advises the President on a daily basis and also issues an annual report summarizing the world-wide activities of the High Lords, as well as the actions of other nations.

The Delphi Council is administered by Ellen Connors, a former Senator who was appointed by President Quartermain. The Inner Circle of the Council is responsible for providing expert opinions on the matters of national importance, and the defense conglomerate, the armed forces and educational institutions are represented on the Inner Circle.

The Delphi Council's General Committee is actually smaller than the "Inner Circle." Each member is responsible for the smooth administration of some facet of the Council, and includes the Regional Information Directors.

The next layer of the Council is the "Administrative Council." Individuals within this moderate level of the Council are responsible for cataloguing and detailing the reports filed by the Delphi Council field agents, as well as monitor media outlets for favorable media reporting.

The lowest level of Delphi Council operations are the various field agents, domestic agents and Spartans.

Domestic field agents are based in major cities and are responsible for the coordination of Spartan and Storm Knight activities. Most of the domestic field agents are open about their affiliations (and most law enforcement officials know enough to give Delphi Council agents whatever they want), although there are also many undercover agents to watch for suspicious activities and covertly monitor foreigners (and other agents).

Spartans are the armed muscle of the Delphi Council, and are responsible for maintaining order in border regions (near the Living Land), as well as military activities within the boundaries of the invaded territory. Spartans are trained at CIA and various military facilities, but are directly under the control of the Delphi Council.

The Delphi Council has also been given authorization to direct the activities of the FBI and CIA, although these two organizations are making great efforts to subvert the directives they are given.

CIA's headquarters is a very modest, but spy-proof, five-story building in the heart of Houston. The agency has developed a great deal of suspicion regarding the Delphi Council, and quietly expends a great deal of funding observing the activities of Delphi Council Inner Circle members. The CIA is also suspicious of the Japanese, and it is rumored (among Storm Knights), that the upper echelons of the CIA are aware of the true nature of the Kanawa Corporation.

3. Federal Bureau of Investigation Administrative Headquarters: The FBI has been largely under the indirect control of the Delphi Council under President Quartermain's administration. FBI agents are still responsible for investigations of organized crime and corrupt government officials, but they have also been directed to investigate suspicious activities which may indicate "other realm activities." FBI agents, in fact, warned the Delphi Council of the impending Tharkold invasion of Los Angeles four days before it happened. The FBI is legally obligated to turn over all of its files to the Delphi Council, but FBI Director Marshall Williams is highly suspicious of Ellen Connors (especially considering that she did nothing about the Tharkold invasion), and so has directed his agents to keep a close eye on Connors, her uncomfortably cozy affiliations with the Japanese, and her dealings with Quartermain.

Marshall Williams

DEXTERITY 8

Dodge 11, fire combat 13, lock picking 10, melee weapons 10, prestidigitation 11, stealth 14

STRENGTH 8

TOUGHNESS 9

PERCEPTION 11

Air vehicles 12, evidence analysis 15, find 14, first aid 13, land vehicles 12, scholar (intelligence operations) 19, tracking 14, trick 16, water vehicles 12

MIND 10

Science (surveillance devices) 16, survival 15, test 14, willpower 15

CHARISMA 9

Charm 11, persuasion 10, taunt 12

SPIRIT 8

Faith (Methodist) 9, intimidation 11, reality 14

Possibilities: 10

Description: Marshall is a man who worked his way up from the field to the director of the FBI. In his mid-fifties, Marshall has been around long enough to know when there's something that's being hidden, and he knows the Delphi Council has something big they're hiding. Directly against orders from the president, he has ordered his best agents to begin a quiet investigation of Delphi Council activities. He has also offered some Storm Knights amnesty regarding the Storm Knights Registration Act provided they help with the investigation. His efforts so far have produced nothing conclusive, but he remains undaunted.

4. Crocket Hall, U.S. House of Representatives: (for more information, see page 52 of *The Cassandra Files*).

5. Republic House, President's Residence

6. Tannerston Hall, U.S. Senate

7. The Justice Building, U.S. Supreme Court

8. Joint Chiefs of Staff

9. Smithsonian Institue, Houston Branch

10. Possibility Invasion War Memorial

11. Department of the Treasury

12. Department of Crisis Management

13. Department of Commerce

14. Department of Defense

15. Environmental Protection Agency

16. Common Ground Association Headquarters: (For a map of this building, see page 51 of *The Cassandra Files*) This building has been bombed by opponents of the CGA at least five times in the past six months, but the CGA Board of Directors always returns and rebuilds. The CGA has been forced to put up bulletproof glass, as well as reinforced and armored walls, and they have placed a metal detector at the entrance to stop smuggled firearms and bombs. Unfortunately for the CGA, the police department of Houston has been extremely hesitant to investigate the bombings, all of which have been deemed "inconclusive evidence regarding perpetrators." However, the city of Houston won't allow CGA to arm its guards, nor take any other more elaborate security measures. The message is clear — "We don't want you."

17. CyberFrance Consulate/ Cyberpapal Nuncio: The agents of Jean Malraux have conducted several espionage operations from here, the most famous of which was the kidnapping of a NASA scientist. Malraux's diplomats have accomplished little since their arrival in Houston, but they have been able to gather information on U.S. intelligence activities in Europe. There is a general feeling of hostility toward Americans within the bounds of the consulate.

18. Ayslish Embassy: The Ayslish embassy is under the axioms of Ayslish reality due to a series of talismans that are kept on the embassy grounds. The quirks of magic have attracted many "disenchanted" Core Earthers, and relations between Quartermain and Ardinay's supporters are quite strong.

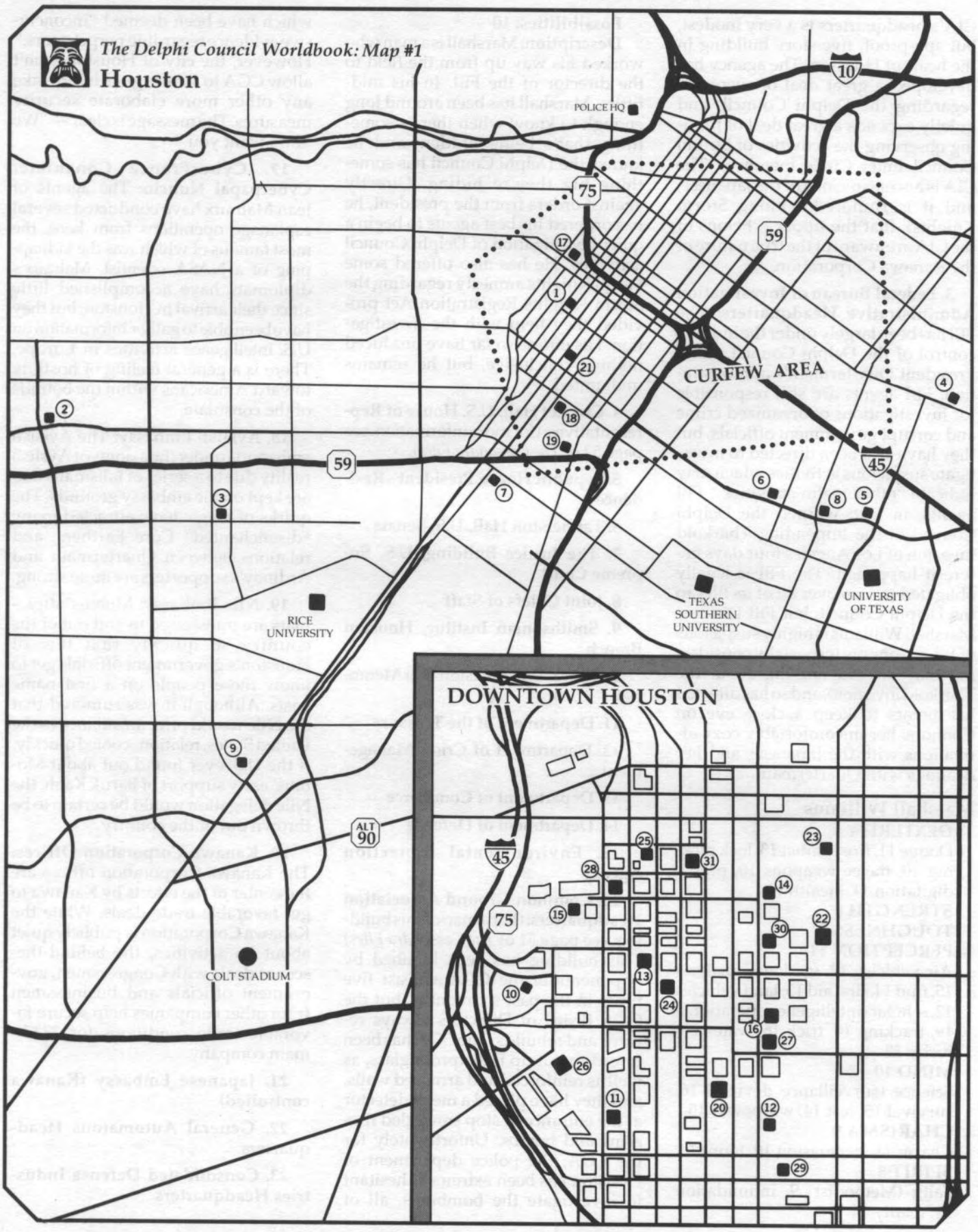
19. Nile Embassy: Mobius' diplomats are transferred in and out of the country so quickly that few of Houston's government officials get to know these people on a first name basis. Although it was rumored that the Nile would offer an alliance to the United States, relations cooled quickly. If the U.S. ever found out about Mobius' early support of Baruk Kaah, the Nile delegation would be certain to be thrown out of the country.

20. Kanawa Corporation Offices: The Kanawa Corporation offices are the center of the efforts by Kanawa to get favorable trade deals. While the Kanawa Corporation is publicly quiet about its activities, the behind-the-scenes deals with Congressmen, government officials and businessmen from other companies help secure favorable trade conditions for 3327's main company.

21. Japanese Embassy (Kanawa controlled)

22. General Automatons Headquarters

23. Consolidated Defense Industries Headquarters


The Delphi Council Worldbook: Map #1
Houston
POLICE HQ
10
75
59
CURFEW AREA
45
ALT 90
RICE UNIVERSITY
TEXAS SOUTHERN UNIVERSITY
UNIVERSITY OF TEXAS
COLT STADIUM
DOWNTOWN HOUSTON

24. Magikal Industries, U.S. Headquarters: This London-based corporation employs spell casters to put simple enchantments upon common goods. The U.S. division has naturally emphasized enchantments with a magic axiom of 7 or lower, and while most of the enchantments are truly useful, the novelty of the goods has been able to get U.S. sales up to 50 million dollars in the final half of 1991.

25. The *Houston Chronicle*: The official paper of record in the Houston area, the *Chronicle* has been hit hard by the cutthroat competition of the *Advocate*, and has also been handicapped by a sudden inability to get stories first (prompted by the activities of the *Advocate).*

26. The *Houston Advocate*: The *Houston Advocate* is a Kanawa-owned newspaper that started off with a bang as it broke a police brutality scandal. The paper has since been an advocate of Quartermain's strong-arm tactics and oppressive legislation in the name of "preserving the nation." The paper deftly avoids dealing with aspects such as international trade, and makes every effort to paint *all* edeinos and Jakatts as enemies to the United States.

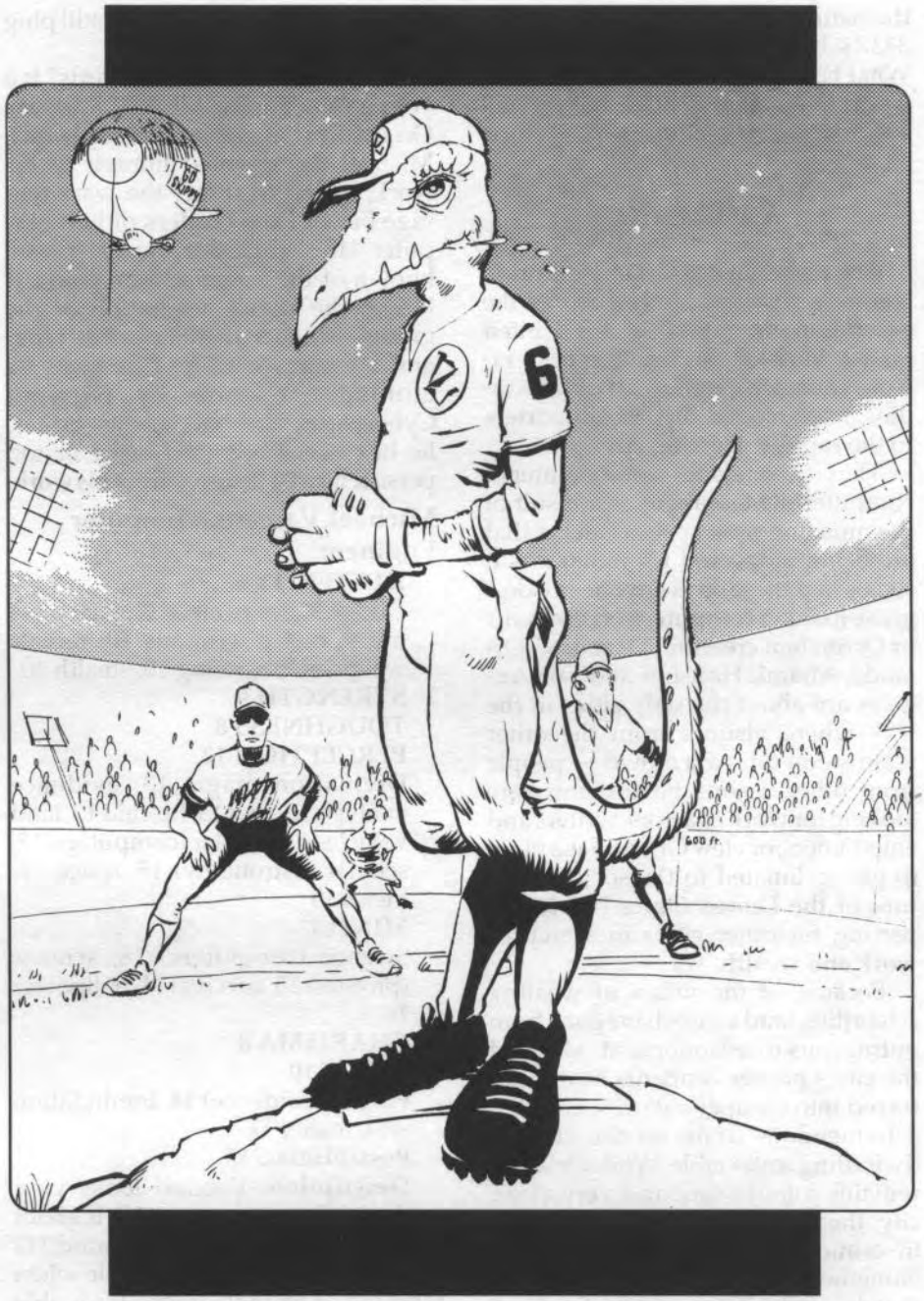
27. NBC News/Headquarters

28. ABC News/Headquarters

29. CBS News/Headquarters

30. NTN News/Headquarters

31. Freedom Hotel: This luxury hotel is the establishment of choice for visiting businessmen and dignitaries. It also has a busy nightlife which shows off the American culture mixing with the varied and unique cultures from all over the world.



Los Angeles

Los Angeles truly has become the "City of Demons." The city is caught between three different realities — the Tharkoldu techno-demons, the Nippon Tech agents (who have poured billions of yen into the economy) and the Core Earthers caught in the middle.

Spartan operatives have been inserted into the highest levels of the Kanawa administration, and contacts have been made with members of the Race. The government, at the prompting of the Kanawa Corporation, has encouraged residents to stand and fight for the city. For more information on Los Angeles, see the *Tharkold* sourcebook and the *Los Angeles Citybook.*

Sacramento

Sacramento has publicly been called "a miracle and tribute to American ingenuity." Of course, no one outside of the Kanawa Corporation and the Delphi Council realizes that the victory was caused by the Japanese. The U.S. government has encouraged Japanese investment simply because it doesn't know that 3327 brought a maelstrom bridge down into the area. The High Lord is walking a very fine line to keep his secret quiet, and has been forced to use the Yakuza and hired agents to eliminate anyone who threatens to expose his secret, including Delphi Council and FBI agents.

Still, most stormers and Storm Knights operating for any length of time in the area become suspicious of

the nature of the "miracle zone," and 3327's blind is starting to crumble. What he will do to preserve his secret is unknown at this time, but he will assuredly do something.

Orlando

The resort city of Orlando, Florida has now replaced Hollywood as the entertainment capital of the United States. Most of the major special effects houses, as well as all of the studios, have moved their headquarters to the rapidly growing city.

The city has also become a center of computer development as a result of the amazing new special effects that are being pioneered for movies — it seems that these days anyone can do a great-looking computerized dinosaur or Orrorshan creature. Of course, Orlando, Miami, Houston and Los Angeles are about the only cities in the U.S. where visitors from the other realms don't draw a crowd — people from other realms have come here looking for work as actors, writers and entertainers, or view Orlando as a place to get acclimated to the social structure of the United States before departing for other cities in search of work and wealth.

Because of the influx of wealthy celebrities, land values have gone from outrageous to astronomical. Many of the city's poorer residents have been forced into cheaper suburbs, creating a tremendous drain on the already dwindling water table. While Orlando remains a fairly safe and very clean city, there has been a steady increase in crime in the neighboring cities. Nonetheless, it is still a "magic" city that draws dreamers and starlets from all over the country.

NASA

With the Possibility Wars raging, NASA's space flight program has been stalled. While still operating (and making some progress), NASA's funding and operations have been cut significantly. Many of the employees, especially the computer engineers, have gone into the entertainment field. Still, a die-hard group of scientists still plug away at their work.

The leader of these "die-hards" is a young man named Michael Vaccaro. Originally from upstate Pennsylvania, Michael has devoted himself to his work, trying to forget the wars that rage beyond the borders of his computer lab. While not the most well known of the scientists remaining at NASA, he is the inspiration of the group — in fact, there have been several attempts to either hire away or eliminate Vaccaro by Nippon, Cyberpapal, and Nile agents. So far, he has either been too lucky or too persistent to be deterred from his work.

Michael Vaccaro, Computer Engineer

DEXTERITY 8

Dodge 9, fire combat 10, lock picking 9, melee weapons 10, missile weapons 9, running 10, stealth 10

STRENGTH 9

TOUGHNESS 8

PERCEPTION 12

Divination magic 13, evidence analysis 15, find 13, first aid 13, land vehicles 13, scholar (computers) 17, scholar (astronomy) 15, space vehicles 13

MIND 13

Science (computers) 18, science (physics) 15, survival 14, willpower 16

CHARISMA 8

SPIRIT 10

Faith (confidence) 14, intimidation (16), reality 17

Possibilities: 15

Description: Vaccaro looks very much the "average man." He is about 6'0", weighing somewhere around 210 lbs. However, he is remarkable when working or helping others. He is able to take the best in his associates and bring it to the surface.

So far, he has used this ability with great effectiveness, by helping to keep the NASA program together. Also, he secretly assists other Storm Knights in their fights against the High Lords. He is very secretive in his assistance, but he often trades knowledge with those Knights he is able to meet and befriend.

Miami

Miami has become a rowdy trade city because of the increased population of southern Florida, and because of the drug gangs that continue to dominate the crime scene in the city. The population of the city proper has swollen to nearly double its pre-invasion size, and Dade County has one of the quickest growing populations in the nation.

The Port of Miami is a bustling region of the city, where inhabitants of every realm ply their goods for sale to U.S. merchants. Gleaming skyscrapers have gone up in the area at record speed, while the docks have been rapidly expanding to account for the increased ship trade. Ships from Aysle, the Nile Empire and the Cyberpapacy are docked alongside Core Earth vehicles, all teeming with goods for wealthy American consumers and corporations.

The Street Tuffs

Miami has been a city torn by racial violence over the past several years, as incoming Cuban and other Hispanic refugees and blacks have continually clashed over a variety of issues. The most violent and vocal Miami street gang to emerge in recent months are the Street Tuffs, a predominantly black gang that has dominated much of the wealthier down town area (most of their activities take place at night and involve hassling lone individuals).

Typical Street Tuff

DEXTERITY 9

Dodge 12, fire combat 10, melee weapons 11, running 10, unarmed combat 10

STRENGTH 8

TOUGHNESS 10

PERCEPTION 8

Language 9, trick 10

MIND 8

Streetwise 12

CHARISMA 8

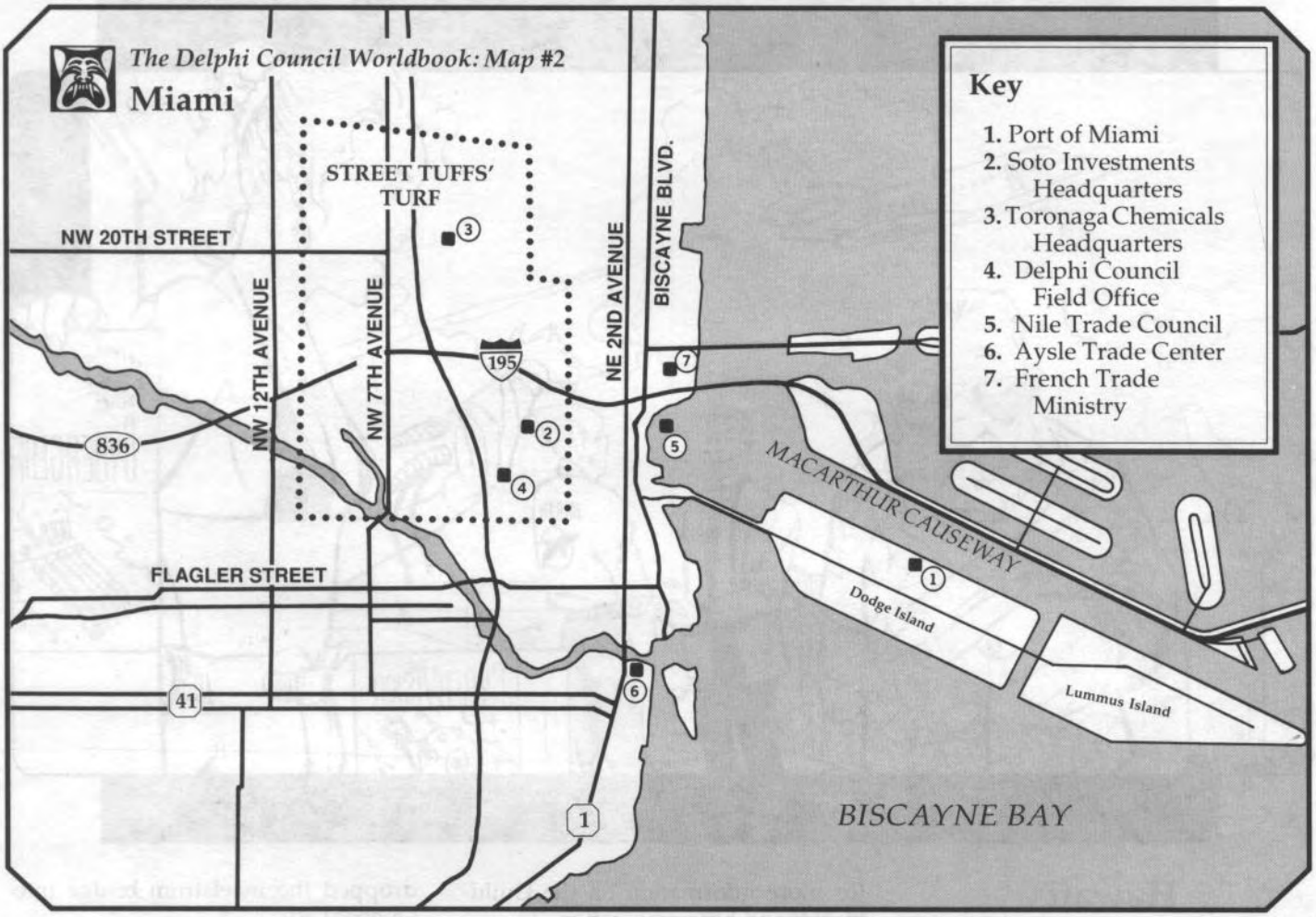
Persuasion 10, taunt 11

SPIRIT 8

Intimidation 12

Possibility Potential: some (55)

Equipment: AK-47 (damage value 21, ammo 10, range 3-40/150/400),



knife (damage value STR +4/18)

Description: The Street Tuffs are, for the most part, local muscle. Most of them are just kids who are responding to their environment—by killing, looting, and stealing. However, some of the older members have been known to engage in mercenary jobs, either being pitted against rival gangs or "targets" chosen by whoever has the best offer. The Tuffs are aggressive and arrogant, but they aren't soldiers. If they meet substantial resistance, they will fold or run—though surrender is becoming less and less of an option.

Atlanta

The capital of Georgia has become the center of the "Southern Secessionist" movement. In recent years, Atlanta has become a center of communication, transportation and technology, and many companies that fled overpriced Silicon Valley relocated in Georgia. Georgia is a major producer of paper goods, transportation equipment, agricultural products and chemicals, and has a tremendous amount of economic might in the region.

The people of Atlanta feel that President Quartermain is an ineffectual buffoon who is totally incapable of saving the United States; there is strong sentiment that the South should form a more regional government for mutual defense. Cyberpapal companies have quietly invested in this region and are making handsome profits through the introduction of minor technological advances; they are also encouraging secessionist feelings in an effort to curry favor with the local government. They are "toning down" their Catholicism, however, as the majority of those involved in the secessionist movement are not friendly with any kind of papist.

Philadelphia

Philadelphia continues to hold against against the Living Land, but much of the population has been evacuated to reasonably secure Core Earth territory. Mayor Tim Adleson's militia has been severely strained because the 157th Infantry Division has been moved out of Philadelphia. The Storm Knights in the region continue to provide supplies for the city, which has dwindled to a population of a little under one million.

Detroit

The Delphi Council's quiet efforts to shut down Detroit have ceased because the Council realizes that the city, in and of itself, won't hamper the war effort. Many of the war vehicles produced in the city go directly into service for the 40th Infantry and 63rd Artillery Divisions.



Hawaii

The island state of Hawaii is still far removed from the worries of the continental United States, and has become essentially independent in spirit. Because of the island's convenient location, it remains a stop over for flights and ships from all over the Pacific Rim, leading to a mixture of realms and cultures. Of prime interest to Storm Knights is the mysterious Guildmaster, who is recruiting them for missions all over the world.

Unknown to the U.S. government, it is primarily the Guildmaster's doing that has kept Hawaii an American state. She feels that her organization, and Hawaii in general, will function better under the nominal protection of the American government. So far, she has proven very cooperative in relations with the U.S., and she intends to continue their working relationship ... as long as they don't endanger her business.

See the *Infiniverse Update, Volume I* for more information on the Guildmaster and her organization.

Canada

Canada has regained its equilibrium after the chaos that developed when the national government in Ottawa was overrun by the Living Land. Now, the national government is firmly re-established in Regina, Saskatchewan, and the war effort has been fairly successful. The national spirit is good — Canadians know the fight will be long and bitter, but they didn't start the war with the overwhelming arrogance of the Americans, and now that they have won some decisive battles, the country is confident that it will ultimately win the war.

Canada's greatest source of trouble is the militant segment of the French Canadian population in Québec, which has assumed control of the province as soon as the Cyberpapacy dropped the maelstrom bridge into Québec City.

Canada's military machine has come up to full speed, as most of the automobile manufacturing plants in the center of the country remained in Core Earth hands. They have been converted to the production of military vehicles, which are seeing action in British Columbia, Ontario, and on the American fronts in the Great Lakes states. Many Canadian factories have been converted to weapons manufacturing, and many arms are purchased from Hachiman Arms.

Canada has been able to avoid the rampant crime problems of the United States due to much stricter gun control laws. The proliferation of heavy military weapons has enabled criminals to get their hands on powerful weapons, but the Canadian people are determined not to lose control of their streets to the drug smugglers, and a prime emphasis of law enforcement is the confiscation of illegal weapons.

Likewise, the militarization of much

of the Canada-U.S. border has stymied another source of trouble for the Canadians: the drug trade. While still in existence, it has becoming much harder for drugs to make their way over the Canadian border and into the hands of the waiting populace. As a result, many former users have either fled south to be nearer their supply, or have kicked the habit.

Montreal

Montreal is no longer a bustling, bilingual metropolis, but an abandoned, decaying city. The city was carefully, but promptly, evacuated as soon as the storm fronts approached within two hours drive of the city limits. Most of the people were directed to refugee camps further up the St. Lawrence river, leaving behind one of the most historic cities on the continent. The current population numbers only in the thousands, and, while the Canadian army makes regular patrols of the city to prevent looting and random destruction (the presumption being that there will be something left when the war is over), the city is in a sorry state.

Toronto

One of the fastest growing cities in North America is now in the territory of the edeinos, but the resistance communities haven't given up the struggle. It is believed that an amusement park just outside the city, Lakeside Park, has become a hardpoint of Earth's reality. It is not known exactly why the area has resisted the invaders, but the focus of the zone appears to be a huge ferris wheel called simply "The Big Wheel." The leader of the community is only known to authorities as "The Magician," and seems to have a fondness for simple sleight-of-hand tricks and classic art.

The Magician

DEXTERITY 10
Prestidigitation 15
STRENGTH 8
TOUGHNESS 9
PERCEPTION 11
Divination magic 16, find 14, scholar (magic lore) 15, scholar (storytelling) 15, tracking 13, trick 18
MIND 13
Apportation magic 18, artist (music) 16, artist (painting) 15, survival 16, test 18, willpower 21
CHARISMA 14
Charm 18, persuasion 19, taunt 20
SPIRIT 11
Intimidation 21, reality 15
Possibilities: 14

Arcane knowledges and spells: *air 4, metal 3, inanimate 3, folk 3* — he currently possesses a wide range of low-axiom spells similar to those in the *Aysle* sourcebook and the *Torg Worldbook*, but at lower effect values

Equipment: Guitar, notebook, flowers, juggling balls, cape, "folding" top hat, cane (damage value STR +2/10), white gloves (several pairs), bullhorn

Description: The Magician is a kindly old man who most resembles the huckster/wizard from *The Wizard of Oz*. This is intentional. The Magician helps keep morale high and will, on occasion, help Knights in more substantial ways. But he is basically an entertainer (and storyteller), and he likes to keep to that.

Regina

Regina is a city instilled with patriotism and a determination to win the war. Most of the government officials here were appointed because their predecessors were killed in the slaughter at Ottawa, and they are determined to prevent the invasion from taking any more innocent lives.

Regina has made a remarkable transformation in the past year, become an agricultural, industrial, communication and science center. Many of the refugees who managed to escape from Toronto have settled here, and the best and brightest individuals from the other major central cities of Calgary, Edmonton and Winnipeg have all come to Regina to pool resources and knowledge. Oddly enough, Regina is where people are most likely to encounter residents from the other realms simply because the city is going through such great expansions and so much wealth and power has been entrusted to its residents.



Quebéc Liberté

The failed Meech Lake Accords, conducted in spite of the invasion, were enough to send the militant faction of French-speaking Québec into a revolutionary frenzy. The extremists argued that the Canadian government was going to let Québec fall without a fight. While legislation to secede was narrowly blocked several times, legislation banning the use of English in public media or government or other official communications was finally passed after years of being stalled in the provincial legislature. Anti-Anglo sentiment is fierce in a small but vocal minority of the people — the average resident of Québec citizen definitely wants to preserve French culture, but not give up the benefits of Canadian military forces. To them, now is not the time to give up aid unless there is someone else to take up the vacuum.

Of course, that aid has come, quietly and without fanfare, and if the people knew the source, they would certainly be worried. Jean Malraux had been supplying French Québec with financial aid and technical assistance since the onset of the war, but recently Malraux made his final move, dropping an invisible maelstrom bridge into Québec City. While the technology has certainly been advantageous, the ever-more stringent proclamations of the Catholic Bishops in the province worry the common parishioners, who are used to a "wilder" lifestyle than is permissible by current dictates. They also feel threatened by the increased numbers of PQ officers who are paying close attention to the actions of citizens — the morality of the Cyberpope is not welcome, even if his aid is.

Cardinal-Deacon Claude Rousseau

DEXTERITY 11
Dodge 14, energy weapons 13, fire combat 13, stealth 12
STRENGTH 9
TOUGHNESS 12 (19 with armor)
PERCEPTION 13
Cyberdeck operation 20, evidence analysis 19, find 16, language 14, scholar (religion) 16, trick 17
MIND 12
Test 14, willpower 14
CHARISMA 13
Charm 17, persuasion 18
SPIRIT 17 (13 without *blessing vow*)
Faith 21 (17), focus 20 (16), intimidation 20(16), reality 20 (16)
Possibilities: 27
Equipment: (All of Rousseau's cybergear is disguised to appear as normal flesh) — IRCOM Custom Vee Cyberdeck (response +2, stealth +3, processor power 4, storage 5), GWI God-Beam (damage value 26), Cyberware: NeuraCal, EpiphaNeur, interdermal plate (head and body; TOU +7/19), FFO CamEye, CSI LEDs, FFO NightView, Avro PR II.V (damage value 19), slicers (STR+2/11); cyber value 17

The Maritime Provinces

The Maritime provinces of New Foundland, Prince Edward Island, Nova Scotia and New Brunswick are extremely nervous about the prospect of an independent Québec, simply because they fear it will be very easy for a distant national government to forget their needs. Already these four provinces are far from the center of attention because the war zone has effectively cut the nation in half regardless of the status of Québec. Currently the provinces are producing goods for the war effort and sending soldiers to fight in the war, but at this point, they haven't become directly involved in the war.

Mexico

Mexico's biggest problem lies to the north of the border. For years, thousands of people illegally immigrated to the United States seeking jobs and a better life. However, once the invasion hit, most of the former Mexican nationals realized that Mexico wouldn't be such a bad place to live after all, and thousands of American nationals, from California to Texas, also looked to Mexico as a good place to escape the grim realities of the war the rest of the world had been thrust into.

Mexico's only saving grace has been the modest increase in oil prices resulting from increased consumption. However, Mexico is still plagued by overcrowding, unemployment, poverty, international debt and staggering social problems that have only be exacerbated by the invasion.

These problems have kept Mexico from becoming a prime target of invaders from other realms, but now, with so much High Lord against High Lord fighting, it is likely that the large population base will attract attention. The Kanawa Corporation is currently taking advantage of some of the cheap labor, and the Akashans are taking an interest in the pollution caused by their neighbors to the north.

The Refugee Problem

Nearly four million people have fled the United States, overwhelming the infrastructure for the northern Mexican states of Chihuahua, Baja California Sur, Baja California Norte, Sonora, Coahuila, Nuevo Leóm and Tamaulipas. This area is dominated by deserts, steppes and fairly arid forests, creating a tremendous drain on available water supplies for agriculture and other vital industries. Mexico's agricultural situation was already desperate enough to require importing tons of food every year, but the refugees made the situation a true crisis.

The United States, acknowledging the crisis that is indirectly its fault, has sent shipments of food, water and medicine, but the refugees have no intention of returning to the U.S. until their homes are safe from invasion. Huge refugee camps have been set up in the border regions, but due to lax security, many of the refugees have

left and headed straight for Mexico City and the more habitable southern regions of the country. They have met with refugees from the Akashan "invasion" and the Comaghaz plague — in fact, that latter difficulty could become a serious problem in the refugee camps very soon.

Teotihuacan

This ancient city was briefly closed last year after a series of inexplicable events. Reports from Storm Knight groups indicate that a new threat to the Earth was prevented from establishing a realm. The city, which for a brief period had been described as restored to its former glory, remains in ruins. Now that the site has been reopened, huge crowds have thronged to the sight both for its historical impact and due to the rumors that abounded after the closing. Due to the diversity of theories and silence of both the Mexican and American governments, the city has taken on a mystique not unlike that of Stonehenge and Mount Shasta in California. Thanks to the guidance of Storm Knights, we believe that all artifacts of a potentially dangerous nature were found and destroyed.

Mexico City

Mexico City, North America's largest city, now stands at a population of 20 million, making it one of the most polluted, overcrowded and poverty stricken cities in the world. Making the situation ever more desperate is the prospect that a devastating earthquake, such as happened in 1985, could strike at any time.

Mexico City is responsible for half of Mexico's industrial capacity, and is one of the few places in the country to offer reasonably paying jobs. Unfortunately, the city has been overwhelmed by people looking for jobs, so the city is truly taken to its limits by the crush of people that jam the Valley of Mexico.



Currently, many desperate people inhabit Mexico City, and, if a wily High Lord were to provide motivation, food, and armament, the population could willingly give up their allegiance to Core Earth for food and shelter. Storm Knights operating in the area are well acquainted with this possibility, but are unable to counter it. It is hoped that the threat of the Comaghaz will actually help keep the Mexico City people from "going over" to one of the invaders at the first opportunity.



Chapter Three

South America, Central America and the Caribbean

South America's vast mineral and agricultural resources, but lack of extensive industrial facilities, has allowed for explosive, but seemingly uncontrolled growth in the past few decades. The result has been vast riches for some individuals, but as a whole, poverty is a tradition in this region. Argentina, Venezuela and Brazil have had runaway inflation for years (in 1989, Brazil's inflation rate was over 1700%), with this region contributing several of the largest debtor nations in the world — most of these nations have been dependent upon constant refinancing to avoid defaulting on international loans.

The arrival of the Akashans thrust the continent into chaos. Peru, Bolivia, Chile and Argentina were especially hard hit, as economies and social norms were cast aside in the rush to embrace and control the mysterious "bio-technology." Still, there are some who believe that, if the Comaghaz virus can be contained or destroyed — which doesn't look very hopeful at present — the arrival of the Akashans may actually benefit this area of the world.

Gamemaster Note

For more information on South America and the repercussions of the Akashan landings, please see the *Space Gods* sourcebook.

Argentina — Behind the Lines

President Pedro Ríos, of the popular Péron Party, faces an unenviable task. He rules the world's third largest debtor nation, and must cope with the Akashan landing. They have sent a plague upon this nation — the Comaghaz have infected many thousands throughout the country, and no city, no town has been free of the dreaded disease. Testing has proven futile, the disease irreversible.

Ríos has pulled back his trustworthy forces, but has had great difficulty purchasing weapons. The only strong defense is around the Federal District, surrounding Buenos Aires. Comaghaz infected individuals have continually made their way into the "secured regions," with these creatures, for that's what these people seem to become, acting with frightening cunning.

Mendoza

This city, located at the base of a major trade route through the Andes Mountains, marks the edge of a desert. Located right in the middle of the Akashan landing sight, Mendoza has become a major stronghold for Akashan forces determined to eliminate the Comaghaz, and they have apparently established good relations with rogue Storm Knights who have made their way to the city.

While the local city government still maintains power, it has actively cultivated the help and advice of the Storm

Knights and Akashans, primarily the biotech engineer Therium. The city's population of over one million must rely upon much of the surrounding area for its food, and at this time Therium is devoting most of his time to developing more efficient crops instead of weapons development.

Due to the assistance of the Akashans, the city leaders have built an "enlightened" Comaghaz treatment center, avoiding the harsh treatment that victims receive in other portions of the country.

With the assistance of the Akashans, the Mendozans have been able to carefully regulate access to the city, and prevent an outbreak of the Comaghaz from reaching the city.

City Defenses

With the help of the Akashans, a wall four meters tall has been built around the entire city. All roads have been re-routed to the city gates on the east wall, and due to the strict new security procedures, it takes a full day to get permission to enter the city. In addition, all aircraft must actually land at an airfield ten miles away from the city where passengers and cargo are detained, examined, and shipped in. This has proven inconvenient but effective — so far.

All visitors must proceed to the huge parking lot just outside the city gates. In one-hour shifts, people are allowed to enter the lot, park, and enter the Comaghaz research lab. On alternate hours, those who have been cleared by the lab are allowed to return to their vehicles and enter the city. Those who fail the tests are placed in suspended animation within the lab. So far, this has been a one-way trip.

The guard towers are nearly three stories tall, and manned by well-equipped Akashan and human troops. Within the towers, they regulate the smooth and orderly operation of the Comaghaz detection process. At any given time, there are also several dozen troops patrolling the parking lot, making sure that no one hides and avoids the detection process. All troops who may come into physical contact with possibly-infected individuals are equipped with sealed suits, and are under orders to shoot any individual who tries to make physical contact with them.



Mendoza Guards

DEXTERITY 9

Dodge 12, energy weapons 12, fire combat 12, melee weapons 11

STRENGTH 9

TOUGHNESS 8

PERCEPTION 9

Evidence analysis 12, find 10, first aid 11

MIND 8

Willpower 13

CHARISMA 8

SPIRIT 9

Intimidation 14

Possibility Potential: some (35)

Equipment: Protective suit (TOU+10 versus airborne or chemical attacks) equipped with one kilometer range radiocom (if character receives a *heavy wound*, the suit has been punctured and the wearer may be infected as normal), Kevlar ceramic underarmor (TOU+7/15), energy blaster with +2 electronic sight (damage value 30, ammo 40, 3-100/300/500)

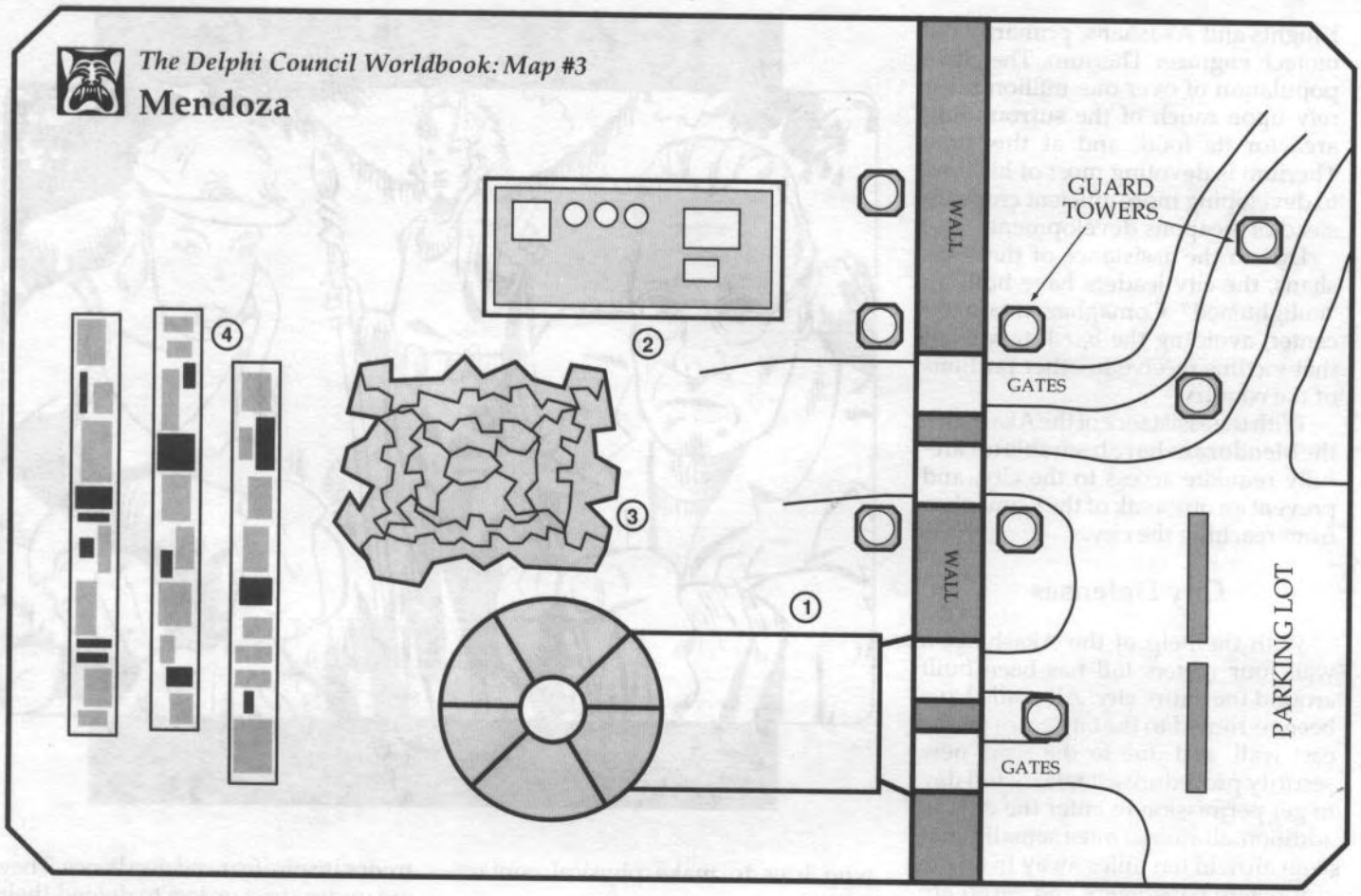
Description: Sealed in the brilliant blue, face-hiding "bio-safe suits," these troops inspire fear and obedience. They are under strict orders to defend their city from Comaghaz infection through forced testing of anyone entering the city, and are authorized to kill anyone who refuses to comply. Most are well-balanced and efficient without being ruthless, but a very few see their position as a means for personal gain.

1. Comaghaz Research Lab All visitors are required to submit to a complete battery of tests in this lab. For complete statistics, see the "Comaghaz Research Lab" description.

2. City Government Center The human government, Storm Knights and Akashan representatives plan the defense and continued support of the city from this building.

3. Akashan Building All Akashans in the city reside in this organic building, which looks more like a huge, cubical tree than a building. Standing at over 50 meters tall, it towers over all of the other buildings in the outer wall area.

4. Marketplace Certainly the most interesting portion of the city, here the



The Akashan Problem

The Akashans appear, at first glance, to be potentially valuable allies. However, in the opinion of myself and many of my field agents, they represent a threat to U.S. interests, primarily through their affinity for the Living Land. Whenever the issue is brought up to their leaders, they seem to be able only to laugh and smile in their condescending way, and blather on about how the edeinos at least respect their environment. Of course, they do admit that their actions are "regrettable and typical of a less advanced race." They also comment upon the "misguided" leader of the edeinos, the notorious Baruk Kaah.

Obviously, this patronizing attitude is a danger to the United States. However, we cannot challenge the Akashans one-on-one because of their superior technology. It is my recommendation that we attempt to foment distrust and fear of the Akashans, while making every effort to control domestic presentation of the Akashans' position on the edeinos. We can hardly afford to allow the Living Land residents to be portrayed as "merely misunderstood." Alternatively, we may wish to cultivate better diplomatic relations with the Akashans, perhaps even to arrange formal trade and technology if we can manipulate the situation to our advantage.

Awaiting your directives,

Ellen Connors

Akashans and Mendozans are learning much about each other through the shared marketplace area. The Akashans will only sell a few non-military biotech items, and the majority of the area is dominated by produce and meat salesmen.

Comaghaz Research Lab

Therium's research into the nature of the Comaghaz virus hasn't led to any startling breakthroughs, but he has developed a "stopgap" measure that slows the progress of the disease. Through a combination of bio-neural chemicals and extremely low temperatures, Therium has placed several hundred victims into suspended animation, and, to date, none of his subjects have passed from First Stage into Second Stage. He has intentionally tried to synthesize the effects of the psionic power *suspend animation* in order to make it available to non-psionics.

Guards in sealed suits can be found throughout the research lab, directing the movement of visitors.

1. Entrance Every individual walking through this area is scanned by elaborate sensors that detect minute variances in body temperature and chemistry.

2. Scanner Analysis The Akashan doctors in this room carefully study the information gathered by the scanners. Any individual with unusual readings are given more careful scrutiny. A *lock picking* total of 16 (applied with an electronic lockpick set) is necessary to force the way through the door, which has a *Toughness* of 18.

3. Testing Lab One at a time, individuals are sent into the testing labs, where Akashan doctors in sealed suits extract a minute amount of blood for analysis. The initial testing takes approximately 15 minutes; blood samples are taken to the analysis lab (location 7) for complete testing and breakdown.

4. Waiting Rooms After initial testing, each individual is given a waiting room equipped with a bed and bathroom and some magazines. While the complete tests are completed over a period of one day, the individual must stay in his individual waiting room (each square on the map represents a complex of 200 waiting rooms). Each of these rooms has a specially coded door which requires a *lock picking* total of 17 to get through, and the door has a *Toughness* of 15.

5. Final Assembly Area After someone has been authorized to enter the city, large groups of these individuals are sent to wait in this room before leaving.

6. Administrative Offices The various administrators and head researchers for the lab are based in these offices. A *lock picking* total of 16 is necessary to break into these offices.

7. Analysis Lab In these labs, the complete tests on each individual are completed, through a series of computer and biotech scans. Due to the exhaustive level of testing and the incredible equipment at their disposal, the scientists get three different attempts to find the Comaghaz virus, with each roll getting a +10 bonus; if any single test comes up positive, the individual is considered infected and future testing is done after the individual has been placed in suspended animation.

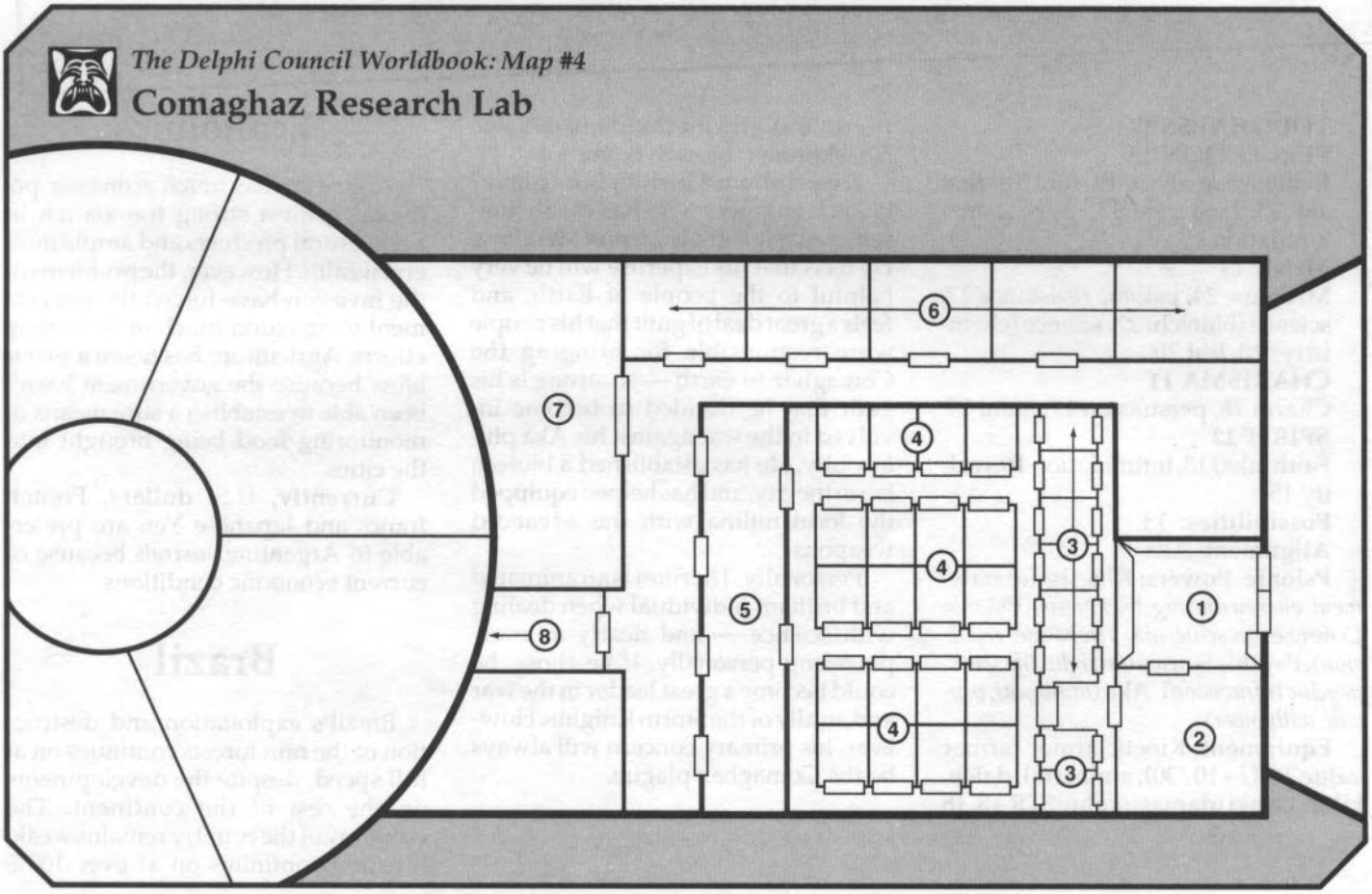
8. Suspended Animation Complex Any individual infected with the Comaghaz virus is placed in the complex, which slowly reduces the patient's temperature and brain function, thereby impeding the progress of the disease. It is believed that this process will sustain victims until a cure is found. When a person is "put under," samples of blood and other fluids and tissues are routed from the body into a secure testing area.

Therium

DEXTERITY 12

Biotech weapons 18, dodge 15, energy weapons 15, maneuver 14, stealth 14

STRENGTH 11



Personal Diary, 11 November

My activities as a Delphi Council agent have taken me many places. I thought I was prepared for anything after my three month tour in the jungles of Pennsylvania. I thought the worst was when we had to kill that entire resistance village to prevent the spread of the "plague of the lizards."

However, my activities in Buenos Aires brought me to the scene of yet another war front. From my hotel room overlooking the Atlantic, I could see dozens of ships coming into port, their night running lights gleaming off the water. Distant though, was the sound of battle — the Comaghaz forces were moving into the downtown region of the city, leveling and infecting whatever and whoever they could.

Soon there was a knock at the door. I opened it to see five humans, or more appropriately, Akashans. They held dangerous-looking energy weapons that I'd seen shred a man. Now was not the time to argue the point.

I obeyed them, and they forced me into one of the neighborhoods still in contention. Amidst flaring blasts of energy and explosions that rocked the ground beneath me, I was taken to a newly built subterranean cavern.

It was then that I saw the most shocking sight since my arrival in South America. A huge insectoid/crustacean-like creature approached me. "I am Desi-dragct, of the Lorbatt. I have use for you and your friends, American. Your government doesn't trust the Akashan rulers and rightly so. They would enslave yourselves as they have done to my people. Some Akashans have even seen the horror of these actions, like my men here, and joined with us. But, by allying with my fellow Lorbatt and our secret allies, we can cleanse this world of invaders. All I need is your word."

Naturally, I attempted to manipulate the situation to my advantage. While I only promised Desi-dragct that I would take his plans into consideration, I was able to learn that the Akashans face mounting pressure from the various "client races" they dominate. They are not as enlightened as they have led us to believe, nor are they to be trusted.

— "Brack" Guiterrez

TOUGHNESS 12
PERCEPTION 13
Evidence analysis 19, find 18, first aid 23, language 17, psionic manipulation 18
MIND 13
Medicine 24, psionic resistance 17, science (biotech) 22, science (chemistry) 20, test 20
CHARISMA 11
Charm 16, persuasion 17, taunt 19
SPIRIT 12
Faith (aka) 13, intimidation 16, reality 15
Possibilities: 13
Alignment: Aka
Psionic Powers: Kinesis (*containment, energy routing, telekinesis*), Psionic Defense (*psychic aid, telepathic repulsion*), Psychic Senses (*farsight, life sense, psychic infravision*), Aka (*mind seal, psychic willpower*)
Equipment: Kinetic armor (armor value TOU +10/30), aminatral, dalen, kilith, calaki (damage value STR +8, 18 per round), gravitic ray (damage value 30), skimmer, biotech repair kit

Description: Therium is a "rogue" biotech engineer who has made himself available to the leaders of Mendoza. He feels that his expertise will be very helpful to the people of Earth, and feels a great deal of guilt that his people were responsible for bringing the Comaghaz to Earth — so strong is his guilt that he decided to become involved in the war against his Aka philosophy. He has established a biotech lab in the city, and has helped equipped the local militia with the advanced weapons.

Personally, Therium is an animated and brilliant individual when dealing with science — and nearly as overpowering personally. If he chose, he could become a great leader in the war and an ally of the Storm Knights. However, his primary concern will always be the Comaghaz plague.

Economics

Argentina has much economic potential, with a strong foundation in agricultural products and ample mineral wealth. However, the problems of the invasion have forced the government to abandon much of its mining efforts. Agriculture has taken a major blow because the government hasn't been able to establish a sure means of monitoring food being brought into the cities.

Currently, U.S. dollars, French francs and Japanese Yen are preferable to Argentine *australs* because of current economic conditions.

Brazil

Brazil's exploitation and destruction of the rain forests continues on at full speed, despite the developments on the rest of the continent. The economy of the country remains weak, inflation continues on at over 100%

and price controls haven't succeeded in providing basic resources to the very poor (these efforts have been undermined by greedy industrialists). Brazil is a nation of economic contrasts, with a huge poverty-stricken under-class and a very small, but visible and incredibly wealthy upper class.

Since the inception of the war, the Brazilians have felt besieged by the forces of the High Lords. The most prominent challenge to Brazil has been from the Antipope Jean Malraux, who initially thought that his faith would be powerful enough to sway the masses. After the initial efforts were rebuffed, the formation of the Peace of God organization helped Malraux gain much influence.

Peace of God

Malraux's initial open efforts to gain converts to his faith found only failure, but with time his priests in the country hit upon a very successful tactic with the coming of the Akashans.



Rio de Janeiro

The following report was filed several months ago by an agent posing as a rich aristocrat. Her experiences lead us to believe that Brazil is not far from a complete takeover by the forces of Malraux ...

Rio is no longer just an exotic city for the jet set; with the arrival of the Bible Blasters (Cyberpapal agents), things are getting very tense. Because of the cyber agents' secrecy, it is impossible to distinguish between legitimate Roman Catholic clergy and those of Malraux.

My experiences during carnival make me conclude that the situation in the city is precarious. The carnival was wilder than ever, but further investigation by my contacts leads me to believe that the cyber agents actually kidnapped scores of people and inserted a type of mind-control technology called "faith chips."

The recent arrival of the roving Free People of Brazil patrols has made the streets much safer, but intolerance of non-Brazilians seems to be on the rise.

I have included a list of several locations that I haven't had time to investigate, but they do merit closer inspection:

1. The Free People of Brazil headquarters. I've seen too many slick operations not to be able to spot one a mile away. These guys are based in the heart of Rio, and if we're ever going to trace their chain of command, someone will have to get on the inside.

2. Doc's Biotech Shop. This could be a sick joke; supposedly this tinkerer-type happened across a huge cache of biotech equipment in the jungle. If there is such a place, he must have some more elaborate contacts, and supposedly agents from all over the planet, including several Core Earth corporations, have been paying top dollar for samples of advanced technology. This kind of operation is most likely going to be located in the rundown warehouse neighborhoods. Most of the powerful biotech has been damaged by its presence in an alien reality, and other stuff is just plain useless.

3. Cyberpapal satellite link. If Malraux is going to be able to keep any control over his agents, he must have a satellite uplink to his communication net. There are five or six different stories about where these agents are based, but no hard proof.

Mr. President:

South America has been completely reoriented due to the arrival of the Akashans, whose superior technology and reputed advanced mental powers have given them a decided edge in their dealings with South American nations.

The activities of the seemingly benevolent beings has greatly undermined the economic stability that this portion of the world has been struggling to achieve for many years. The Akashans are also known to be sympathetic to the actions of the edeinos within the Living Land.

These two factors lead me to strongly recommend that we consider the Akashans a threat to the interests of the United States.

Since the first landing of the aliens in November, I have sent several groups of agents, primarily registered Storm Knights, to the region to investigate the events in South America. Preliminary reports, although sketchy, indicate that the Akashans aren't as in control of the region as they have led Earth's authorities to believe. I urge extreme caution in the region, and cannot recommend strongly enough that a full travel embargo be levied upon nations which are cooperating with the Akashans.

Sincerely,

Alberto Trapper

Alberto Trapper
Regional Information Director, South America

The Peace of God, a secret CyberFrance front organization, has been especially successful with recruiting, and preaching preparedness for the coming battles with the Akashans. Claiming that the Akashans intend to rob Brazil of all of its wealth and dominate the people and that they have turned far from the faith of God, the organization has slowly earned influence among the wealthy and politically powerful.

Many Peace of God priests, under the guise of traditional Roman Catholic priests, venture to the rural villages, slowly converting the masses, while also forcefully outfitting local priests with faith chips in order to get their unswerving loyalty.

Peace of God Priest

DEXTERITY 8
Dodge 12, energy weapons 12, fire combat 12, long jumping 13, melee weapons 12, running 12, stealth 12, unarmed combat 12
STRENGTH 9
TOUGHNESS 9 (14)
PERCEPTION 11
Cyberdeck operations 14, find 12, scholar (Avignon Doctrine) 11, trick 12
MIND 10
Science (computers) 12, survival 12, test 12, willpower 13
CHARISMA 9
Charm 12, persuasion 13, taunt 11
SPIRIT 8
Faith (Cybercatholicism) 14, focus 15 (17 with crucifix), intimidation 14
Possibility Potential: some (40)
Equipment: HallowMesh (armor value +5/25), God Meeter (damage value 20), power dagger (damage value STR+5/19), Cyberware: NeuraCal, EpiphaNeur, BelleView 20-20, CSI LEDs, CyberHam Receiver, TSE LeMotion, Throat Mike, Homer, DATAS Boomer, MB Charger, ChipHolder 3; cyber value 21

Description: Chosen from the ranks of ordinary fanatically-loyal cyberpriests and nuns, these representatives of Avignon have been given advanced training in survival, as well as how to approach and convert the poor and uneducated masses of rural poverty-stricken South Americans. Nearly all Cyberpriests in foreign areas have access to "the Host," a kind of talisman that temporarily allows them to create a reality bubble even if they are not possibility-rated. Since most of their "embassies" have more permanent talismans, they can go there when they disconnect and be relatively safe.

Free People of Brazil

The Free People of Brazil is a civic pride organization verging on the paramilitary. Organized around local neighborhoods, the individual members are charged with patrolling neighborhoods, stopping petty crimes and looking out for signs of Akashan or Comaghaz infiltration. Unfortunately for Brazil, the Kanawa Corporation has managed to get its fingers very deeply into this particular pie by getting control of several of the most influential leaders. Kanawa has two main objectives with the FPB: one, wrest influence away from the Cyberpapacy, and, two, get access to Akashan technology. Because the Brazilian people are so resolute that the Akashans are not to be trusted, the FPB members have had very little trouble getting their hands on any advanced equipment.

The FPB has also been assisted by money from the South American De-



velopment Trust, also a Kanawa front corporation.

Recently, the FPB/Kanawa agents have come across the so-called "drug substitute" (now nicknamed DS-Pow by the drug crowd) that the Akashans developed to replace drug addictions. Despite the fact that the drug is physically non-addictive, the FPB has found that the drug is *psychologically* addictive: there are literally scores of former addicts who now do nothing but take the drug to the exclusion of eating, sleeping or any other activity. Through wide distribution of DS-Pow, the FPB has built up a virtual army of "pleasure addicts." The Kanawa representatives are currently shipping a large quantity of the drug to Japan to see if the product can be mass produced in Core Earth or Nippon Tech reality, with plans to market the pleasure-causing drug around the world.

Pleasure Addict

DEXTERITY 7
Dodge 9, fire combat 9, melee weapons 10, stealth 8
STRENGTH 8
TOUGHNESS 8
PERCEPTION 6
Find 8, tracking 7, trick 9
MIND 7
Willpower 8
CHARISMA 6
Taunt 9
SPIRIT 7
Possibility Potential: some (60)
Equipment: Knife (damage value STR+3/18); "squad leaders" often have AK-47's (damage value 21)

Description: Totally dedicated to the cause of "protecting Brazil from outside threats" and without remorse, these individuals can be encountered in any urban area of Brazil. They are often abusive and dangerous. Due to the incredible poverty of the nation, they will steal any objects of worth, and cripple anyone who tries to stand in their way. While DS-Pow supposedly has no harmful physical side effects, it has one major psychological one: those who enjoy taking it allow their mental skills and other abilities to atrophy. They are lazy and hedonistic beyond all else.

Chilé

Chilé's capital of Santiago continues to be the seen of much activity, as the South American Development Trust, with strong ties to the Japanese Kanawa Corporation, has financed the construction a large, modern business district just a few blocks from the capital. The burgeoning economy, centered on precious metal exports, has provided wealth and security to a nation that has been plagued by military dictatorships for many years.

It is known that the Chiléan military is planning another coup, but representatives of the Japanese have been able to convince the rebellious military officers to delay their plans (perhaps it was the first five or six shipments of ultra-modern weapons from Japan). The arms market in the nation is growing by leaps and bounds, and

the black market has been responsible for introducing weapons that have seen action throughout the hemisphere (rebel weapons captured in Nicaragua were traced back to Santiago).

While this country hasn't been of major concern in the past, the fact that it has become the weapon smuggling channel of choice causes great concern. Ultimately, discrete, or even overt, intervention may be necessary.

One possible wrench that could be thrown in the Kanawa agents' gears, however, is the fact that several of the Chilean mines have proved to have more value than minerals secreted within them. Several operations have stumbled on "Those Who Wait" Akashan research stations, biotech storage facilities (with incredibly old prototype experiments), and other Akashan structures. Kanawa has taken a great interest in these extremely dangerous sites, and the Akashans have begun contacting Storm Knights and sending out Monitors to secure these areas as they are discovered. No one, not even Rotan Ulka, has any idea what might turn up.

Colombia

While the Colombian government has been able to rid itself of a small number of the heavily-armed and well-financed drug cartels, the most powerful and dangerous organizations remain hidden in the troubled nation. The cartels still rely upon terrorism and assassination to rule the country.

However, after the Akashans landed, the government actively sought out "psyops" to hunt down drug production factories. The psyops teams have been able to flush more of the drug dealers out of the jungle and into hiding abroad.

A few Akashan scientists have made handsome profits for many pharmaceuticals companies by drawing upon the wealth of natural resources in the country's rain forests.

Due to the current distress in Panama, Colombia has also become a prime trade route. With the Panama Canal closed indefinitely, the new Trans-Colombian Highway, running from Cartagena to Puerto Neuvo, is responsible for the passage of three-quarters of the trade the formerly went through the canal.

The Hunters

This psyops team was one of the first organized by the Colombian government. The team has had a remarkably successful record and has shut down three different manufacturing plants with only two team fatalities and a few dozen "collateral casualties."

Dragnor, Psyops Team Leader

DEXTERITY 10
Biotech weapons 15, dodge 14, energy weapons 13, maneuver 12, melee weapons 13, stealth 13, unarmed combat 11
STRENGTH 10
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 13, find 12, psionic manipulation 16, space vehicles 12, trick 12
MIND 9
Psionic resistance 15, test 11
CHARISMA 9
Persuasion 12, taunt 10
SPIRIT 9
Intimidation 12
Possibilities: 21
Alignment: Coar
Psionic Powers: Kinesis (*containment, energy routing*); Psionic Defense (*general resistance (group), general resistance (self), psychic aid, psychic screen*), Telepathy (*cloud mind, mind meld, send thoughts*), Coar (*ego strike, mind probe, psychic attack*)
Equipment: Kinetic armor (armor value TOU+10/19), tentacle sword (damage value STR+6/16, see page 101 of the *Space Gods* sourcebook), starshredder (damage value STR+4/14/23, see note on page 103 of the *Space Gods* sourcebook), pulse cannon (damage value 23), gutadatl (DEX+2/STR+2), volent rope, transtech (biotech), vitamin/mineral packs (5)
Background: Dragnor founded the Hunters after learning of the terrorist actions of the Colombian drug lords. A rogue Monitor, he left the forces, disgusted with the fact that his people have spread the Comaghaz to an already troubled planet. He feels that if he can contribute to the defeat of the drug lords, he will certainly aid in eradicating the High Lords.

Frederico Sanchez, Core Earth Mercenary

DEXTERITY 9
Beast riding 10, dodge 13, fire combat 14, maneuver 12, melee weapons 12, missile weapons 11, running 12, stealth 12, swimming 10, unarmed combat 10
STRENGTH 9
TOUGHNESS 8
PERCEPTION 7
Find 8, first aid 9, land vehicles 9, trick 11
MIND 7
Survival 9
CHARISMA 8
Charm 9, persuasion 12, taunt 12
SPIRIT 6
Possibilities: 2
Equipment: M60 (damage value 23), AK-47 (damage value 21), two knives (damage value STR+3/19), infra-red sight (+2 to hit in darkness)
Background: Sanchez was a well-known Colombian mercenary, often believed to work for the same drug lords he is fighting now. Quite simply, the huge rewards offered by the government were too luscious to turn down, and his strategic knowledge has proven invaluable to his Akashan employer. He is tall, thin, and handsome, but his heart is as cold as the deep of space, and given sufficient cause (money), would hire on for anyone else.

Typical Hunter (either Core Earth or Client Race)

DEXTERITY 9
Dodge 12, fire combat 12, melee weapons 11, unarmed combat 10
STRENGTH 8
TOUGHNESS 10
PERCEPTION 8
Find 10, first aid 11, language (Spanish) 10, tracking 9, trick 11
MIND 8
CHARISMA 6
SPIRIT 6
Possibilities: none
Equipment: AK-47 (damage value 21), knife (damage value STR+3/19), chameleon suit (+3 to *stealth*), volent rope
Description: Most of the Hunters have come from the ranks of the military or mercenary organizations. The current three mercs being used are all American mercenaries who saw ac-



tion in Nicaragua in the mid-1980's. They are trustworthy as long as there is a pay check involved. A very few Client Race members have signed on, caring little for the Akashan philosophies but eager to make as much as they can of their exile.

Trans-Colombian Highway

The recently completed Trans-Colombian Highway runs from Cartagena, through the heart of the Andes Mountains and Medellín, to the newly built port city of Puerto Neuvo on the Pacific Ocean. The route was built partially of existing highways, but several months of construction in the heart of dangerous jungles and mountain passes were required to complete portions of the road.

Convoys of trucks, sometimes numbering in the hundreds, stream from the cities across the mountains and to the shores awaiting on the other side. With the dangers of the cross country trek, many companies hire scores of mercenaries to guard their trucks from drug lord minions and overambitious bandits (although they normally attack only small convoys of less than a dozen vehicles). The Colombian government has established a series of 32 military checkpoints in an effort to keep the trade route safe.

Other Countries

The following capsule reports summarize the situation in the remaining South American countries.

Ecuador — Relatively steady in light of recent events. Relations opened with Akashans, but situation is very casual. No threats known or suspected. Economy based on agriculture (bananas, coffee, cacao, rice, and sugar), and oil.

Paraguay — Economic woes continue, General Andres Rodriguez facing much domestic turmoil. Officially Roman-Catholic country, strong Jesuit influences, susceptible to Cyberpapal influences due to discontent. "Akashan-related" incidents reported in Western border towns. South American Development Trust has offered economic aid in exchange for future land rights; government has refused. Potential trouble spot.

Uruguay — Situation relatively unchanged; economy continues to be weak but improving.

Venezuela — Economy still based on oil exports. Class differences between wealthy and poverty stricken could seriously disrupt nation if allowed to continue unrestrained. Minor efforts on our part could help diffuse situation. Standard protocol for leftist-leaning movements: disrupt, discredit, dismantle. Poor turning to Roman Catholic church, but Cyberpapal efforts are making substantial headway. A pot waiting to boil over.

Central America

Central America no longer warrants the international attention of the 1980's. While most of the region's open wars have been settled, it is important to note that CyberFrance is showing unusual interest in the region. With the tremendous power that the Roman Catholic church wields in this arena, it might seem surprising that Malraux would be concerned with this area, but the religious heritage is an asset. Through quiet manipulation by under-cover agents, Malraux has been able to forcibly convert many members of the Catholic clergy, and they have taken the AntiPope's message to the people. The promise of rapid technological advancement and "earthly paradise" for the faithful has found a certain amount of appeal amongst the most poverty stricken peoples of Central America.

Costa Rica — Forced to reactivate the army because of troubles in Panama. Purchasing arms from Hachiman. Still agreeable to U.S. policies (primarily to insure constant economic aid). Presumed stable and loyal.

El Salvador — Of only minor concern. Arena party holds power, human rights violations continue. Not a priority matter. Still loyal to U.S.

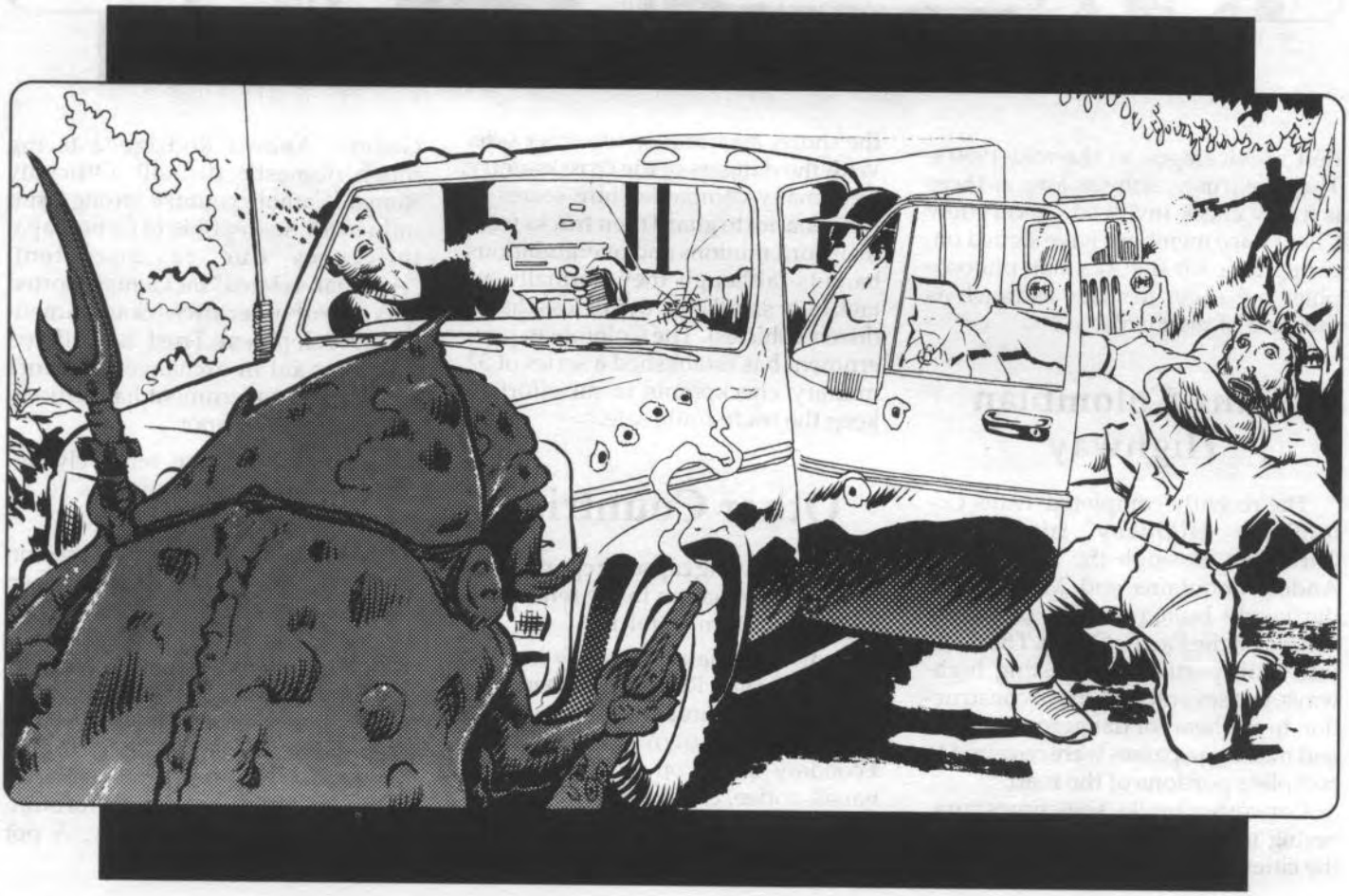
Guatemala — Several months ago President Alandro suspended national elections, to massive protests. Days later his lifeless body was dumped into the sewers while the army reinstated itself into power. The military regime has stepped up the anti-Belize rhetoric, and with no restraints, it is believed that a full military campaign may be launched by the end of the year.

Recently, a huge series of forest fires was sparked, eventually consuming 750 square miles of forest and killing nearly 10,000 people (thousands more were forced to relocate to safe areas near the coast). It is believed that the fires were sparked as a result of military maneuvers, but the government's official report labels the fires as "mysterious."

Honduras — Propped up in the 1980's by over $1 billion in U.S. aid, the republic is now broke since the U.S. has slashed funding. As is typical of poorer nations, the rural areas have suffered the most, as health care, education, transportation and communication have virtually ceased. The capital city of Tegucigalpa has been jammed to capacity by refugees.

Nicaragua — Tenuous peace between the socialist Sandanistas and the American-backed Duartez government lasted a whole two weeks. Social programs delayed while government arms population. Full civil war seems inevitable.

Panama — Welcome to anarchy! With Noriega gone, the weak provisional government was unable to stop the arrival of the Medellín drug cartels. Panama City reduced to rubble by drug lord hired guns and rampaging gangs. Panama Canal closed due to



Mr. President:

Despite what many of you would believe, the conflicts of Central America have remained low-key, probably because the media isn't paying attention anymore – it's tough to get money for weapons when no one cares about you anymore. With the disruption of the world economy, especially in the United States and the Soviet Union, there is so little economic and military aid to go around that many of the embattled factions within troubled Central American nations have been forced to work together and pool their resources. Japanese investment has reached an all-time high, returning handsome profits to corporate board rooms in Tokyo.

The central flashpoint in Central America continues to be Nicaragua, where the popularly elected Duartez government has resisted several major offensives from the openly rebellious Sandanista movement.

El Salvador and Panama have both maintained the peace despite leftist factions supported by the continuing regional troublemaker, Cuba. Once again, my agents have again found evidence of ARENA human rights violations in El Salvador; it is believed that these actions have been perpetrated by the military, without the knowledge or consent of President Bertrano Chichilla.

Guatemalan President José Alandro suspended elections; moving on a wave of "popular support," the military has since installed their own regime. You may want to consider this in regards to your own plans.

The Caribbean has remained a generally calm area, with the Bahamas, Jamaica, Trinidad and Tobago, and Grenada still quiet and relaxed. There has been no marked increase in violence or unusual events indicative of High Lord activity. The only major exceptions to this are Cuba and Haiti.

Cuba has faced drastic internal changes because it no longer has the bottomless pockets of the Soviet Union to prop up the failed economic structure. While the communists still maintain power, they have approached our government, suing for peace and economic assistance. I say let them suffer.

Haiti, a nation in anarchy ever since "Baby Doc" Duvalier was cast out, has become a collection of warlord dominated territories.

The Central American and Caribbean region are thankfully stable (in comparison to other regions) and the region's continued dependence upon trade with the United States has been especially helpful to our country at this time. While this region is quite favorable to us right now, it will be necessary to make sure that the status quo is maintained.

Maria Kastella

Maria Kastella
Regional Information Director, Central America and the Caribbean

violence; several major locks damaged and inoperable.

Belize

Belize is the only English-speaking country in Central America, but is small in territory and population (only about 160,000 residents). Timber and wood products are the primary products of the country. Guatemala claims the entire nation as its own territory, but it hasn't taken any overtly hostile action against Belize.

Since the invasion, Belize has increased the size of its army to nearly 10,000, and we believe this is due to the prompting of drug lords who have escaped from other South and Central American countries. It is believed that they are setting up manufacturing operations in the isolated jungles, and are willing to buy "security." The government has also cracked down on free speech and the political opposition. By applying pressure through the media (as was so successfully utilized in Nicaragua a few years ago), we may be able to force the Belize government to remember its place.

Recently, the country was gripped by a brief bout of hysteria. Local residents claimed to have proof of zombies and at least two score ritually mutilated bodies were discovered over the course of a few weeks. The crisis seemed to pass quickly, and no proof of unusual activities were uncovered by our agents.

Belize has maintained its ties to Great Britain, and by extension, Pella



Ardinay. Because of the rather casual relationship, many Ayslish citizens have taken up residence in Belize (it's entirely possible that some are working for drug operations).

The most notable Ayslish immigrant is Barhrom of Oxford, a retired warrior. His motivations for leaving the magic realm are unknown, but he has become somewhat of a celebrity in the taverns of Belmopan, the capital.

Barhrom

DEXTERITY 10
Beast riding 13, dodge 13, melee weapons 15, missile weapons 13, unarmed combat 14
STRENGTH 9
TOUGHNESS 9
PERCEPTION 7
Alteration magic 8, first aid 9
MIND 6
CHARISMA 8
Charm 9, persuasion 9, taunt 10
SPIRIT 7
Honor 8, intimidation 9

Equipment: Sword (STR +5/14), plate mail (TOU +5/14), .45 Colt (damage value 16), bright red cap with gold trim

Description: Barhrom served for many years within the Corsairs as a low-level commander and trade negotiator. During his 40 years of service, he travelled throughout the disc-shaped home world and jumped at the chance to come to Earth and foment resistance to Uthorion. With the return of the "true" Pella Ardinay, and the realization that he was getting far too old to duke it out with giants and such, he decided to retire to a more "relaxed" area — Belize seemed to be a good place to start. He spends his days telling wild stories of his adventures, downing a few beers, and shows off his "elven cap" to anyone who takes even a passing interest in his stories. While he no longer actively adventures, he has many contacts throughout the realm and cosm, and may be useful to Storm Knights looking for allies.

While Barhom has never made much use of his birth magics, he does have one add in the arcane knowledge of *magic* and will, on occasion, use a simple grimoire spell.

Caribbean

The Caribbean hasn't been bothered by much of the strife that has consumed the rest of the world. Only Haiti is the scene of much open warfare. The rest of the island nations have learned to make do with what is available, although easy immigration has led to an influx of nationals from invading realms and invaded countries.

Bahamas — Life goes on for the most part unchanged in the English-speaking Bahamas. About the only interaction the islands have with the war is what they read in the newspapers, and see on television.

Cuba — Cuba has put much effort into trying to thaw relations with the United States. Too little, too late. President Quartermain has demanded a comprehensive reform strategy before committing to any aid.

Dominican Republic — The poorest Caribbean nation and still in jeopardy as it is being overrun by refugees from neighboring Haiti (at last estimate, over two million). A desperate economic situation has become worse, with few jobs, and food and shelter shortages. International aid has been granted by the United States and Canada, but few other nations have been able to help. The military controls most of the rural areas of the country and has been known to use excessive force in order to maintain control.

Haiti — A nation under duress (it can hardly be called a nation anymore). The few people who have stayed on are simply lying low, hoping to continue with their lives and not be caught in the middle of a firefight. The interior of the country has dissolved into a series of nearly-feudalistic states, with regional warlords hiring squads of gun-toting goons to keep control. The economy is in shambles, the people disheartened, and worse yet, there are increasing rumors that the ancient voodoo religion is being used to terrorize the population.

It is known that one of "Baby Doc" Duvalier's cousins, François De-Mignaut, is one of the most feared voodoo priests on the island. However, it is also believed that he has somehow mustered a force of nearly 2,000 armed guerillas, and uses voodoo zombies to supplement his forces. These rumors are currently unconfirmed and regarded with skepticism.

Jamaica — The tourist-driven economy is now almost stagnant, but the people are getting by. The island nation has spearheaded a trade union with other Caribbean nations, and working as a unit, most nations are staying afloat.

Trinidad/Tobago — While the oil-based economy remains strong in these dangerous times, but the people are fearful: belief in the supernatural has always been an integral part of this culture, and with the strange events in Haiti, the people are always sure to be inside, behind locked doors before dark.



Chapter Four

Europe

The reunification of Germany has been the single most important event in Europe since the Invasions began; for Germany has now emerged as the political, economic, and military leader of Europe. Many free European countries have thrown their lot in with Germany, even though Germany is now at war with the Cyberpapacy of France.

Early in the Invasion, the government of East Germany approached the West German government about the prospect of reunification. The reason was two-fold. First, East Germany was facing economic ruin, and, second, a unified defense. It was felt that a unified German people could defend against the Invaders better than a divided people. Soviet intervention was predicted, but it never surfaced, and the reunification occurred with few problems. (It is theorized that, originally, the hardliners of the U.S.S.R. went along with reunification because Germany could then become a "buffer state," to be absorbed at the end of the Invasion. This was a popular fiction spread by the liberal "New Union" supporters.)

Initially the West German economy suffered as it was forced to help its poorer relation. But it was soon strengthened as German investors began retooling the East German factories for war. The initial government was also unstable as the German people tried to reacquaint themselves with their East German brothers. There were clashes of ideology and nationalism until a young politician named Fredrick Cross appeared on the scene. He reminded the people that their sister country France had been invaded, and that Germany itself was in danger of being invaded. Under him, the government of Germany was retooled. The existing parliament was disbanded until districts could be reformed, and then new elections were held. Fredrick Cross became the first Prime Minister of the new Germany. At this point, U.S. NATO forces were recalled.

Fredrick Cross

DEXTERITY 9
Dodge 12, fire combat 14, unarmed combat 10
STRENGTH 8
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 14, find 11, land vehicles 11, language 13, scholar (politics) 14, scholar (realm lore) 12
MIND 10
Science (logistics) 17, science (politics) 15, test of wills 13, willpower 13
CHARISMA 11
Charm 21, persuasion 16, taunt 14
SPIRIT 9
Reality 16, intimidation 10
Possibilities: 17

Note: Fredrick Cross is a prodigy, as defined in the "Axioms and World Laws" section of this book. The bonus has been applied to his *charm* skill.

Description: Cross is a deceptively average-looking man. He is about 5'9", weighing about 190 pounds. While not overly muscular, he is in shape. Cross has brown eyes and greying brown hair. Most people would probably describe him as a shopkeeper.

And that would not be entirely inaccurate. Cross was brought up a shopkeeper in East Germany, and he and his father managed to actually turn a profit in the terrible economy of that nation. It was there that Cross learned the importance of management and "making do with what you have."

However, there is no mistaking Cross for a simple shopkeeper when he speaks. He has the ability to speak to any man or woman of any culture or background and make his words heard. Cross is an orator almost with-

To: President Quartermain
From: Alex Martin, European Bureau Chief

As per your request, I have been in contact with my agents about the situation in Europe. As you are aware, the European Community has suffered one of the greatest losses due to the invasion. Two realms have been established within this small geographic region, and a third realm threatens expansion from the south across the Mediterranean.

Before the war, the nations of Europe were preparing to become a unified community. The community originally conceived may now never come into existence, but the free countries of Europe have banded together to defend what is left of Europe. These countries have joined together to form a common defense against the Invaders, specifically the Cyberpapacy.

Your withdrawal of U.S. NATO forces did leave the region less defensively strong, but the remaining European Countries have continued their defense. The re-unification of Germany and their subsequent mobilization has aided the defense effort due to the sales of military equipment. They have also taken the initiative in the defense of Europe by constructing a defensive line to protect their country from the forces of the Cyberpapacy. Because of this, Germany has now become the rallying point for the rest of Europe.

The new economic strength of Europe can not be denied. The region suffered greatly during the initial months of the invasion, but since that time, the people of Europe have gained a new economic strength. One reason for this is the opening of markets around the world due to the failing of U.S. industry. Germany has become a major supplier of arms and other equipment, while the Republic of Ireland has become like a minor silicon valley and Hollywood combined. Spain and Portugal seem to be the only two countries that do not seem to have gained economic strength from the invasions, though that is probably because of the Cyberpapacy's influence.

The dissolution of the Soviet Block produced yet another major strain for Europe. There was evidence about this break-up before the invasions began. Political dissent, as seen in Poland during the later half of the 1980's, gained ground before the initial Invasion. After the Invasions, the Soviets seemed to look inward to their own problems, and closed their borders. The people of Eastern Europe took this opportunity to seize control of their countries.

These new countries tried to enter the European Community, but their attempts were rebuffed. No country had the financial strength to help them. There was also little hope of overseas aid. These countries faced economic collapse, and possible famine. Many fled their homelands and tried to find work in other countries. Germany, Italy, and Yugoslavia were forced to close their borders. Some refugees sought asylum to the north in Ayslish Scandinavia. All seemed lost for these countries until foreign investors arrived.

Japanese investors were the first to arrive. They began building factories and updating already existing ones. The people of Eastern Europe were also sent through special training sessions so that they would be able to deal with the new technology. Within a month, German and Irish investors appeared on the scene and began building factories and setting up outlet stores. These countries have now been accepted in the European Common Defense League.

The U.S.S.R. proper also experienced a major political upheaval during the early part of the invasions. As with Eastern Europe, the breakup of the government began before the Invasions, but the final collapse occurred after the Invasions when a group of hard-liners kidnapped the liberal President of the U.S.S.R. A fairly peaceful popular revolt then began that ended in the removal of the old political system. Within six months, the New Socialist Union (New Union for short) was established.

What follows is a more in-depth look at the different countries that now comprise the E.C.D.L., and a brief report about the New Union.

Sincerely,

ALEX MARTIN

Alex Martin

out peer. He is equally devoted to fairness and justice, having so much unfairness and injustice in his lifetime. He is able to look past the problem, to the solution, and, most importantly, into the consequences of the solution.

When the NATO forces were recalled, Fredrick Cross was already positioned to work in the reformation. He and his supporters approached the free countries of Europe and offered them a new defense plan. This plan would turn the aborted European Community into the European Common Defense League. The charter for this organization states that member nations would aid in the Common Defense of Europe. No member would be denied funds to purchase equipment for this purpose, and no member could ignore a plea for help from another member nation. All member nations began then to mobilize their countries' armed forces. German, Italian, and even Japanese products were shipped to other countries in the League to aid in their defense. Irish, Italian, Spanish, and Yugoslavian ships began to patrol the Mediterranean, while German ships patrolled the Baltic Sea.

The Germans have gone a step further. They have erected a defensive perimeter thirty klicks from the stormfronts of the Cyberpapacy. In essence, they have formed the New Maginot Line. At present, this defense line extends from the Bavarian Alps to the Baltic Sea. While not in the same geographic location as its namesake, it does serve much the same purpose.

The area within the perimeter is known as the *nozone*, and it is heavily patrolled by ground and air forces. The bases that comprise the defensive perimeter also have tactical nuclear weapons. It is common knowledge (intentionally) that the Germans plan to fire these into the stormfront if the Cyberpapacy tries to expand. At present, this defensive perimeter has held, and Fredrick Cross has strongly urged other nations to utilize this tactic.

The German government and military has been reluctant to utilize conventional warfare against the Cyberpapacy after seeing the results the U.S. has had in confronting the Living Lands. They also fear the superior fire power the armies of the Cyberpapacy would enjoy on their own land. The Germans have thus waged a war of Covert activity and strike teams, such as the initial attack last fall, Operation Central fire. The hope is that these attacks will destabilize the Cyberpapacy, and that it will fall from within.

The German military now consists of an army, air force, Navy, Domestic Police, and Intelligence. The conventional forces of the military are concerned with the defense of Germany. The main duty of these forces is the patrolling of the dead man's zone. The Navy, which is locked in the Baltic Sea due to reality storms, defends the coast against Viking attacks and Cyberpapal infiltration. The strike teams are drawn from the conventional forces. These teams are highly trained agents, who could even rival the Green Berets and Seals of our own military. The strike teams comprise about 10% of the conventional army.

The Domestic Police resemble our Federal Bureau of Investigation. They were created by combining the police force of West and East Germany with the East German secret police. They perform normal police duties, but they have also been given jurisdiction to prevent counter-espionage and sedition. They are very efficient at this job, but it is not uncommon for the DP forces to arrest a person on suspicion alone.

The DP does have a hard job though, for Cyberpapal agents have become more subtle as the war progresses. Originally the agents were priests sent to warn the people of the apocalypse to come, and to preach the doctrines of the Cyberpope. These people were normally rounded up and executed. Since that time, the agents have gone underground only preaching when they are captured. Rumor has it that Cyberpapal agents have infiltrated the government and the media.

Standard DP Agent

DEXTERITY 9
Dodge 11, fire combat 12, melee weapons 11, unarmed combat 10
STRENGTH 9
TOUGHNESS 10
PERCEPTION 11
Evidence analysis 13, find 13, scholar (law) 12
MIND 8
Test 10, willpower 10
CHARISMA 10
Persuasion 11
SPIRIT 9

The Nuclear Threat

The Cyberpapacy has not yet expanded into Germany, because of the brutal honesty the Germans have adopted. Nuclear weapons, available to both sides in the conflict, are Germany's "last resort," and their hammer to the Cyberpapal spike. The Germans hope that, if they must use nukes, it will disrupt the storm front enough to prevent it from coming forward. Malraux, however, understands the true threat. The weapons will penetrate the stormfront and will kill the people that are supporting his reality. Not only would he lose the people who would support the new area, he would most likely lose some of the people who would support areas within France. It is not a risk he is willing to take. For now he is trusting in covert operations to turn the people of German over to his side, then he will not need to risk his own people.

But, the Nuclear Threat works against Germany as well. Rumors have reached the German government that, should the Cyberpope lose his realm or even see the Teutonic state as too much of a threat, he will drop nuclear bombs on *them*. After Operation: Central Fire, however, both sides are lying a little lower.

Intimidation 10
Possibility Potential: Some (45)
Equipment: Glock 17 (damage value 15), Bulletproof Vest (armor value +6/16), nightstick (damage value +3/12), personal radio

Cyberpapal activity in Germany

The Cyberpope has a vast network of agents in Germany. Most of these agents have very limited cyberware. Most cyberware is limited to internal modification, or J-jacks hidden on the neck with syntheskin. The Cyberpope learned early on that the way he approached France would not work in Germany. The Germans were wise to the games the Cyberpope played and made sure their blood supply was well screened, and that there power stations were heavily guarded. They have metal detectors and other equipment at very border station, airport and rail terminal.

The new tactic is to subvert the consciousness of Germany. Agents have indeed infiltrated the Media. New programs show at times victories of the different Realms, or discuss problems brought about by the war. Subliminal messages are also being planted in the outgoing broadcasts.

All Cyberpapal deep agents can access the GodNet by using a new micro cyberdeck called the Avenging Angel. It is small enough to fit into a pocket, but has very limited capabilities. It is used only to log reports into the GodNet.

Characters in Germany

Characters can play a very important role in German defense, even by just telling stories of their adventures. If any of the characters are artists, they can attempt to produce inspiring works of art. At present, the War in Germany is a war of propaganda and covert operations. Germany will be defensible if the people's faith in Core Earth is kept alive.

Cyberpapal Deep Agents

DEXTERITY 9
Dodge 11 (14), energy weapons 11, fire combat 12
STRENGTH 9
TOUGHNESS 9
PERCEPTION 10 (+2 due to *blessing vow*)
Evidence analysis 11 (13), find 12 (14), first aid 11 (13), language 13 (15), scholar (computers) 13 (15), trick 11 (13), cyberdeck operation 14 (16)
MIND 10
Medicine 11, science (computers) 12, test of wills 12, willpower 13
CHARISMA 9
Charm 12, persuasion 11, taunt 14
SPIRIT 10
Faith (Cyberpapacy) 15, focus 12, intimidation 11
Possibility Potential: Some (30)
Equipment: GWI GodMeeter (damage value 20), NeuraCal (+5), Compte's Stabiliza (+3), J-Jack (+2), Avenging Angel Cyberdeck, and Micro Satellite transceiver. Cyber Value 10

Agents have also infiltrated the educational system. It is felt that the child's mind is more easily subverted than the adults, thus they are trying to make the children believe. Many children's shows have also been taken by Cyberpapal agents, for adults tend not to watch what their children watch.

The Government has also been compromised. No agent is an elected official, but some of the aides and secretaries are Cyberpapal agents. The forces of the DP have also been compromised. Some of the DP officials are actually Cyberpapal agents. Their mission is to divert attention away from DP agents, or to generate trouble for known German Intelligence agents and Storm Knights.

Cyberpapal DP Agents

DEXTERITY 9
Dodge 12, fire combat 12, maneuver 10, prestidigitation 10, unarmed combat 12
STRENGTH 8
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 11, find 11, first aid 11, scholar(law) 13

The Defense Line Bases

In the nozone, there is a ECDL base every 100 kilometers. The area between the bases is heavily mined, and scanned optically and with radar. Each base houses tactical nuclear weapons, a squadron of tanks, and an airfield for helicopters. The main air bases are located about 60km behind the Line. Each defense base houses about 1,500 troops. All troops that work in these bases are heavily screened by the military to prevent Cyberpapal infiltration. Psychological analysis are done, as well as physical exams. All troops are subjected to a CAT scan to determine if they possess any hidden cybernetic implants, especially *faith* chips. This paranoia has prevented Cyberpapal infiltration for now, as no one with Cybernetics will be allowed onto one of these bases.

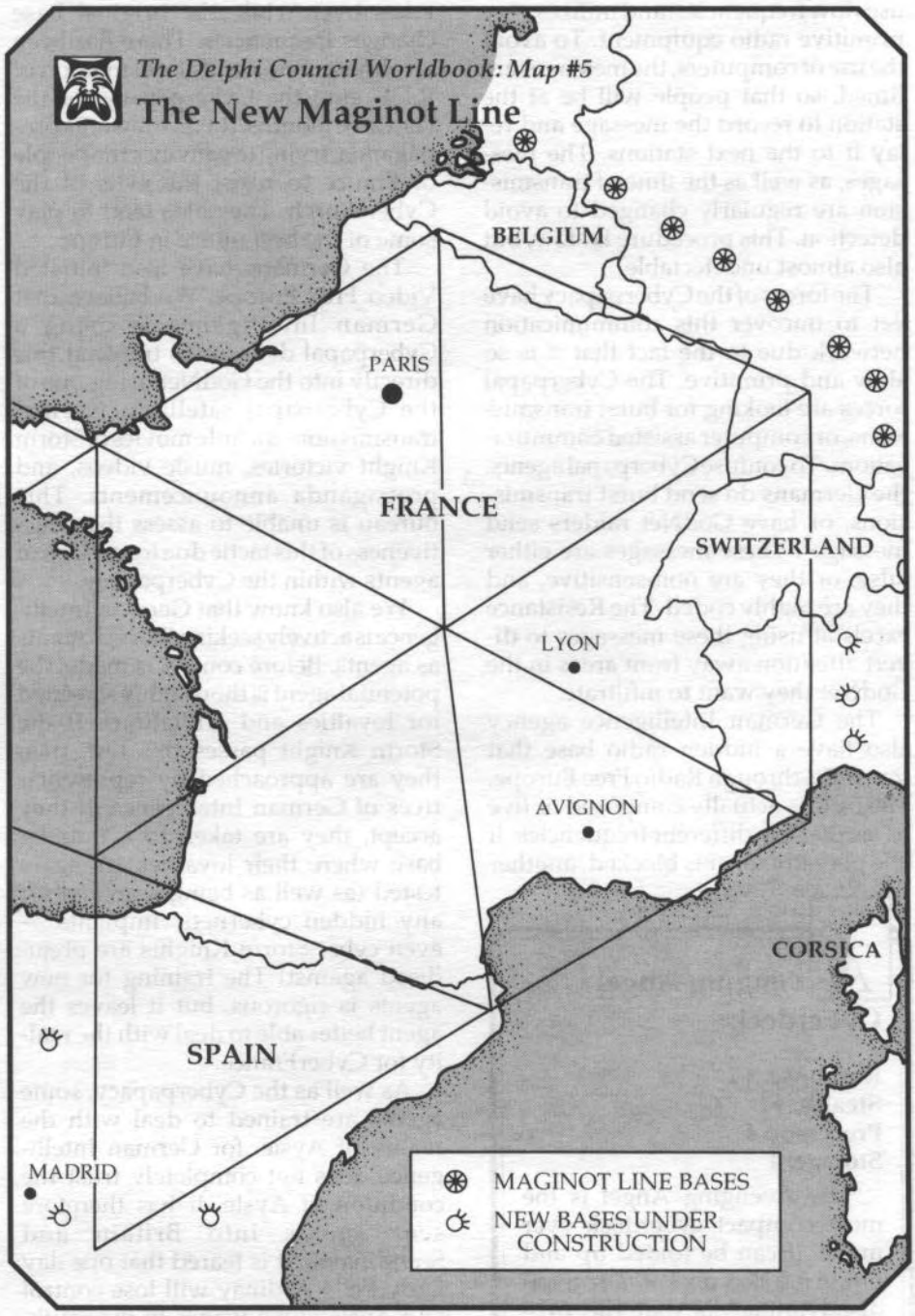
MIND 10
Test of wills 12, Willpower 13
CHARISMA 10 (+2 due to *blessing vow*)
Charm 15 (17), persuasion 13 (15)
SPIRIT 10
Faith 13, focus 12, intimidation 14
Possibility Potential: some (25)
Equipment: As for the DP agent.

At present, the German Military, German Intelligence, and The New Gnomes are free of Cyberpapal influence. The main reason for this is that they are paranoid of Cyberpapal infiltration, and thus use a system of screening which is similar to that used by the Defense bases.

The main fault in the Cyberpope's plan is that he is arrogant in his supposed technological superiority. This arrogance stems from Malraux's belief that his technology is divinely inspired, and thus foolproof. Also, the tech surge caused the cosm to bypass

Standard DLB Soldier

DEXTERITY 11
Beast riding 12, dodge 12, fire combat 13, heavy weapons 12, melee weapons 12, unarmed combat 12
STRENGTH 9
TOUGHNESS 10
PERCEPTION 10
Find 11, first aid 11, land vehicles 11, scholar (Cyberpapacy) 11, tracking 11
MIND 8
Willpower 10
CHARISMA 9
SPIRIT 9
Intimidation 10
Possibility Potential: Some (20)
Equipment: Bulletproof Vest (armor value +6/16), Glock 17 (damage value 15, range 3-10/25/40), H&K G11 assault rifle (damage value 21, range 5-50/300/500), Combat Knife (damage value +4/13), binoculars, hip pouch with first aid Equipment.



the steps that lead to this new technology, thus Malraux and many of his agents can not comprehend the use of certain "archaic" equipment — Core Earth computers being a prime example.

His agents use high-tech methods of communication. Many of the messages are beamed to a satellite orbiting above the Cyberpapacy. The Cyberpope believes his system is secure. In truth, German Intelligence Net Raiders have known of the system for over seven months, and they even know the identity of more than 75% of the Cyberpope's agents. German Intelligence has only arrested a handful of these known agents. It is believed that a large diversion can be created if the enemy agents are taken all at once. Thus, German Intelligence is waiting to expose these agents until they need a major diversion, such as the removal of another stelae. They will then capture the Cyberpapal agents, and use their equipment and codes to disrupt the Cyberpapal forces by sending false information.

I and E

The most important branch of the military is the Intelligence and Espionage division. The Germans have constructed a complex network of covert operatives with in the Cyberpapacy composed of German agents and resistance forces. The network resembles the French Resistance of World War II. Cells of agents have been formed, and there appears to be a complex code system between cells and agents set up both to avoid infiltration and safeguard other cells.

Communications between cells occurs by using a system of relay stations throughout the German countryside. The transmissions are sent through the ground using Morse and other codes. This ground base system

uses low frequencies, and utilizes very primitive radio equipment. To avoid the use of computers, the messages are timed, so that people will be at the station to record the message and relay it to the next stations. The messages, as well as the time of transmission are regularly changed to avoid detection. This procedure is slow, but also almost undetectable.

The forces of the Cyberpapacy have yet to uncover this communication network due to the fact that it is so slow and primitive. The Cyberpapal forces are looking for burst transmissions, or computer assisted communications. To confuse Cyberpapal agents, the Germans do send burst transmissions, or have GodNet raiders send messages. These messages are either false, or they are non-sensitive, and they are highly coded. The Resistance excels at using these messages to divert attention away from areas in the GodNet they want to infiltrate.

The German Intelligence agency also have a hidden radio base that transmits through Radio Free Europe. The base is actually composed of five bases that use different frequencies. If one goes down, or is blocked, another takes over while the original base changes frequencies. There has been an almost continuous transmission of R.F.E. into the Cyberpapacy for the last three months. R.F.E. transmits propaganda, trying to convince the people of France to resist the evils of the Cyberchurch. They also tend to play some of the best music in Europe.

The Germans have also initiated Video Free Europe. We believe that German Intelligence is using a Cyberpapal defector to transmit this directly into the GodNet using one of the Cyberpapal satellites. Normal transmissions include movies of Storm Knight victories, music videos, and propaganda announcements. This bureau is unable to assess the effectiveness of this tactic due to our lack of agents within the Cyberpapacy.

We also know that German Intelligence is actively seeking Storm Knights as agents. Before contact is made, the potential agent is thoroughly screened for loyalties and affiliations. If the Storm Knight passes this test, then they are approached by representatives of German Intelligence. If they accept, they are taken to a training base where their loyalties are again tested (as well as being searched for any hidden cybernetic implants — even cyber-Storm Knights are prejudiced against) The training for new agents is rigorous, but it leaves the agent better able to deal with the reality for CyberFrance.

As well as the Cyberpapacy, some agents are trained to deal with the reality of Aysle, for German Intelligence does not completely trust the condition of Aysle. It has therefore sent agents into Britain and Scandinavia. It is feared that one day Lady Pella Ardinay will lose control and Aysle will advance to the south. The network in Aysle is not secure and not as detailed as the one in France, but this is due more to a lack of technology than man power.

Avenging Angel Cyberdeck

Response: +2
Stealth: +1
Processor: 4
Storage: 4

The Avenging Angel is the most compact cyberdeck ever made. It can be folded up and put in a jacket pocket. The main disadvantage is that the programs have to be hardwired into the machine, thus they can never be changed. Since these decks are made for agents, it has no need for stealth or decryption programs.

The following programs are normally put into the deck: Attack 1, Armor 3, Alarm (this program signals the net of an attack and summons an Angel to aid the agent).

German Intelligence Headquarters

The German Intelligence Training Base is located in the Bavarian Alps, but the true headquarters is located in an office building in Berlin. The top three floors of the International Mutual Building is actually the center of this espionage web.

The HQ was placed in this location to hid all of the transmission equipment as well as the heliport on the top of the building. This way, the base can be hidden in the metropolitan jungle of Berlin.

Access to the top floors of this building is highly restricted. There are only two elevators to these floors, both of only open to only a few floors. The first elevator opens to a restricted area of the parking garage, which is guarded by snippers. The second elevator, which is also guarded by hidden agents, opens to the main floor of the building. The elevators, and elevator shafts, are also monitored so that only known individuals can gain entrance.

Typical German Intelligence Agent

DEXTERITY 10
Dodge 13, fire combat 15, lock picking 12, maneuver 12, melee weapons 12, prestidigitation 12, stealth 14, unarmed combat 13
STRENGTH 9
TOUGHNESS 9
PERCEPTION 11
Evidence analysis 14, find 14, first aid 12, land vehicles 12, language 13, scholar (computers) 12, tracking 12, trick 13
MIND 9
Test of wills 11, willpower 11
CHARISMA 11
Charm 13, persuasion 13, taunt 12
SPIRIT 10
Intimidation 11
Possibility Potential: some (25)
Equipment: HK 4 (damage value 15, range 3-20/25/40), Personal Radio or cellular phone, Various equipment dependent upon the mission.

The Economy

The German Economy has been strengthened by the war. The production of munitions has become a big business, as has the production of armored transport and air craft. German Industrialists have even been opening factories and research facilities in other countries to aid the war effort. It has also become apparent that there is a core of industrialists coordinating the activity of German industry.



This organization is known as the "New Gnomes," and it is composed of the CEO's of German and Irish companies. It is believed that this organization is behind the rash of corporate espionage frequented against Japanese companies in Eastern Europe. We also have evidence that this organization has been hiring Storm Knights — some independents and some through the Guildmaster in Hawaii.

Even though the war effort has been going well, and the economy is looking good, there is an atmosphere of fear in Germany. The people need reassurance. Films depicting the victories of Storm Knights have become very popular, as has parades and festivals honoring Storm Knights. The government has started actively backing film crews to travel with Storm Knights and record their deeds. The people are starving for some thing to renew their faith in the world. Many of the people are to the point of despair.

Characters in German Intelligence

Characters that wish to work for German Intelligence will have to undergo a rigorous testing and training period. The characters will be approached by German Intelligence, and will be given a chance to work with German Intelligence, or leave the region (they don't like free agents). If the characters accept, they will be taken to a secure hospital where they will undergo a physical exam.

If characters possess cybernetics, then they will be taken to a safe house where they will undergo an intense psychological exam. Non-cybernetic characters will also undergo psychological exams, but they will not be as rigorously tested.

After this, the characters will be sent to the training bases in the Alps. Upon completion of the two month training period, the characters will have one add in *scholar (Cyberpapacy)*, plus one add in one of the following skills: *acrobatics, dodge, fire combat, land vehicle, heavy weapons, scholar (computers), science (computer science), disguise, or first aid*. Characters who already have adds in these skills gain no benefit from the training, but all characters may spend Possibilities to learn any of the available skills. They are considered to have a teacher at this time.

Ireland

Ireland has become one of the major economic powers of the world as a result of the invasions. Before the Invasions, the Irish government had lifted some of their trade restrictions by allowing foreign investors to set up production facilities in Ireland. Many companies, including some computer companies, moved their entire facilities to Ireland. Ireland then filled part of the void created by the global economic crash that was created by the Invasions.

At present Ireland is a patchwork of realities. The reality of Aysle rests upon Northern Ireland, while the rest of Ireland seems relatively untouched. At first it was believed that Middle Ireland had also been invaded, for dragons and dwarfs began appearing in the area. It soon became apparent that both the normal reality of the Earth and that of Aysle coexisted in this region. This new region of mixed realities has become a region of intense research on the parts of both Irish and dwarven scientists. A few companies have begun doing research in the potential of combining magic and technology. One new area of research is the production of equipment that can operate by either magic or technology.

A Mixture of Magic and Technology

Middle Ireland has become a major area of both scientific and magical research of late. Dwarven and human engineers have been working to create items that work on both the principles of Earth science and Ayslish magic. They have created guns that will fire bullets either using gunpowder or the *metal* knowledge (you just have to flip a switch).

The most "successful" experiment yet was actually a mistake. A young dwarven mage was using a computer when the following message came up on his screen:

"Message from Daemon; you have exceeded your memory allotment."

The young dwarf was confused and scared. She used her magic to determine what type of entity lived in the computer, but her magic found none. Instead of going to her superiors, she decided to summon up another spirit to enter the computer to find the Daemon. At present, this spirit still inhabits the computer (it found it liked it in there), and Core Earth has its first sentient computer.

The computer is an entity that comes from the cosm of Aysle. It is currently aligned to honor and is generally satisfying itself with learning about its new habitation. Overall, it believes itself to be better off.

The entity was a "bottle spirit" — a spirit that can be imprisoned in a bottle or other container and forced to perform services before being freed. This entity has found that its new prison — within the computer — is nearly as vast as the outside world. So, it is generally well-disposed towards those who put it there.

The computer functions as a normal computer, but needs a *Magic* axiom of 9 or higher to work properly. The entity within has made a few "modifications," however. The spirit has *divination magic* and at least one add in every arcane knowledge, and it is able to use these within the computer.

The only drawback to this arrangement is that the entity seems to have taken on the perversity of the machine. Originally mischievous, the spirit is now also incredibly literal — "garbage in, garbage out," the motto of the computer operator, has now become the byword of the machine.

Government

The government of Ireland has remained the same, and it is part of the European Common Defense League. The Irish Defense Army at present is small, but they have a very effective system to mobilize the country. It is estimated that the country could be mobilized for war in under three weeks, fielding an army of about 35,000 men and women. The Irish have not yet performed a full mobilization, however, because the government fears a reversal in Lady Pella's condition — if they test-mobilize, it could set things off. The Irish have therefore created an Intelligence Network within Aysle. It is very primitive, and not very effective, but they tend to receive information fast enough to prevent most threats. They have also begun enlisting men into the armed forces, as well as purchasing military equipment from Germany and Japan. It is believed that the Irish government has purchased tactical nuclear weapons from Germany, but this is still an unsubstantiated rumor.

Organizations

Several independent organizations have sprung up in the European community. While many were organized to fight the invaders, still more were set up by those professing "enlightened self-interest." One of these is called "the New Gnomes."

The New Gnomes

The New Gnomes are in fact a reality. It is a group dedicated to preserving European economic rights. The Inner Circle is composed of 13 people: four Germans, three Swiss, one Italian, and five Irishmen. The leader of the organization is George van Allen, the Irish owner/CEO of van Allen Electronics.

George van Allen
DEXTERITY 8
Dodge 10, unarmed combat 9, fire combat 9
STRENGTH 8
TOUGHNESS 8
PERCEPTION 10

Evidence analysis 14, language 12, scholar (business) 16, scholar (computers) 12, scholar (realm lore) 11
MIND 11
Science (business) 20, willpower 14
CHARISMA 11
Charm 14, persuasion 14
SPIRIT 10
Reality 16, intimidation 12
Possibilities: 21

Notes: George van Allen is a Prodigy, as described in the "Axioms and World Laws" section of this book. His bonus has been applied to his *science (business)* skill.

He formed the group soon after the Invasions when it became apparent that the Japanese were expanding their industry even more aggressively than usual into new markets. He was also amazed at the rate at which Japan was making technological breakthroughs. The group's main interest is in the elimination of the Japanese threat to the European Economy. At present, they do not know that Japan has been invaded.

The New Gnomes decided that they would have to create a network of corporate spies to uncover the information they needed to prevent Japanese companies from taking over Europe, so they created the Irish Adventurer's Club. The I.A.C. is the operations branch of the New Gnomes, and it is their task to steal information and prototypes, as well as to cause general problems for Japanese companies. The Gnomes understand that to keep Europe safe, they must understand the Invaders, and work against them. They therefore send I.A.C. agents into different realms, under the cover of hunters and photographers, to unlock the secrets of the realms, or again to cause general problems.



Typical I.A.C Agent

DEXTERITY 11
Acrobatics 13, dodge 15, fire combat 14, maneuver 12, melee weapons 13, pick locks 14, stealth 14, unarmed combat 13
STRENGTH 10
TOUGHNESS 11
PERCEPTION 10
Evidence analysis 13, find 12, land vehicles 12, language 12, scholar (business) 11, scholar (computers) 12, tracking 12, trick 13
MIND 9
Test of will 12, willpower 12
CHARISMA 9
Charm 12, persuasion 12, taunt 11
SPIRIT 9
Intimidation 11
Possibility Potential: Some (25)
Equipment: .44 S&W Magnum (damage value 17, range 3-10/40/50), suit, personal radio or cellular phone, I.A.C. credit card (Bank of Germany)
Description: The I.A.C. is a very well organized intelligence agency, and has about as much cash flow as the CIA in America. The I.A.C. agents are some of the most well-equipped in the world, but they also tend to take on some of the toughest missions. They are a mix of industrial spies and mercenaries, some of the best in the world

Patrick McNamee, Leader I.A.C.

DEXTERITY 11
Acrobatics 13, dodge 15, fire Combat 17, lock picking 16, melee weapons 13, missile weapons 13, presti-

Cyberpapal Activity in Ireland

Jean Malraux has seen that Aysle is undergoing more internal strife, so he has decided that it would be a good time to start acquiring converts to the Religion of the Cyberpapacy. The Cyberpope feels that he could take Ireland with little effort since Ireland is predominantly Catholic. His agents have tried to be very subtle in their tactics. Some have infiltrated the media and the movie industry, while some have infiltrated the priesthood of Ireland. A few Cybernuns have also infiltrated Catholic schools. The government of Ireland has yet to perceive the threat.

The Roman Catholics clergy on the other hand has perceived the threat, and has started to take action against it, including hiring people to dispose of Cyberpapists.

digitation 13, stealth 14, unarmed combat 14
STRENGTH 10
TOUGHNESS 10
PERCEPTION 9
Evidence analysis 15, find 16, first aid 11, air vehicles 11, land vehicles 11, language 10, scholar (computers) 14, trick 12
MIND 9
Survival 12, test of wills 11, willpower 11
CHARISMA 9
Taunt 14
SPIRIT 8
Reality 18, Intimidation 14
Possibilities: 11
Equipment: Patrick McNamee can get any equipment he needs for a mission, but he is known to always carry a .44 Magnum (damage value 17, range 3-10/40/50) and wear Irimesh (*Tech* level 24, +3/20)

Description: McNamee, before the war, was one of the world's most renowned industrial mercenaries. No job was to big; no fee was to big — he could pull it off. Now, he honestly wishes to fight the Invaders — though he doesn't mind turning a profit at the same time.

As of yet, the intelligence networks of the world have yet to crack their secured transmissions. This is a direct result of van Allen's poetic flair for the dramatic. All transmissions between agents are coded into poetic verses. These verses are then translated into three different languages. So many words (or lines) of each verse will be in a specific language. If a person does not know the language code for that week, then what they translate will be gibberish. If a person does happen to translate the message, they will then be left with a poetic verse full of allusions and metaphors.

Italy

The Italian government is currently undergoing the instability characteristic of its history since the ending of World War II. The Italian constitution and government has changed over 100 times. In recent history, this political turmoil has subsided to a degree, but the country is still torn by political factions. It was the influence of the new Germany, and the presence of the Cyberpapacy, that caused even this amount of stability to occur.

The government of Italy is a parliamentary system. The Prime Minister, however, is controlled by the Minister of Defense — General Alfonso Tulini. General Tulini has insured that the defense of Italy is the most important element of Italian politics.

General Tulini has also started a program of propaganda to keep the mind of the people focused on the task of defense. His campaign of public service announcements, movies, posters, parades, and songs has been of great help in motivating the people to defend their country.

General Tulini, taking Fredrick Cross's advice, has begun the construction of a defensive perimeter thirty kilometers from the storm fronts, and has given Mr. Cross control of the Italian intelligence agency.

Italian industry has also retooled for war. Italian car companies have begun to produce tanks and military vehicles, while Italian ship yards have begun the production of war ships. The preparations conducted by the Italians pale in comparison to the mobilization which occurred in Vatican City since the Invasions began.

Rome and Vatican City

One month after the initial invasion, Pope Innocent VI called a conclave of all the faithful to discuss the appearance of this new threat to their religion. Some of the most holy people of the Catholic church attended this meeting.

During this meeting something wonderful took place; miracles began to occur. People in Rome were healed by the touch of a priest, and those who came to the Vatican were fed by mana from heaven, but the greatest miracle occurred within the meeting. It is reported that an angel appeared before those gathered and told them in God's name to fight this threat with all possible weapons.

Or so the reports state.

The Catholic Church has prepared for war. The Pope has called a Crusade against the Cyberpapacy, and the faithful have risen to the call. Many young men and women have come to Rome to help. Many have been taken on as Vatican Guards, to supplement the Swiss Guard. Others have been trained as secret agents. The Vatican now has an active secret service. The Church has also seen an increase in donations and tithes since the War began.

The money raised has gone to fortifying Vatican City, and buying equipment for the Church's troops. The Vatican is now a true fortress, and the people of Rome have now begun calling it the Fortress of God.

However, the Pope has made sure that no one forgets their true purpose. While the military defense against the Cyberpope's forces is the most visible



change in policy, the spiritual battle being fought is incredible. Priests, missionaries, and relief workers are all over the world, bringing comfort to Catholics and non-Catholics in their time of need. It is to the Church's credit that prejudice among these Catholics against non-Catholics (indeed, against nonhumans) is at an all-time low.

The only exception to this rule is the Cyberpapacy. Many of the more fanatic followers of the True Pope have an almost irrational hatred of anyone suspected of following Cyberpapal doctrine. Indeed, the wearing of cyberware has already been called "the New Mark of the Beast."

The V.S.S.

As stated before, the Roman Catholic Church now has an active secret service. This organization has been dubbed the *Vatican Secret Service*, or V.S.S. for short. The V.S.S. is composed of members of the clergy as well as non-ordained members of the church.

One branch of the V.S.S. works exclusively within France. This group works closely with German Intelligence and the French Resistance. It appears that their main task is to spread sedition. Many of these people are priests or nuns who preach the doctrines of the Roman Catholic Church. Unlike the Cyberpapacy, the agents of the V.S.S. are subtle. They do not get on a soap box and preach. Instead, they put up posters, highlighted pages of the Bible, or leave pamphlets around. Some have also been known to spray paint messages on buildings or serve secret Mass. They are caught and subjected to the Inquisition frequently, but this serves only to increase the number of martyrs.

The next branch of the V.S.S. is involved with internal security. It has

Cyberpapal Infiltration of the Roman Catholic Church

Soon after the Tech Surge, agents of the Cyberpapacy infiltrated the Catholic Church. They forged documents so that they could be accepted as priests in different countries. At present, there are cyberpriests located in churches all across the world. Most are relatively minor functionaries, but they are growing in strength and power.

The main goal of these agents is to slowly change the minds of the people over to the Malraux Doctrine. If not stopped, it is conceivable that they will have a vast number of converts within the year

been known for a long time that Cyberpriests have infiltrated the Roman Catholic Church. The agents of this branch continually investigate the church officials, priests and nuns in the church. This branch travels all around the world investigating the clergy. Their main danger is that they will become what they despise — the Inquisition. So far, their fear of damnation for excess has kept them in line, but also ineffective.

The Vatican has now become one of the strongest allies of Germany in their war effort. The military ability of the Church is minor, but their skill at propaganda and persuasion are of immense help in this covert war. In time, it is possible that the agents working within the Cyberpapacy will have the effect of destroying confidence and belief in the Cyberpope. Besides, having the priests and nuns praying in this new "miracle-rich" world has a great effect on morale.

Italy, however, has another threat that must be dealt with. A contingent of people have looked across the Mediterranean at how the glory of ancient Egypt has returned, and now they wish to return Italy to the glory days of Ancient Rome. They have made contact with envoys of the Nile Empire. It is believed that these people are going to help Mobius to invade the Italian peninsula.

The Nile Threat

There are groups within both Italy and Greece that wish to return their countries to the glory of the Classical Era. They call themselves the Sons of a New Rome, and have made contact with agents of Mobius, and are willing to help him invade. Mobius has decided to do this with some subtlety, for he does not want to alert the Cyberpope. He has sent stelae to be placed in both Italy and Greece.

Mobius does not want to send any of his forces into the area to stabilize the reality. He has ordered the Core Earth traitors to start convincing the people of the advantages of the Nile Empire. They are to convince the people of Italy that Mobius is good, and wants to protect them from the Cyberpapacy. Once this is all done, Mobius will have an easy time invading.

The New Union

Before the Invasions began, the U.S.S.R. was undergoing major internal changes. The President of the Soviet Union was attempting to change the governmental system within the country. He was fighting hard-liners to give the different republics a degree of autonomy and freedom. Within a week of the initial invasion, the Soviets closed their borders. It was feared that a revolution had begun. American agents within the Soviet Union have discovered that something has occurred, but it was not a revolution. Details were sketchy, but rumors state that the Union fears a new Invasion.

The Invasions sent a wave of fear through the country, and the already crumbling political system disintegrated completely. Four republics declared their independence from the Union, and two others threatened the same. Then the entire government collapsed.

A group of conservative political and military officials kidnapped the President of the Soviet Union. This sparked a popular revolt led by the President of the Russian Republic. He led the military in a coup designed to play on the fears of Invasion and war.

But he did not continue as expected. Instead of seizing power in a bloody coup, he instead was satisfied with just keeping anyone else from doing it.

Soon after establishing control, he met with the leaders of the other Republics, including the ones that had declared their independence. During this meeting, they informed them of an attempt by one of the invaders to establish a realm with in the now defunct Soviet Union. This information had been suppressed by the old regime.

It was at this meeting that the first draft of the Constitution of the New Union of Soviet Republics (New Union for short) was written. The leaders then returned to their homes. That night, the full story of how the Soviets defeated an invading realm was told on National Television, and the members of Project Omen became National Heroes. Within a week, the republics held elections to ratify the Constitution. The next three months were spent in political debates about the constitution. Each republic felt that one draft or another of the constitution would treat them unfairly. Finally, six months after the Invasion, the final Constitution was ratified by all of the republics.

The leaders of this fledgling country were not idle during this time. They reorganized the military, and combined the remnants of the old KGB and military intelligence into a new organization, of which Project Omen became a part. This new intelligence organization was called simply the Information Gatherers — or Inform for short.

Inform's task is to gather information about the Invaders and then to determine the best method of fighting them. They also have the duty to give warning of any attack which would threatened the security of the Republics. To accomplish this, Inform acquires all types of information about the Invaders. They have agents in all parts of the world, but they do not seem to be very interested in attacking the Invaders.

Inform is a very effective organization. It is highly organized, and extremely loyal to the new government. The agents of Inform are drawn from all of the Republics, and they all know that it is their task to defend the Republics from Invasion. To them, it is a life and death struggle, for the republics have been invaded once already.

Absorbing Project Omen into its ranks, Inform is in charge of developing new psychic talents — primarily for use as information gatherers. It is rumored that Inform has begun to contact members of the Akashan Client Races for information on psychic powers and abilities they have not yet begun to understand.

The Economy

Economically, the New Union has suffered greatly. Before the Invasions, the U.S.S.R. had taken steps to allow foreign investors into the country, but with the collapse of the government, all hopes of this failed. Many foreign

companies that had branches in the U.S.S.R. left after the collapse.

The new government hoped to rebuild the economy, but it was obvious that most countries of the world could not help. Then the Japanese appeared on the scene and offered the new government a solution to their problem. The deal would allow Japanese companies exclusive rights to export and imports, while a certain percentage went to the Soviet government. The government officials had few alternatives. The deal was almost signed when the new government pulled out, expelling the Japanese ambassadors from the country. The Japanese were furious, but the government turned a deaf ear to them. Project Omen had finally told them the true nature of Japan.

The government then approached German and Irish industrialists, but to no avail. Neither group could finance new projects in the New Union. It was up to the republics to rebuild their own economy. It soon became apparent though that they did have a product, and a market. Themselves.

Backpedalling into a production and barter type of economy, the New Union is currently almost able to support itself. By trading off some of its previous scientific developments and information (of which it has a lot), it has been able to stay afloat. Barely.

There is one strange anomaly in the behavior of the New Union government. They have asked all of their people to buy chemical safety suits, gas masks, and water test kits. It seems that the government fears the threat of chemical or biological warfare, but we do not know from where. It could be that they perceive that there is a threat from China, which has recently become highly industrialized, but this seems unreasonable. No one is currently threatening the New Union.

Eastern Europe

The countries that comprise Eastern Europe have seen a great deal of change within the last two years. When the Invasions began, the attention of the world was turned to the battle for our reality. The political condition within these countries became even worse. Economic collapse seemed imminent, and the people were no longer satisfied. When it was obvious that no aid was going to come from the U.S.S.R., the people roused themselves and cast out the old Communist regimes. Most of the rebellions turned violent as the hard-liners tried to maintain control, but most of the military did not back the old dictators. Four months after the Invasions began, the last of the Eastern European countries declared it's independence, but their trials were only just beginning.

It was autumn by this time, and much of the crops had been destroyed during the rebellions. What remained could not sustain the populations. Beyond this, economic collapse was imminent. There were no foreign investors that could finance new projects in the region. The countries were in turmoil, and it was not helped by the fact that most of these countries were also dealing with internal strife between the different ethnic groups. Their newfound freedom was more of a curse than a blessing. Many countries tried to get back in contact with the U.S.S.R., but to no avail. It was then the Japanese investors arrived.

In the fifth month of the Invasions, a group of Japanese investors arrived in the region to talk to the different governments about the possibility of setting up new facilities in the region. At first the governments were reluctant, but they finally agreed, mainly because they had no other choice. The Japanese then came in with specialty teams to train the populace. Work began to re-tool the factories to allow for more efficiency. The Japanese also began importing products and loaned the countries money with which to purchase food.

Within a month, a group of German and Irish investors approached the East European countries about the possibility of establishing new facilities in the region. These countries, still desperate for money and goods, agreed. This angered the Japanese greatly, but they had invested too much by that time to just pull out. Presently, Eastern

Conditions in Eastern Europe

The region is very unstable. The political situation could go nova at any time resulting in new revolutions. Both 3327 and the New Gnomes fear this occurrence, for the new governments might just nationalize all industry. They have therefore began to brainwash their employees into thinking that only the company can protect and provide for them. Many of the employees now live in company towns or apartments.

But this special treatment of employees anger those who are not employed by the foreign companies, which has sparked new hatreds. There are growing movements that support the nationalization of industry. This could end out in a major battle between the different groups involved.

The region is also becoming the center of activity for the criminal element with in Europe. The black market has once again gained support as the people who do not have corporate benefits seek to gain goods. The drug trade has also found a new outlet in Eastern Europe. The drug trade preys upon those who don't have corporate jobs (i.e. the urban poor). At the same time, some companies, notably the ones from Marketplace, have begun using drugs to keep their employees happy. In general, if you need to find goods, services, or information, look toward Eastern Europe.

It is also apparent that 3327 is setting the region up for a hostile takeover. In fact, the training sessions for the new employees allows the companies to prepare the people to accept the new reality.

Europe is heavily industrialized, and the economy of the region has stabilized, but the countries are in heavy debt to Germany, Ireland, and Japan.

The stabilized economy has not stopped the internal problems that the Eastern European countries face. Strife between ethnic groups has increased as one group claims discrimination by another. There is also the problem of corporate espionage that has increased of late. The region has become a major hot spot, and the governments of the area are becoming unstable again. The claims of political corruption have been enough to destroy the peoples faith in their governments, and more revolutions are possible in the area.

Overall, Eastern Europe is no better off then it was under Communist control. The freedom that was gained has been belittled by the new problems of ethnic inequality, corporate politics, and crime. The region could be a good source of information, but it will take a great deal of time before it will be able to enter the fight against the Invaders.

London

When the realm of Aysle landed, what was once the United Kingdoms became no more. Most of the members of Parliament were in London when the Invasion began, as was the Prime Minister and her cabinet, as well as the Queen. All of these people were spared the change in reality, because London was apparently immune to the change in reality.

Many members of parliament, as well as many citizens of London, felt isolated. They worried about their relatives in the country. Many ventured into the countryside, and only a few have returned.

Initially, what was left of the government tried to reach the outside world for aid, but none was forthcoming. Instead, envoys from Uthorion (while he inhabited the body of Lady Pella) made threats to those who remained in London. The people were told that they would surely die if they remained in the city. These threats angered the people more than anything else, so they vowed to stay.

During the next month, famine, violence, and crime struck the city. All seemed hopeless until a brave pilot discovered that if you circle the city to a height of about one mile, you could fly over the stormfronts. In this way, London was able to reach the outside world and gain some needed supplies.

After Lady Pella's change, the government of Aysle took great pains in helping the city of London. Shipments of food and clothing came on a regular basis then, but it did little to stop the growing criminal element in the city. Soon, whole sections of the city were barricaded off as militarized zones.

By order of the Queen, the Prime Minister took control of the city. Her first order of duty was to request assistance from Lady Pella. Lady Pella answered the request by sending 500 soldiers of the Home Guard into London to help the police, but in return, she asked for the help of the London government. Lady Pella did not understand the world she had been brought into, and she needed help in ordering her own realm. The Prime Minster then went to Oxford to talk to the ruler of Aysle.

In Oxford, the two signed an agreement which had the following conditions: the government of Aysle would accept four advisors from London to aid in the governing of the British Isle, the Home Guard would assist the London police in keeping order, Scotland Yard would help the Home Guard in investigating strange activates with in the realm, and the London government would put M.I.6 at the disposal of the Ayslish government.

This arrangement has so far worked out quite well. It has allowed the ruling body of Aysle to make informed decisions in dealings with other countries, and the combined police forces have done a great job in keeping order in London, and in the realm.

London is still a haven for criminals and evil monsters, but it is also a good starting point for expeditions into Aysle. The people of London are also willing to trade information with new people, because they are starved for information of the outside world for

London

London is a hardpoint. Actually, it is composed of multiple hardpoints, the most prominent being Buckingham Palace. It is possible that London will never be taken but will have to be destroyed by the Invaders.

At present, London is on a limited power supply. There were no useful power stations left after the axiom wash, and most of London was working off of imported and self-generated battery power for the first few months. A team of scientists from London University then discovered that they could use the turbulence in the Thames, which was caused by the water entering a new reality, to generate a minor amount of power. They further discovered that windmills placed near the stormfronts around London could also be used to generate power. These have worked wonders, and now there is power in London, but it is reserved for hospitals, research, military, and police buildings. Most other buildings are on battery or gas power.

A group of dwarves have set up a fairly profitable business charging batteries with magic. It was discovered that energy is energy, no matter what the origin was. They have been able to use the *inanimate forces* knowledge to transform common trash into gasoline(it only has a shelf life of one day before it is converted back to trash), or directly into energy which they then store in batteries.

Other power stations have come and gone, including one powered entirely by cyprium fairies. Natural lightning generators, they have proven invaluable to the energy-starved city.

the most part. It would be advisable for agents new to the region to spend some time in London before entering the realm proper.

The Netherlands

The Netherlands are on the edge of two invading realms. Aysle to the north is not much of a threat at present, except for infrequent Viking raids, but to the south lies the Cyberpapacy. The people of the Netherlands live in a climate of fear and apprehension.

After the reunification of Germany, the government of the Netherlands became a member of the E.C.D.L. With this, the government then asked for aid in the defense of the Netherlands. The Germans agreed, and began building a defense base within the Netherlands. There is only one such base in the country, but it is believed that this will be sufficient.

Many of the people do not feel that this base will make the region secure, thus they have fled the country. Many have fled into Germany. Still others have fled into Eastern Europe, where their skill can be put to better use as that region rebuilds its economy.

Spain

Spain has been invaded by the Cyberpapacy. A large portion of Northern Spain is no longer part of Core Earth reality, and the people are frightened. The Spanish people look toward Rome for help and aid, but it does not look like it will come.



The forces of the Vatican have gone to Spain in hopes of keeping the faith of the people strong, but it is apparent that there has been heavy Cyberpapal infiltration within the area. There is still hope that the area can be saved, but it will be a major task, and the Vatican does not have the manpower to accomplish a miracle of this scope.

The Spanish government has asked the Germans for help. Germany agreed in accordance with the E.C.D.L. charter. Three months ago, construction of defense bases began, but our Intelligence suggests that the Cyberpapacy is going to attack the region before the bases become operational. We fear that Spain will be lost before the end of this year.



Chapter Five

Africa

The nations of southern Africa have been the source of constant conflict since the initial Invasion. Hostilities were prompted by the preoccupation of the world's superpowers with other events, but what started as a simple battle of competing regional interests has led to a military free for all, with intense competition for economic and military resources.

Because of the economic might of South Africa, and the sheer anarchy that the nation has been cast into, the whole region has slid into a conflict that seems destined to last for years. Its neighbors are also fairing poorly:

• Newly freed Namibia has been a battleground since the first bridges landed, and although President Robert Mutasa seems to have regained control in the capital region near Windhoek, many of the traditional tribal conflicts arose once again. The internal superstructure quickly disintegrated as South African, Namibian and Angolan troops continually lay waste to the countryside.

• Botswana, Swaziland and Mozambique were traditionally dependent upon gold and diamond mines in South Africa for jobs. The warfare has virtually destroyed their economies. Botswana was involved in the initial assault due to its location: it was in the way of the forces attacking Angola. All three of these nations have since fallen to the forces of anarchy, with tribal forces, and charismatic and wealthy individuals creating small, tightly controlled territories.

• Zambia, Zaire, Tanzania and Uganda have been economically devastated by these wars, and as a result, law and order has broken down in most rural and many urban areas.

[Mr. President —

This is a summary of an exhaustive reports filed by agents in the field. With the area's descent into chaos, we have removed many of our agents from the field, at least until such time that a clear course of action is established by your directives.

— E. Doe]

A Foul Wind Blows — The First Assaults

With the rest of the world fixated on the chaos that erupted in Southeast Asia, New York, England and France, the traditional conflicts of the region finally exploded in a veritable orgy of bloodshed. South Africa, under the careful watch of Western media sources for several years, felt that enough attention had been diverted to other regions of the world to allow it to act with impunity.

For the first time since a much-publicized peace agreement with Angola, South Africa openly dispatched troops to Namibia, Angola and Botswana. As the Botswanan government crumbled beneath the military force, Namibia's capital was sacked by the South African invaders. The relentless march to Angola, a perennial obstacle to South Africa's attempts to control the region, ended with a battle for the capital, Luanda. For five days South African troops cleaned out enclaves of resistance forces and artillery flattened residential neighborhoods, while news crews, and American and English naval forces monitored the battle from the relative safety of the harbor.

By the end of the first month of fighting, South Africa felt confident that it had installed governments favorable to its policies in Angola, Namibia and Botswana. The racist government in Pretoria drastically



overestimated the utility of terror as a means of holding power.

Over the next two weeks, the precarious balance of power shifted back to the native residents, as active SWAPO forces, led by deposed Namibian president Robert Mutasa, quickly took the offensive. Areas once thought secure fell victim to guerilla night raids, cities were recaptured, and huge amounts military gear was captured in the face of overwhelming numbers.

So, a month and half into the campaign, the South African offensive had been for nought, and the only tangible effect was the death toll: nearly 60,000 troops and over 40,000 civilians had been killed in the crossfire.

Trouble on the Home Front

South Africa's aggressive international policies laid the foundation for its domestic undoing: with the troops abroad, black Africans revolted, using their townships as a base of power. Railroads and highways were destroyed, and with the police and military forces cut off from reinforcements, the untrained but enthusiastic South African People's Militia (as the loose military alliance named itself) was able to take startling gains in the regions near Kuruman, Sishen, Rustenburg, Warmbaths, and Pretoria.

In the ensuing chaos, Zimbabwe's president, Colbu Kever, saw fit to attempt to seize territory near the South African cities of Messina and Pietersburg. In fact, Kever's troops approached within fifty miles of the capitol of Pretoria, but rallying army troops, withdrawn from battle zones with the SAPM troops, pushed the invaders back to the border regions (the ensuing battle for Messina leveled most of the city).

A flood of refugees, desperately trying to escape the battles, poured into Swaziland, southern Mozambique and southeastern Botswana (there is currently a refugee city called Hoppersburg just to the north of the South African border).

Mozambique, despite its already embittered economy, offered refuge to any persons wishing to escape the South African violence, but the Willetston government in South Africa responded to the offer by pumping more arms to the rebel Mozambique National Resistance (MNR), with the resulting carnage completely destabilizing the southern regions of the nation. Most of the major rail lines, bridges, airports, and electric power plants were destroyed within a few days, and like most of its neighbors, Mozambique has fractured into a group of territories controlled by tribes and gangs of thugs.

By the end of the first three months of fighting, the great battles were over, but protracted warfare of entrenched rival forces, continued to be a fixture of the south African political scene. In its wake, the stench of decayed bodies

Mr. President:

Africa is a continent desperately in need of assistance from all quarters – financial, military and even ethical. The US government's decision to cut aid to the region, coupled with the virtual end of United Kingdom and United Nations sponsored assistance, has paralyzed the region, plunging it into a perpetual state of warfare and bloodshed. Most of the nations of this region were dependent upon more developed nations to support their economies, either through purchase of mass quantities of basic resources or outright economic aid. The invasion has ended all of that, and now the continent precariously attempts to find its new equilibrium.

The southern portion of the continent has been thrown into chaos by the continuing civil war in South Africa, with resulting fractional fighting and economic slowdowns completely disintegrating the economic structure of the region. South Africa generated wealth and even stability in a region sorely in need of these factors – as soon as the shooting started on the homelands and spread to the rest of the nation, so the nations of Swaziland, Namibia, Angola, Botswana, Mozambique and Zambia found themselves engulfed in conflicts that they weren't prepared to handle (even though many of these nations instigated these conflicts). While this isn't to justify the social system of *apartheid*, because it certainly is deplorable, it nonetheless provided order (of a twisted and merciless sort) to a region that so far has proven far too pliable to the causes of regionalism than the greater good of compromise and unity.

Central Africa has shown more resiliency, probably due to the immediacy of the threat from both the Nile Empire and the Cyberpapacy. Many leaders have found that most of the their nations have been consumed by the mad Pharaoh Mobius. The region's legacy of French colonialism from the eighteenth, nineteenth and twentieth centuries, and the economic dependency upon French purchasing power, has made many nations too dependent upon the Anti-Pope Jean Malraux, and some of the more desperate leaders have openly embraced the beliefs of CyberFrance, if only to secure military might and retain power. There is an undesirable availability of weapons, with my sources indicating that many of them come from Japan. Many of the nations arming themselves by way of these shadowy Oriental corporate entities seem to be directly opposed to the influence of Malraux, leading to some incredibly violent border clashes.

The remaining nations of Northern Africa (those that haven't been conquered) have shown remarkable unity in their desire to fend off the challenges of Mobius and his forces. For the first time, troops from other nations have been welcomed within the borders of Niger, Chad, Ethiopia and Uganda. These nations have even attempted, with limited success, to supply each other with trade goods in light of the reduced supply of goods from European nations and the United States. Japan's demand for goods has actually increased, but its corporations have been able to secure contracts that guarantee low prices, so net income is only marginally affected.

In the final analysis, Africa is a region careening dangerously out of control. It is in need of guidance and assistance – there are unbelievable economic and strategic gains to be had, but only at the cost of stabilizing a troubled region. Provided that the United States knows it can spare the resources, development of the region, a kind of new colonialism, will provide handsome returns.

Submitted most respectfully in the hopes that it will guide the national government well,

Edward Doe

Edward Doe, Regional Information Director

overwhelmed the senses, as people tried to make some order of the needless destruction.

Continued Conflict — To the Present

During the past year, warfare has ground to a halt, probably because the supply of weapons has dried up for the most part. Most of the outside forces financing the war quickly realized that if the bloodshed continued at the level of the first few months, there would be nothing but barren land left to claim when the war was over.

Only South Africa's national government has any semblance of order, but many of the troops that were deployed into other nations have been loosed due to a breakdown of reliable communications.

Southern Africa has splintered into a near-feudal state, with very small tribal, gang and corporate territories. Determining future U.S. policy is difficult simply because of the huge number of factions at work in this region of the world — it's conceivable that militant factions will take any efforts necessary to prevent other factions from getting power. Much like Lebanon during the height of its civil war, this area is no man's land.

[*Further reports, filed below by nation, indicate that the High Lords and other international power brokers are renewing their efforts in the region. Our agents report that these efforts are intended as a means of securing valuable resources, rather than to bring the entire region under domination.*

— E. Doe]

Botswana

The "government in exile" of President Kuet DeTavver is actually holed up in the capital city of Gaborone behind incredible fortifications. While DeTavver has ordered that the nation's billions in assets be used to purchase modern weapons, Hachiman Arms has been unable to assure safe delivery of the weaponry — of course, the fact that most of the rival warlords purchase their weapons from Hachiman may also be a contributing factor in this delay.

The nation's population has dropped to under a million (due to casualties of war, starvation and refugees headed north), and the huge cattle farms, left untended for a year, have turned to desert. Exports of diamonds and precious metals have ceased.

The country has splintered into about fifteen different regions held by the various Tswana tribes, although the richest areas have seen minor influxes of Japanese capital to restart the diamond mines (the local tribes have received all of the profits).

Orapa

Home to one of the world's largest diamond mines, the new Orapa Territory is controlled by Rabangwe



Tuhama, one of the more stable regions of the country, but due only to Rauru Block financial support.

The secret to this success is the diamonds of the area. Although Mobius' Nile Empire produces a huge percentage of the world's diamond supply, he refuses to sell them to the Kanawa Corporation or any other Japanese corporation due to his ongoing feud with 3327. The Rauru Block set out to find a steady source of industrial diamonds, and upon encountering Tuhama, elected to provide him arms and supplies in exchange for regular shipments of the goods.

Due to his Rauru Block affiliations, Tuhama will offer shelter and aid to any non-Nile Storm Knights who make it to the heavily armed boundaries of his territory. In addition to an airport and heavy equipment for mining, the Rauru Block has helped complete basic public services, such as running water and electricity plants, so Tuhama's people are quite satisfied with his leadership.

Orapa Territory Soldier

DEXTERITY 9
Beast riding 11, dodge 11, fire combat 12, melee weapons 11, stealth 11
STRENGTH 8
TOUGHNESS 8
PERCEPTION 9
Find 10, first aid 11, land vehicles 12, languages 11, tracking 10
MIND 8
Survival 10
CHARISMA 7
Charm 10, persuasion 9, taunt 8
SPIRIT 7
Intimidation 9
Possibility Potential: some (60)
Equipment: AK-47 (damage value 21, range 3-40/150/400), 2 grenades (damage value 20), knife (damage value STR+3/17), IriMesh (armor value TOU+3/20), walkie-talkie, heavy truck (1 per squad of 8 troops, speed value 13, TOU 20, maneuverability +1, concealment/armor — driver +4/3, others +6/4)

Nigei Tanaka, Rauru Block Agent

DEXTERITY 8
Beast riding 10, dodge 12, fire combat 9, maneuver 9
STRENGTH 7
TOUGHNESS 7
PERCEPTION 10
Air vehicles 12, evidence analysis 12, scholar (Tswana history) 11, trick 13
MIND 12
Business 15, survival 14, test 15
CHARISMA 10
Charm 13, persuasion 12, taunt 14
SPIRIT 8
Intimidation 10
Possibilities: Ord
Equipment: Sony Talkman, Learjet (speed value 17, TOU 21), several nice suits, portable computer, .44 Magnum (damage value 17, range 3-10/15/40)
Description: Tanaka is a permanent contact in Orapa for the Rauru Block, and is the person the Storm Knights will most likely have to deal with. He isn't to be trusted — while he won't send Storm Knights on to their certain death, he is aware of their generally extraordinary capabilities, and in exchange for any favors, will insist that they perform special operations for him. He often hires them to escort any overland cargos of diamonds and precious metals, which must travel through disputed lands in Namibia to reach port.

Orapa Adventure Hook

The Rauru Block hires the Storm Knights to go to Orapa and determine who is sabotaging diamond shipments from the mine. Is it Kanawa agents? Nile operatives? South Africans, either hired by their government (so *that* nation can get diamond export contracts), Kanawa, Nile or some other mysterious faction which wishes to see the Rauru Block in trouble?

Their adventures might lead them into the disputed areas of Botswana, the Hoppersburg refugee camp, or South Africa, as they face armed South African raiding groups, wild animals, and various agents in the employ of the High Lords.

Hoppersburg

This refugee city lies just over the "border" from South Africa, with nearly 100,000 people fleeing the indiscriminate terror of the Pretorian government. The city is a dismal place, although food is brought here with the help of the Mabunga tribe just to the north of the city.

Hoppersburg Adventure Hook

The South African army has increased its harassment of relief convoys headed to Hoppersburg. The Storm Knights are hired by one of the new Botswana territory chiefs to escort food convoys into the city.

The trip to Hoppersburg is filled with danger, as the Storm Knights face the inevitable attack. However, their true adventure is just beginning, because one of the people they meet in Hoppersburg learned just before leaving South Africa that the government has made a deal with the Kanawa Corporation to trade goods (metals, diamonds, uranium) in exchange for advanced atomic bomb information. The Storm Knights will probably want to intervene, if only to prevent the South Africans from using the threat of nuclear destruction on the rest of southern Africa.

Angola

Angola has had three governments since the war began — the one that existed prior to the war, the one installed by South Africa, and the one led by former Namibian president Robert Mutasa. Mutasa's supporters still retain power in the capital city of Luanda, although the degree of control is limited by the fact that there is no electricity or plumbing and the phone lines have been destroyed in the fighting. Most of the rural areas are controlled by individuals who give nominal support to Mutasa, but only as long as it is convenient — Mutasa is in no position to force the issue.

Confusing the issue are the rogue units of South African and Unita troops who were told to forage for themselves after the government slipped into chaos — most of the units have attempted to return home, but a few are surviving by hiding in the northeastern forests and mounting raids on local villages.

Rogue South African Army Soldiers

DEXTERITY 9
Dodge 13, fire combat 14
STRENGTH 9
TOUGHNESS 9
PERCEPTION 8
Languages 10, tracking 11, trick 10
MIND 7
Test 9, willpower 9
CHARISMA 8
SPIRIT 7
Intimidation 10
Possibility Potential: some (65)
Equipment: AK-47 (damage value 21, range 3-40/150/400), 2 grenades (damage value 20)

Note: Each unit of 20-40 troops will have at least one heavy weapon with them, plus a specialist with 3 adds in the *heavy weapons* skill. For a suitable list of weapons, see the *Torg* equipment section or the *Kanawa Heavy Weapons* book, keeping in mind that these will either be man-portable weapons or light vehicle transport weapons.

Swaziland

The small monarchy of Swaziland just happened to get caught in the backlash of the South African homeland revolution. King Sventi had to deal with thousands of disgruntled workers who refused to make the daily commute to South Africa's mines, and soon the quiet protests raged out of control, probably fed by similar protests within the South African homelands.

Currently, Sventi has firm control over all of the country, except for the territories adjoining the Mozambique border, although his economy has been crippled by the loss of income from these workers. Sventi has utilized the *liqoqo* (tribal leaders) to enforce his dictates, and has held power with remarkably little bloodshed. However, this balance of power is precarious indeed considering all of the players in the region: the South African government, the High Lords, the loyalty of the tribal leaders, and it is becoming increasingly apparent that the Spirit Warrior movement has targeted territories in the northern portion of the country.



South Africa

South Africa remains a country in chaos. The Daniel Willetston government only holds control of the most vital regions of the country—Pretoria, Johannesburg (with its gold mines), and Cape Town remain secure. Most other regions are in the control of the South African People's Militia, or in dispute.

Willetston's power base has been an extensive network of secret police officers, who spy on opposition movements, incite riots amongst opponents in order to delay offensives, or assassinate leaders who have any real potential to threaten the government. It's very unlikely that there will be a peaceful resolution for many years.

Many stormers from other realms are in the employ of Willetston (the pay is excellent, although the work is despicable).



Mozambique

Mozambique is typical of many African nations — rich in resources and totally lacking in the ability to process them into useful goods. This country's interior has been totally decimated by the Mozambique National Resistance (MNR), whose purse strings are securely located in Pretoria.

While the MNR has done its best to remove the government from power, there has obviously been no thought as to who would take over in the wake of the revolution, and the result has been yet another nation that has splintered into tribal nations without centralized government.

MNR Rebels
DEXTERITY 10
Dodge 11, fire combat 12, melee weapons 11
STRENGTH 8
TOUGHNESS 8
PERCEPTION 9
Find 10, tracking 10, trick 12
MIND 8
Survival 10, test 11, willpower 12
CHARISMA 7
SPIRIT 7
Possibility Potential: some (65)
Equipment: AK-47 (damage value 21, range 3-40/150/400), knife (damage value STR+3/18)

Because of a continuing drought, the meager resources available to the tribes have forced them to take arms against their neighbors. The Japanese, primarily Kanawa subsidiaries, have established several heavily guarded mines for iron ore, bauxite and coal, as well as several steel mills that are better defended than some military bases. In exchange for a steady supply of labor, the Kanawa Corporation provides high scarcity products for the region, including weapons, vehicles and electronics.

Beira Port Facilities

The port in the Indian Ocean city of Beira has been completely taken over by Kanawa, providing a quick outlet for products. This is the main shipping area for the Japanese, and most everything going into or out of the region comes through this port. Security in the port is extremely tight, but it is also very busy. There is a great deal of secrecy involved with the port, and it is very difficult to get information on shipping schedules and security measures.

Guard Towers of Beira

The guard towers are liberally placed along the electrified fences ringing the Kanawa port area. Each guard tower has three guards, each armed with automatic rifles. The tower is equipped with a searchlight, infrared scanners, micro-transmitters (linked to the other towers as well as the security building), and an Impala chain gun (damage value 23, range 3-40/150/400).

Kanawa Guards
DEXTERITY 10
Dodge 13, fire combat 14, heavy weapons 12, maneuver 12
STRENGTH 9
TOUGHNESS 9
PERCEPTION 10
Find 12, tracking 12
MIND 8
CHARISMA 8
SPIRIT 8
Possibility Potential: some (65)
Equipment: SC Kyogo T11 (damage value 21, range 3-15/40/150), IriMesh (armor value TOU+3/20)

K-M X4 Tank

Kanawa has shipped in a half dozen of these tanks for patrol duties in the port alone (and more than a few have found their way into the hands of government forces). K-M X4 Tank (speed value 12, passengers 4, TOU 35, concealment/armor: +20/15), mounted with 125mm cannon (damage value 29, range 100-1k/3k/5k) and an M60 machine gun (damage value 23, range 3-100/600/1.5k).

Kanawa Patrol Boats

Each boat's pilot has *water vehicles* at 12, as well as a gunner (same stats as the guards above). The boats are equipped with a chain gun (damage value 23). Kokoru Ninja patrol boat (speed value 12, passengers 4, TOU 21, concealment/armor: pilot +3/3, gunner +2/3, others +5/3).



The Spirit Warriors

A new and quickly growing cult has emerged in the less developed regions of Mozambique. Called the Spirit Warriors, the organization is led by a mysterious leader called "God's Messenger," and the warriors draw their faith from the traditional tribal religions of the area. God's Messenger casts a new miracle, *faith armor*, on each of his believers before they go into battle, and according to reports filed by observers, many of them appeared to be immune to damage inflicted by guns.

The Spirit Warrior movement has taken on a variety of factions within the country: the government, the Japanese and their installations, MNR soldiers and South Africans. It seems that the leader is preaching a complete and total return to the "old ways," and is actively fighting all forces that go against traditional lifestyles.

Spirit Warrior

DEXTERITY 10

Dodge 12, long jumping 14, melee combat 13, missile weapons 14, unarmed combat 12, stealth 13

STRENGTH 10

TOUGHNESS 10

PERCEPTION 8

Find 11, tracking 12, trick 9

MIND 7

Survival 10, test 9

CHARISMA 6

SPIRIT 9

Faith (traditional) 12, intimidation 11

Possibility Potential: some (65)

Equipment: Spears (damage value STR+4/18), knife (damage value STR+3/17), normally blessed by *faith armor* miracle.

Note: For complete details on *faith armor*, see Chapter Nine, "Religion and Faith."

Other Hotspots

Namibia — The fledgling nation (for years under South African control) got in the way of South Africa's military objectives and got steam rolled into the ground. The civil war between SWAPO and South African-supported mercenaries continues, although tensions have calmed considerably since both sides are running low on weapons and ammunition. Mining continues in some areas of the country, but only under the supervision of South African and Kanawa corporate interests.

Zimbabwe — Long-suppressed conflicts between rival political parties finally exploded when the Executive President, Colbu Kever, sent troops into South Africa in a futile land grab. Conflicts continue, but with less intensity.

Zambia — Has disintegrated into small tribal territories. Poor area, previously relied on metal exports. Zambian tribes have signed trade deals with the Kanawa Corporation;

Kanawa plans to rig the books so that it suffers huge losses due to "war actions," cheating the tribes of almost all income.

Zaire — War has come to this country in a perverse domino effect emanating from South Africa — when the economy went down the tubes, the rebel groups made their move. Trade continues only in secure coastal outposts. Interior rain forests and mountain areas still contested by rebels.

Tanzania — Collapse of South African economy affecting this socialist county. Government has enacted strict fuel, food and water rationing, but piracy of the coupons has crippled system. Poverty overwhelms.

Uganda — Part of the initial "alliance" against Mobius, has seen a return of the warlords who controlled the country during the bloody reign of Idi Amin in the 1970's. The faces are younger, the names are different, but the sheer indifference to the value of human life remains, and all of this is sanctioned by "President" Zembenwa (at least as long as the warlords pay their tithes on time). Western rebels continue their battle to unify the country and depose the warlords.

Madagascar — Stable. Has received thousands of refugees, but no unrest or shortages.

Malawi — Previous administrations' policy of maintaining close relations with South Africa resulted in a violent overthrow of the president in a summer coup. New government, headed by President Douglas Kubannar, able to maintain peace. Dependence on slash-and-burn agriculture, instead of staple crops, will ultimately cause shortages of food, but this is at least one year off.

Burundi — One of Africa's most brutal civil wars has returned to this small nation with a vengeance. The cause is simply tribal disagreements — the Hutus make up 85 percent of the population; minority Tutsis have ruled for many generations, and regard the Hutus as dumb peasants. Every so often, the Tutsis decide to stage a "crackdown" on the Hutus. In 1972, such a crackdown resulted in 200,000 deaths. In 1987, Tutsi Adrien Sibomana seized control and initiated yet another crackdown. This finally exploded into full scale war just after the invasion. There are no agents in Burundi — the risk isn't worth the minimal benefits.



Central Africa

Primarily French, Central Africa has suffered due to the warfare in the south. These nations are under increasing pressure from the US, Japan and England not to trade with CyberFrance, and while many of them play lip service to this concept, most of them can't afford the change.

Many French nationals have come here hoping to evade the Cyberpapacy, but agents of Malraux are very common in this region. Most of the national governments turn a blind eye to both groups.

Congo — Socialist-military regime of General Charles Lorrance retains power, with strict travel controls. Due to Cyberpapal agents, most foreigners are shunned.

Central African Republic — A large portion of the eastern CAR has been taken by the Nile Empire (this area is mostly desert), but the central and western portions (rain forests and savannahs) of the nation remain intact. This country has a tradition of military leaderships which has continued due to the invasion.

[Report from Bill Jacobson, agent —

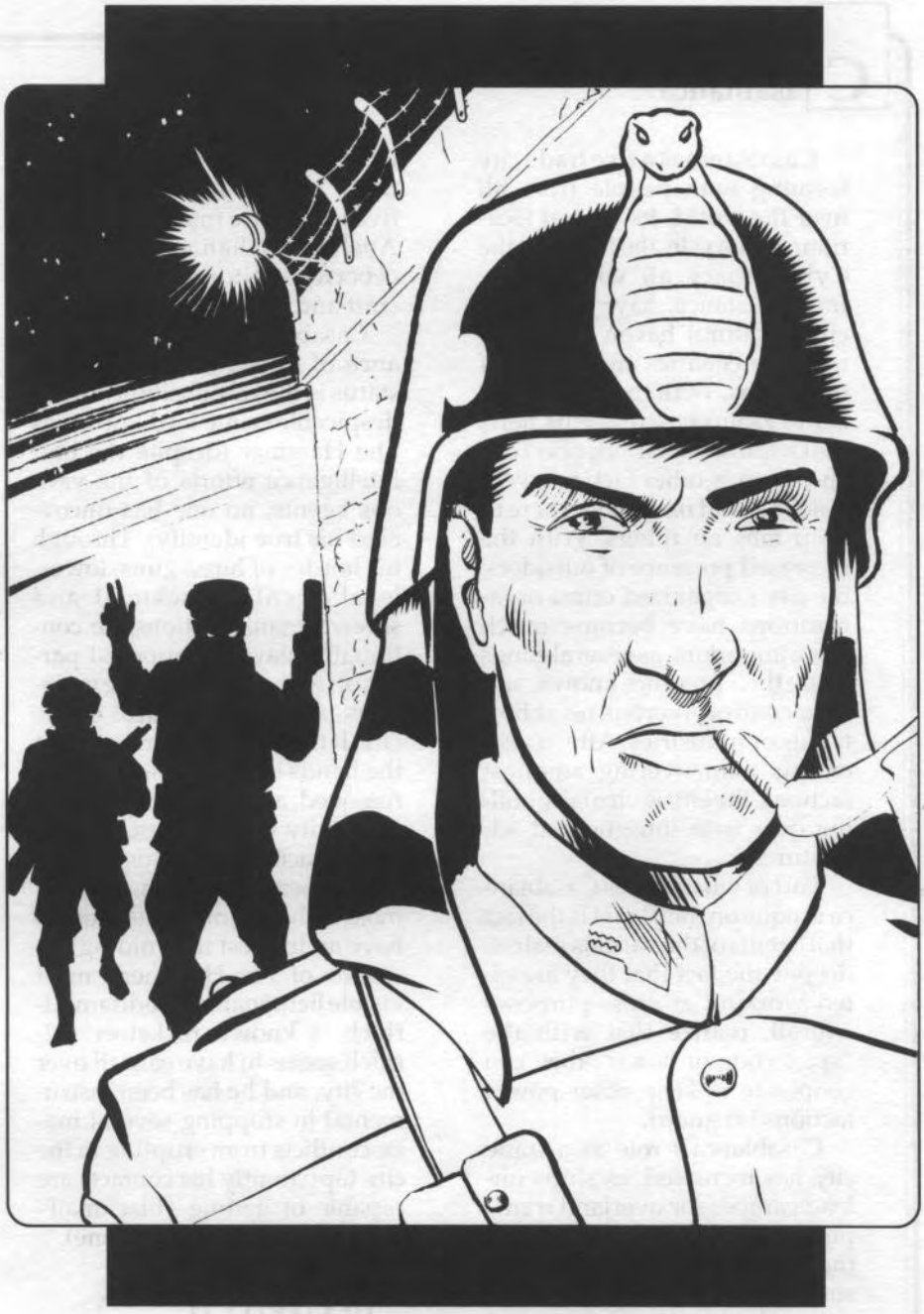
"What a mess! This country has been classically mismanaged since its independence. Nothing goes to development. All of the money this country has ever earned has gone to pampering whoever happens to be in power during the week. The military has gone wild with weapons purchases (from both Hachiman Arms and France). Too bad the morale of the soldiers is so low that as soon as any shooting starts, most of them are going to make a break for Cameroon."]

Cameroon — Traditionally fragmented by competing groups (Hamitic and Semitic peoples in the north and Bantus in the south). Mobius has planted agents in the north to stir up trouble and soften it up for a later invasion.

Nigeria — One of the most populous nations in Africa (120 million people). Nigeria's prime export is oil, and it must import almost all manufactured goods; trades with the United Kingdom, France and Germany. A developing country with many problems: cities are overdeveloped, overcrowded, and polluted. Crime is outrageous — the police are too busy, or simply refuse to investigate without a substantial bribe (that's the other essential fact of Nigerian life — CORRUPTION). The government can accomplish nothing without first greasing palms, and even border patrol soldiers expect special favors and gifts. The government has attempted to deal with this problem through use of the National Security Organization (NSO) — an underground police force. Unfortunately, most of these agents are also corrupt and will only report people who won't give them exorbitant sums of money. The common person thinks everyone is a spy because of the unscrupulous government.

Benin — Remains fairly stable at this point; can produce most of its essential goods and has learned to get by without importing manufactured goods that it can't afford.

Gabon — Small country, but one of the richest in Africa. Exports oil, uranium, manganese, and iron ore. Gabon must import 85 percent of its food, and almost all of its manufactured goods. Now that its customers have begun to run out of money, look for a) a revolution, b) shortages and starvation or c) a mass exodus within the next year.



Northern Africa

The nations of northern Africa all share the common threat of the Nile Empire, although some of them believe that Jean Malraux in France is also a threat. This region has been able to avoid the strife to the south, and by pooling their resources and capabilities, this new African economic bloc is providing at least minor resistance to Mobius.

Mauritania — A nation of dual identity, as a former French colony with strong Arab cultural influences. Supplies low-grade iron ore to its neighbors in exchange for food (must import over 90 percent of its food). Rigid caste system has severely hampered modernization efforts.

Mali — Another country that survives via iron ore exports (a good industry, considering how much steel is necessary for the war effort). Must import its manufactured goods, although it can produce much of its own food. Mali's secure position has made it quite important in the concerted effort against Mobius, and it has become a haven for refugees, despite the vast expanses of desert that these people have had to cross to get to safety.

Morocco — One of the crossroads countries of Africa. Its 25 million people are a mixture of Arabic, French Berber, Spanish and English descent. While strict Arab codes of conduct are enforced throughout most of the country, the port city of Casablanca has become a hot spot of activity.

Casablanca

Casablanca is a free trade city teeming with people from all over the world. Its central location, with Aysle, the Nile and the Cyberpapacy all within easy travel distance, have made the city a natural haven for criminals, mercenaries and agents of the realms. With the huge number of realm-based agents here, the Delphi Council, Nippon Tech and various other factions were quick to send *their* agents here to keep tabs on things. With the increased presence of outsiders, the city's organized crime organizations have become much more important, as several gangs made their presence known, and have control of certain neighborhoods or industries. After a year of this maneuvering amongst factions, the city is virtually boiling over with intrigue and adventure.

Part of what makes Casablanca unique on the planet is the fact that agents of the various realms, despite the fact that they are often working at cross-purposes overall, realize that with the "spies code of honor" they can cooperate to keep other power factions off guard.

Casablanca's role as a trade city has increased, as ships unload cargoes for overland transport, or seek hired guns to help them cross the Nile warzone or sneak into the Cyberpapacy. The prospering trade has encouraged the development of a "global flea market," where goods not normally found outside of their native realms are found, including Ayslish enchanted weapons, cyberware, Nippon Tech hovercraft and Akashan biotech.

Casablanca's precarious balance of power and "free city" status is the responsibility of the despicable crime lord known as The Hammer (despite the best intelligence efforts of the various agents, no one has uncovered his true identity). Through his hordes of hired guns, lower-level agents, blackmail and shrewd manipulations, he continually plays the opposed parties off each other so that he maintains power and control of the city. If the threat of retribution at the hands of The Hammer were removed, a turf battle for control of the city would erupt in short order (incidentally, this type of conflict seems to be exactly what most of the realm agents seem to have an interest in avoiding).

One of The Hammer's most visible lieutenants is Saddam Al-rhieb, a known racketeer. Al-rhieb seems to have ears all over the city, and he has been instrumental in stopping several major conflicts from erupting in the city (apparently his contacts are capable of getting "blackmail" information on most anyone).

Saddam Al-Rhieb

DEXTERITY 12
Acrobatics 13, dodge 21, fire combat 19, lock picking 19, maneuver 14, melee weapons 16, prestidigitation 20, running 15, stealth 22, unarmed combat 20
STRENGTH 10
Climbing 14
TOUGHNESS 12
PERCEPTION 11
Demolitions 14, disguise 20, evidence analysis 16, find 20, first aid 13, forgery 16, language 19, scholar (intelligence organizations) 22, tracking 18, trick 23
MIND 9
Business 17, streetwise 21, survival 17, test 22, willpower 18
CHARISMA 13
Charm 23, persuasion 21, taunt 18
SPIRIT 11
Faith (Islam) 16, intimidation 18, reality 19
Possibilities: 19
Equipment: .44 Magnum (damage value 17)
Description: Al-Rhieb always has at least six bodyguards with him to dissuade violence. His street contacts are such that he can normally find out almost anything about anybody, so that while he is a formidable physical opponent, his biggest strength is his ability to find "leverage" on those who he must manipulate. He doesn't "deal" with people, but instead gives orders, expecting them to be obeyed without question.

Algeria — Government troubled by strong resurgence in Muslim nationalism. No violence yet, but crackdown seems imminent, as the most vocal opponents are preaching armed resistance against the socialist government. Could lead to a splintering of the resistance against Mobius. Strongly urged that government be given aid to help subdue troublesome factions, otherwise the Nile Empire may sweep across all of northern Africa.

Tunisia — Moderate Arab state whose population has grown to nearly ten million, as over two million Libyan nationals have taken refuge here.

Libya — Taken in its entirety by the Nile Empire. General Kaddafi's government in exile has taken refuge in Tunis, and while the General is making grand proclamations about retaking his nation, it is clear he lacks the military resources to succeed. No information on the rumors that the oil

fields were "mined" with nuclear warheads; if there is any truth to the rumor, either Mobius hasn't found them, or more probably, has several devices in his possession and is trying to figure out how to make more. This is a disturbing development.

Chad — Mostly occupied by Mobius, except southernmost corner of the country, which has quietly slipped into disorder. The more things change, the more they stay the same. Capitol of N'djamena has been crowded to dangerously high levels, with chronic shortages of food and medicine.

Niger — The mostly desert nation of the Niger has been placed into a front line position since Mobius claimed all of Libya. This country is in need of a strong defense because Niger has tremendous reserves of uranium, which Mobius is trying to refine into eternium. If Mobius can get control of this resource, most of northern Africa would be imperilled by the Nile Empire's reality bombs.

Sudan

The Sudan is almost wholly under the control of the Pharaoh, even though he has to contend with a feisty resistance force. This country was engaged in a civil war (triggered by a government declaration that the county would officially be a Muslim state, much to the dismay of the third of the population that isn't Muslim). The troublesome stirrings to the north briefly united the Muslims, Animists and Christians, but the country quickly fell to the Nile shocktroopers, splintering the alliance.

Ethiopia

Since Mobius' initial push into Ethiopian territory, this front has been quiet. It is known that the Nile Empire was massing troops in Addis Ababa, but the conflicts in Mecca and on the Israeli front brushed aside all plans for further expansion in this area. The high mountains of the southern half of the country have proven an effective deterrent to the Nile, allowing Somalia and Kenya to fortify and plan for future actions.

The southern area of the country, dominated by the Ogaden Desert, lies barren except for wandering tribes who have fled the terror to the north. These small tribes are more interested in survival than killing each other for profit or power.

The Ethiopian border of the Nile Empire is perhaps the least defended, primarily because the terrain has also been a deterrent against someone striking at the Nile from the south. It is known that many Storm Knight groups enter the Nile Empire undetected through this region.

Somalia

Somalia has tried to be one of the great leaders of the region, but long-term civil war with the Somali National Movement have drained the country of all non-essential funds.

Drought, civil war and the Nile invasion have forced one million people into under-equipped and understaffed refugee camps. The situation is grim to say the least. The government has conscripted many of the "able" bodied men for army service, but the facilities and equipment available are substandard as well — Hachiman Arms has been supplying World War II vintage equipment specifically for conflict within the borders of the Nile Empire, but there is still a severe shortage of goods. Most of the women and children have been recruited for work in the agricultural sector, but there isn't enough water to irrigate all of the land of the country.

The Sudanese government has been evacuated to the capital of Mogadishu, forming much closer bonds with Somalis. The Sudan officials have been able to direct Somalian agents to stores of equipment and weapons that were hidden in the interior of the the Nile before the invasion, and thus, the agents have been very successful at creating diversionary terrorist actions within the territories controlled by the Red Hand and Natatiri.

Kenya

Kenya has led the way to the establishment of the north African alliance, and has been receiving a great deal of help from the Soviet Project Omen, which has been in the area since the beginning of hostilities. Kenya is one of the few countries in the world that has open relations with the New Union.

Along the poorly defended Ethiopian front, the Kenyans are within striking distance of the new Nile maelstrom bridge near Addis Ababa. The Kenyans recently discovered an incredible network of caves running underneath their country, and exploration teams have returned with word that one cave entrance comes up in the Nile-occupied Ethiopian city of Gima. These caverns appear to be unguarded, and the Sudanese advisors are reported to be planning a subterranean invasion of the Nile.





Chapter Six

Asia

China, previously under the control of hard-line communists in the late 1980's, has swung back to an apparently more open-minded footing. Outsiders have concluded that the invasion made the Chinese rethink their system — the *truth* is that agents of the Kanawa Corporation have infiltrated and seized control of many of the ruling posts of the government. The country is slowly swinging toward a hybrid communist-capitalist system that is reminiscent of the colonial governments Western Europe forced upon Asia, Africa and the Americas in the previous two centuries.

The Standing Committee of the Communist Party Politburo, one of the most important parts of the communist party bureaucracy, suddenly started encouraging foreign investment by the creation of additional special economic zones. The National People's Congress, officially responsible for rubber-stamping the decisions of the party, quickly approved these "suggestions," and soon most of coastal China was open to foreign investment.

The Kanawa Corporation led the "Japanese invasion" of the Chinese mainland, as it and several other influential corporations took advantage of ample cheap labor to drastically cut manufacturing costs. The companies have had to invest in the nation's infrastructure by upgrading roads, power plants, and mining operations, but the cost was more than offset by the cheap labor and low taxes on corporate profits. The Chinese government has a decidedly indifferent attitude regarding worker safety and fair labor laws, and environmental regulations are almost negligible.

Communism in the Capitalist World

Don't make any mistakes about the nature of China — things haven't really changed for the average citizen. There isn't enough food, there are almost no luxuries, and housing is still a chronic problem.

What has changed is how the com-

The Storm Knights' Dilemma

The isolated nature of the China has made Storm Knight operations in the nation extremely dangerous. Western faces stand out in all but a few specialized "corporate neighborhoods," so a mission to China often entails finding a series of secret sympathizers who can lend shelter, hiding spots and gather information for the Knights.

Fortunately, there are still some Chinese who will risk the danger. A few people know of the epic battle going on around the Earth, and want to lend whatever assistance they can. Many of these people can be found working in the markets, back alleys and Western-owned factories of China, and although they are always defensive, those Storm Knights who make their noble intentions known can often find aid when they least expect it.

Currency

The official currency of China is the Yuan (Y), although the Japanese Yen (¥) is also becoming popular in International Row. The official trade rate is 3.64 Y to $1 US.



munist party relates to the rest of the world. The government's Special Economic Zones allow foreign corporations to come into the country and build manufacturing facilities, to make shoes, weapons, televisions, or whatever.

However, these luxury goods are all for export — the Chinese people still have to contend with waiting and saving for years for such luxuries. Government officials get these goods due to their position, often as a means of insuring continued openness to foreign investment. Additionally, the government derives huge profits from the taxes levied on corporate manufacturing (naturally, taxes are much higher for non-Kanawa corporations, but the other costs are still low enough to make Chinese manufacturing practical).

Despite the overwhelming increase in investment, the communist party's fear of foreign influence still reigns supreme. Western media sources and products are still kept far from the "weak-willed" Chinese citizenry. Books, with their tendency to encourage creative thought and to question the Chinese power structure, are suppressed. The Chinese government feels that to allow Western influences is to lead the nation into decadence and failure — more accurately, it will lead the Chinese people to cast the greedy bureaucrats out into the street.

This has led to two distinct "Chinese" cultures, and a high level of anxiety on the part of many Chinese. The larger, but poorer, Chinese culture is that of the traditional communist China. Over 95% of the population still belongs to this kind of culture, and while its members may work in Western and Japanese factories, the people are carefully insulated from Western ideas. These people have learned to be suspicious and fearful of non-Chinese, and will go out of their way to avoid contact, for unauthorized encounters are likely to earn a visit from Public Security Bureau (PSB) agents.

A small portion of this group, primarily college students, is horrified by the capitalist tendencies that the government seems to be following, and open protests have once again appeared in the streets of major cities. No doubt these protests will soon be quelled by soldiers armed with the finest weapons the Kanawa Corporation has to offer.

The second culture is strongly influenced by Western ideas and culture. This minor culture is restricted to small regions within the major cities. These neighborhoods seem much like other cities throughout the world. The members of this culture are a diverse group, consisting of nationals who have immigrated from other countries (often for business purposes) and negotiators for the Chinese government. Within these neighborhoods, most Western luxuries, including drugs, alcohol, gambling and other vices, are freely available. The boundaries of these neighborhoods are often guarded by PSB agents to insure that only people who "belong" are to be found in the Western sections.

Typical PSB Agent

DEXTERITY 10
Dodge 13, fire combat 13, maneuver 12, melee weapons 13, stealth 11, unarmed combat 12
STRENGTH 9
TOUGHNESS 9
PERCEPTION 9
Disguise 11, evidence analysis 12, find 12, land vehicles 11, language 12, tracking 12, trick 10
MIND 8
Streetwise 9, test 10
CHARISMA 7
Persuasion 9, taunt 8
SPIRIT 8
Intimidation 12
Possibility Potential: some (65)
Equipment: Sansu 11mm (damage value 17, range 3-15/35/100), club (damage value STR+4/18), Kyoto PDA (armored vest and helmet, armor value TOU+5/20)

Chinese Government Report from Agent "Li Mei Guó"

The Chinese government has to be seen in action to be believed. For all of the dogma about capitalism being evil, the most conservative hard-line communists in China are among the most corrupt bureaucrats in the world. What a bunch of hypocrites!

That Kanawa has been able to upset the Chinese "balance of power" is a testament to the foresight and planning abilities of their executives. The Chinese are notorious for their patience, but this time that trait is working against them, since the Japanese have moved in so quickly.

A quick analysis of the government reveals what is going on:

- The National People's Congress, supposedly the main legislative body, is able to amend the constitution, approve legislation devised by the Central Committee, and choose the Chinese premier. These guys don't even spit without being told to by the Politburu and everyone from students, to farmers, industrial managers, military officers, and engineers, fights for the right to be most subservient to the Central Committee.
- The State Council, under Premier Yao Chang, manages the daily operations of the country. The council implements the decisions made by the Politburo and Central Committee, and decides production and employment quotas, and divides available resources.
- The Central Committee has very strict centralized control over China. Here Kanawa's influence is most clearly felt, as the composition of the Committee has changed radically in recent months and new policies continue to encourage more foreign investment.
- The Standing Committee of the Politburo is how the communist bureaucrats maintain power. The 25 members of the committee are exclusively from the ranks of the party, with loyalty to communist ideals and bureaucracy a must; here, the hard-liners shine. As was shown in the Tiananmen Square massacre, the Chinese don't really care what the rest of the world thinks of them, and this party is the source of the most controversial policies. The most important officials come from this committee, including General-Secretary Jiang Zemin, Premier Yao Chang, and Chairman of the Central Advisory Committee Huang Keudung. Keudung is one of the newest members of the committee, and is directly opposed to the hard-line tradition of most of the other committee members. He is a strong proponent of foreign investment, and his job allows him to choose successors for retired bureaucrats. I have no proof, but it seems certain to me that he has somehow been bought by the Kanawa Corporation.

Beijing

China's capital is a metropolitan area with nine million residents. Of prime interest to Western visitors will be the downtown region, with dozens of luxury hotels and all of the major bureaucratic offices.

"International Row" is the area of downtown Beijing which has been appropriated by Japanese businessmen, primarily Kanawa Corporation representatives; in fact, the area has been so saturated by Japanese influences that it feels more like Tokyo than China. Inside the boundaries of the area, there are many shops, clubs and fancy restaurants to cater to the wealthy visitors, while the PSB's make every effort to keep native Chinese out of the area. The region runs from Fuxingmenwai Dajie (to the west) through Jianguomenwai.

Smack in the middle of International Row is the home of the Chinese bureaucracy, which has retained its communist sensibilities. Included in this small section is the Great Hall of the People (home of the National People's Congress), Tiananmen Square and The Forbidden City. The boundary between the sections devoted to Western tastes is not clearly marked by signs per se, but the boundaries are definite. The International Row areas are garish and ornate, with flashing lights, modern store fronts, and a curious absence of Chinese citizens (the only Chinese allowed into these areas are employees and undercover PSB agents). For years, the stores in these areas offered expensive but innocent enough goods, such as gems, china, leather goods and silks, but now these areas offer the pleasures of drugs and the flesh as well — a little bit of anarchy in the middle of the workers' paradise.

Here Japanese, American and European businessmen all vie for deals, contracts and sub-contracts. Pella Ardinay, Mobius, and the Victorians have also sent delegations to Beijing, and they have been granted quarters in "International Row." Only CyberFrance has been publicly refused space, due to both the Japanese influence in the Chinese government, and the fear that Malraux may try to spread his version of Catholicism to the Chinese Roman Catholics. The Chinese spent years attempting to "nationalize" Catholicism and sever ties with Rome, and the government is willing to forego the Cyberpapacy's technological advantages in order to avoid a power struggle with Avignon.

Outside of International Row, Beijing remains much as it was for years. As soon as you cross into the traditional neighborhoods the senses



Mr. President:

There are several distinct regions of this continent, each of them with similar problems.

The following regions, in order of importance to U.S. interests, are worth noting:

• The changes of late in China are of great concern. The world's most heavily populated nation is experiencing a remarkable economic transformation. In a sudden switch of policy, the national government has begun encouraging extensive economic development of certain provinces within the nation. The factories under construction in this region (primarily of Japanese ownership) have provided economic health to the struggling giant.

• Japan's newly revealed status as an invading realm is of course disturbing. Nonetheless, we have much more to gain by continuing our economic alliance with the "Nipponese" than we do by declaring all-out warfare on them. Their superior technology and superior economic structure will be of utmost importance if we are to remove Orrorsh from the planet. More importantly, we understand Kanawa, at least moreso than the horrors of Orrorsh, or the techno-demons in Los Angeles. If we understand someone, we can eventually defeat them. For now, the alliance must continue.

• In eastern Asia, India's influence is waning. The bureaucracy that has traditionally insured that the world's largest democracy is also one of the least stable has once again crippled economic potential with endless paperwork, concessions to fighting interest groups and unbelievably high tariffs and fees. Nonetheless, the people seem to be renewed with faith and hope – there is a spirit of optimism, and religious faith seems more powerful and effective than ever. In fact, many "unexplained miracles" have been investigated by my field agents.

• The presence of Orrorsh in the southeast region has caused much chaos in the nations of the Philippines, Vietnam, Cambodia and Thailand. The countries are suspicious not only of their "neighbor" to the south, but also of economic advances that smack of colonialism, the legacy of past experiences.

• The Chinese occupied "autonomous region" of Tibet continues to be a trouble spot for the communists. The increasing religious fervor of Indian Hindus has spread to this mountainous region, adding more fuel to the fire of Tibetan resentment. In light of the potential economic costs of holding onto Tibet, it appears the Chinese may be willing to relinquish control.

•Yet another regional conflict appears ready to boil over: Pakistan's continuing border conflicts with India have nearly resulted in nuclear assault several times, but each event has been halted with only minutes to spare. While this particular conflict doesn't necessarily endanger American interests in the region, it is still has the potential to encourage bloodshed in nearby states, and catapult the whole region into utter chaos.

Overall, the region appears to be more appreciative of the larger economic nations and the wealth and goods they can provide. This region may be lost to the United States for the time being (simply because our nation lacks the strength to exert much influence), but this situation will surely change as more and more territory is reclaimed on the home front.

In the national interest,

Sincerely,

Devin Chen

Devin Chen, Regional Information Director

are bombarded by the unending mass of people going about their daily lives, the predominance of bicycles, and unending noise (due to the incredibly high population). China has allowed street peddlers to return to open-air markets in the past few years, so the side streets and residential neighborhoods are always bustling, but non-Chinese will draw the attention of both the people and the PSB.

The Forbidden City

The Forbidden City, located directly across from Tiananmen Square, is the site of the great palaces of the Chinese emperors of eras past. Once closed to the common people, it was only opened to the public with the rise of communism, but it was quickly closed once again in December, following the invasion. Heavily armed guards were placed at the entrances, and no one but army officials have been seen entering the historical landmark.

"Connections" within the government indicate that a creature of some type, possibly of Orrorshan origin, has taken up residence in the mysterious catacombs which were recently unearthed there (the only known entrance to the tunnels is just outside the Imperial Garden). It is believed that several troops have been killed by the creature, which is described as "a lurking, bone-chilling black mist in the shape of Tubo" (the Chinese spirit of the underworld). Due in part to the strong Chinese belief in spirits and other aspects of the supernatural, the army has been content to leave the creature to itself as long as it doesn't attempt to leave the forbidden city.

People throughout Beijing are afraid that Tubo will soon tire of consuming the spirits of dead emperors and servants and will begin thirsting for live spirits. Several "cults" dedicated to appeasing Tubo (often through animal or human sacrifice) have sprung up within metropolitan Beijing.

Despite the government's distress at the happenings in the Forbidden City, they have made no attempt to seek assistance with the matter — several Storm Knights have been politely refused admittance to the compound.

Tubo

DEXTERITY 16
Melee combat 18
STRENGTH 16
TOUGHNESS 14/0*
PERCEPTION 6
Tracking 8, trick (14)
MIND 11
Test 16, willpower 14
CHARISMA 14
Taunt 17
SPIRIT 19
Intimidation 21, reality 22
Possibilities: 23
Powers: ***Shape change*** (changes into the form of inky blackness with a *Toughness* of 0; must physically manifest to attack), ***infection***
Corruption Value: 17
Fear Rating: 1
Perseverance DN: 18
Weaknesses: Miracles powered by the faith of Buddhism
True Death: To be slain by a weapon wielded by a Buddhist and blessed by Buddhist priests
Description: "Tubo" is actually an Orrorshan creature that found it convenient to flee the realm because it greatly offended Basjas. It took up residence in the Forbidden City after learning the lore of the area, believing that it would be able to create fear and feed off that fear. Its ploy has only been marginally successful, but it is gaining much spiritual energy from the cults that have begun believing in and fearing it.

Xiamen

Xiamen is one of the original Special Economic Zones (from the pre-invasion period) and is on an island not far from the Chinese mainland (it is connected by a rail, road and foot bridge). The incessant trade on the docks of the city has encouraged many small corporations to set up manufacturing facilities either on the island or the nearby mainland. This city is also considered to be freer than most other Chinese cities, and much smuggling is known to occur in the ports; many Storm Knights have been able to secure forged identity papers and Alien Travel Permits for about 100Y. Tour guides for the interior can also be hired from here.

Su Chento, Guide for Hire

DEXTERITY 8
Beast riding 9, dodge 9, melee weapons 10, stealth 9
STRENGTH 7
TOUGHNESS 7
PERCEPTION 9
Evidence analysis 10, find 12, land vehicles (bicycle) 10, language (English) 10, language (French) 10, language (Japanese) 11, scholar (Chi-

The Dilemma of the Traveller

Visitors to China now must contend with a government that is curious, if not outright suspicious, about their activities. The biggest hassle are the new Alien Travel Permits, which must be purchased by all foreign visitors (they cost about 450Y if you can get one). All visitors, unless granted special permission by the Chinese government, must give government officials a day-by-day rundown of their agenda. The officials want to know where you'll be, who you'll be seeing and what you'll be doing. Then, they attach a series of forms listing this agenda to the permit. PSB officers have the right to demand the form whenever they feel like, and the fines for not closely following the agenda can be substantial (up to 5000Y). It's an inconvenient means of controlling the activities of foreigners, and has become quite a hassle for businessmen and others, although I'm aware of several good forgers in Beijing who can help you get around this.

— Pete DeBrasselle, Storm Knight

nese lore/tradition) 12, trick 12
MIND 8
Willpower 10
CHARISMA 9
Charm 10, persuasion 12, taunt 10
SPIRIT 8
Faith (Taoism) 10
Possibilities: none
Equipment: Citizens' pass, glasses, 200 Y, blackjack (damage value STR +2/9)

Description: Su won't let anyone know much about his background, although he seems to have friends and extensive knowledge of most cities along coastal China. He has been employed by Storm Knights, Delphi Council operatives, Kanawa agents, Victorian businessmen and many others — he knows loyalty to his employers, and only operates under the strictest interpretation of work contracts.

Shanghai

These days Shanghai has regained its status as the most dangerous city in China, thanks largely to the Yakuza, who have slowly and quietly rebuilt the criminal organizations that controlled the city decades ago. While this has made the city a dangerous place for the average citizen, the seedy nature of the bosses has made the area a haven for Storm Knights trying to get away from government goons or even organized crime, due in part to the number of independent gangs that have sprung up to take the city out of the hands of the Japanese-backed gangs. The two important gangs of note are the "Bund Dragons" (named after the old "Chinese Wall Street" area of Shanghai), who are Yakuza-backed, and the "Quiet Wind," a local gang dedicated to wiping out the Japanese gangs and helping Storm Knights.

Huai Yang, Leader of the Bund Dragons

DEXTERITY 11
Dodge 16, fire combat 17, heavy weapons 13, lock picking 15, long jumping 16, maneuver 15, martial arts (tai chi) 12, melee weapons 17, prestidigitation 15, running 12, stealth 16, unarmed combat 17
STRENGTH 10
Climbing 14, lifting 12
TOUGHNESS 11
PERCEPTION 12
Demolitions 13, disguise 13, evidence analysis 14, find 15, first aid 11, forgery 14, land vehicles 12, language 13, tracking 15, trick 17
MIND 10
Business 14, hypnotism 13, meditation 11, psychology 14, streetwise 16, test 15, willpower 14
CHARISMA 10
Charm 14, persuasion 15, taunt 15
SPIRIT 8
Intimidation 11, reality 12
Possibilities: 12

Spirits of Beijing

Recent weeks have seen a dramatic increase in violent crime throughout Beijing, and most disturbing to the Chinese government is the fact that most of the crimes involved horrible mutilations. These officials are at a loss to explain what has happened, but the Kanawa executives have a very good idea of what is going on (they have discussed this only amongst themselves).

The Kanawa officials are correct in their fears: the criminals are none other than a demon pride of Tharkoldu. Jezrael has sent a relatively powerless, but ambitious alpha and his pride to the city. They have been commanded to disrupt Kanawa plans through any means necessary. Jezrael hopes that Roggurset, the great alpha, will be able to learn enough in Beijing to return to Los Angeles and remove Hravekra, a particularly troublesome great alpha who has broken free of the chain of dominance and is giving Jezrael a great deal of trouble.

Roggurset, Alpha Techno-Demon

DEXTERITY 12
Dodge 15, energy weapons 14, fire combat 13, flight 17(20), melee weapons 16(19 defense), missile weapons 15, stealth 15, unarmed combat 16(19)
STRENGTH 17
Lifting 20
TOUGHNESS 17
PERCEPTION 12
Alteration magic 17, divination magic 17, find 16, first aid 13, land vehicles 13, tracking 18, trick 19
MIND 14
Apportation magic 20, conjuration magic 18, test 19, willpower 18
CHARISMA 11
Persuasion 13, taunt 15
SPIRIT 13
Faith (Tharkoldu Evil) 19, intimidation 21, pain weapon 17, reality 18
Arcane Knowledges: *Fire 2, folk 6, entity 4, inanimate forces 4, living forces 4*
Possibilities: 13
Natural Tools: Teeth (damage value STR+2/19), talons (noncybered limb, damage value STR+3/20), alpha sense (*Perception* total), wing strike (*unarmed combat* to hit, damage value STR+7/24), wings (speed value 10)
Equipment: Nanocord, balance-wires (+3 to skills using agility, noted in parenthesis above), interdermal plate (armor value TOU+6/23), talon (enhanced, damage value STR+5/22), cyberwings (+3 to push for *flight, lifting* while flying, cyber value 3), backlash buffer 2 (*Mind* or magic skill total +2 for purposes of backlash), life cyber, 3-slot chipholder, pain baton (damage value +3/19), cyber value: 16

Equipment: Chiang 67 (damage value 16, range 3-10/40/50), nunchaka (damage value STR+5/19), Sony Talkman, Kokoru Avenger motorcycle (speed value 13)

Bund Dragons, Typical Gang Member

DEXTERITY 11
Dodge 13, fire combat 14, maneuver 12, melee weapons 13, stealth 12, unarmed combat 12
STRENGTH 10
TOUGHNESS 9
PERCEPTION 8
Disguise 9, evidence analysis 10, find 11, land vehicles 9, tracking 11, trick 10
MIND 8
Streetwise 9, test 11
CHARISMA 7
Persuasion 9, taunt 8
SPIRIT 8
Intimidation 13
Possibility Potential: some (65)
Equipment: Kanawa KM11 (damage value 18, range 3-10/25/40), knife (damage value STR+3/17), bullet proof vest (armor value TOU+6/22)

Bai-yang Naniuen, Leader of the Quiet Wind

DEXTERITY 12
Dodge 17, fire combat 17, heavy weapons 13, lock picking 17, long jumping 13, maneuver 15, martial arts (tai chi) 14, melee weapons 15, prestidigitation 15, stealth 16, unarmed combat 17
STRENGTH 9
Lifting 11
TOUGHNESS 9
PERCEPTION 12
Disguise 15, evidence analysis 16, find 15, forgery 12, language 13, tracking 15, trick 17
MIND 10
Business 11, meditation 12, streetwise 16, test 13, willpower 12
CHARISMA 10
Charm 13, persuasion 16, taunt 12
SPIRIT 9
Intimidation 11, reality 14
Possibilities: 16
Equipment: Chiang 67 (damage value 16, range 3-10/25/50), knife (damage value STR+3/17)
Description: Bai-yang is well known and liked throughout the city, and seems always to be able to find a contact or help. In that aspect, he is never truly alone, and doesn't fear the Dragons. He is very aggressive but seldom rash, and he helps Storm Knights. He is, however, the leader of a gang and will choose their welfare over others all the time.

Typical Quiet Wind Gangmember

Stats are similar to Bund Gangmember, but some (20) have *martial arts (tai chi)* and some (50) are possibility rated.

Religion

Despite the government's best efforts to sway the nation to communism, religion remains an important facet of Chinese society. Several of the world's major religions have huge followings in this nation of a billion people.

More information on the various religions of China can be found in Chapter Nine, "Religions and Faith."

India

The other major power of eastern Asia, India, has been an absentee player in the titanic struggle between Earth and the invaders. India's problems of the past, centered on a diverse combination of peoples, religions, beliefs and attitudes, has crippled the world's largest democracy (with over 850 million people). This nation has incredible natural and labor resources, and no aptitude to utilize it. With most of the world thrown into chaos, India stands on the brink of being able to become a major economic power, but the clunky bureaucracy and constant infighting of the various political and ethnic factions continues to polarize the country to the detriment of all.

There are no "standard" qualities for the country: Hindu and English are official languages, but Bengali, Gujarati, Kashmiri, Malayalam, Marathi, Oriya, Punjabi, Tamil, Telugu, Urdu, Kannada and Assamese are all recognized languages, and there are hundreds of local and regional dialects.

India has long been recognized as the birth place of several of the most influential Eastern religions. The spiritual significance of the country seems to have helped buffer it against invasion, and that has been a good thing for the planet, since it is clear that the High Lords value population as a resource, and the huge population of the subcontinent would seem to be a juicy prize indeed. It is believed that the Indian government managed to repel an invading realm in the first months of the war; however, no information on the subject is available. In recent months, many miraculous events have been reported, and several of the holy sites of the country seem to have a tangible degree of spiritual energy.

As for the religions themselves, Hindu is the predominant religion, with over three-quarters of the country practicing that faith, but Islam can claim over ten percent of the population. Buddhism isn't widely practiced in India, but it was founded there. The country's national resources include iron ore, coal, manganese, food, and cloth for textiles, but due to insufficient industry, India must import most of its manufactured goods, as well as most of its petroleum products.

President Arunatath Singh is scrambling to try and prevent radical movements from gaining power in the troubled country; so far his attempts to prevent open conflict have been successful. Continuing border skirmishes with Pakistan have nearly thrust India into the first nuclear weapons' exchange since 1945.

The Caste System

The Hindu caste structure has been part of the Indian system for centuries, and as it limits the social and economic progress of Indian citizens, the country has had a difficulty time adapting to the demands of the 20th century. Hindus are bound by these castes, and this system has been one of the things that has slowed economic progress in the nation.

The caste system is dependent upon the concepts of *karma* and reincarnation. Hindus believe that as one goes through life, karma (both good and bad) is accumulated for deeds. Once someone dies, they are reincarnated in



a form to reflect the karma of the previous life — an evil or unwise person may be born into a lower caste, or may even come back as a beetle or other animal; a wise and good person may come back as a wealthy merchant, royal prince or priest. Because of this, Hindus believe that they, and others, deserve the caste that they have been born into.

The highest general caste is that of the *Brahmin*, who are Hindu priests. The next caste is the *Kshatriya*, composed of royalty and warriors. The next level down is that of the *Vaishya*, or "the people," which equates to farmers, merchants and traders. The lowest caste that is a part of the Hindu society is that of the *Shudra*, which is filled by gardeners, artists, musicians and similar occupations. The final "caste" is that of the *Outcaste*, or the street-sweepers, leather-workers; those who are unclean. This cast includes all non-Hindus. A final option for a Hindu is to become an *Ascetic*, or an individual who leaves behind their family, possessions and all other roles in their life in order to seek enlightenment. Ascetics reject all worldly satisfaction, embracing self-denial in order to achieve enlightenment through a loss of desire.

Because of the Hindu belief that people "deserve" the caste they are born into, there has been little motivation on the part of traditional Hindus to implement social reforms and aid to the poor and destitute in India. Western organizations and methods haven't been well accepted because they geared to individual accomplishment and drive, not caste. Westerners who come into India are usually treated either as outside the caste system or, if they "prove themselves" as Untouchables or Ascetics. It very much depends on who they are able to come into contact with and how their initial impression goes. Nonhumans are almost always Untouchable.



New Delhi

The national capital of New Delhi is a city devoted exclusively to bureaucracy and the administration of government. It is here that the politicians sift through reports of snake-worshipping death cults in Kanpur, incredible miracles in Varanasi, ships bearing evil spirits in Bombay and walking suits of armor in Bangalore. Storm Knights seeking information on events in the countryside, especially if they don't have contacts among the people, are well advised to quietly begin their inquiries here because of extensive government offices and media outlets (quietly because the government will not take kindly to strangers meddling in sensitive affairs). The government is so overwhelmed with the day to day operation of the country that it is unable to control these reports and a kind of media hysteria has swept India with reports so wild that the average citizen doesn't know what to believe.

Varanasi

Varanasi is one of the holiest places in the country, with temples to celebrate virtually every Hindu god. The intensely spiritual area is now visited by thousands of pilgrims every day. Strangers aren't welcome in this city because it is believed that they will bring the evil of the High Lords with



them.

Many of the pilgrims have returned to their homes with stories of incredible miracles — the blind have had their sight restored; storms have appeared out of the sky from nowhere only for huge, floating swords to appear and cut a swath through them; apparitions in the form of Vishnu the Preserver have been seen walking the streets, claiming that the world must unite against the High Lords.

Calcutta

Calcutta, at nearly ten million people, is India's largest city. Located on the Bay of Bengal, its traders exchange rich cloth and valuable ores for specially manufactured goods. Calcutta remains as one of prime trade ports for India, and people from across the globe seem to gather here to conduct their business.

Rommun Hazjen, a Storm Knight originally from India, but studying in England when the High Lords struck, has established a safe house for wayward Storm Knights and others who fight the High Lords. He has also begun investigating the strange events that seem commonplace throughout the country. Hazjen's house is on one of the back streets of the city, and all that is known is that if you are wanted there, one of his workers will find you. All efforts to infiltrate the safe house have met with failure.

Rommun Hazjen

DEXTERITY 8
Prestidigitation 9
STRENGTH 10
Climbing 12, lifting 11
TOUGHNESS 8
PERCEPTION 12
Alteration magic 13, divination magic 15, first aid 13
MIND 13
Apportation magic 14, conjuration magic 15, science (engineering) 15, test of will 15, willpower 15
CHARISMA 8
Taunt 9
SPIRIT 7
Faith (Hindu) 8, honor 9, reality 9
Arcane Knowledges: Aquatic 1, avian 2, enchanted 1, entity 2, folk 3, air 2, fire 1, metal 1, plant 2, water 2
Spells: Rommun has several spells, including a few from *Pixaud's Practical Grimoire* — at their lower values! While not an accomplished mage, he has made many powerful friends.
Possibilities: 9
Equipment: Various magical spell contagions, .38 pistol (damage value 14, range 3-10/25/50), engineering texts

Description: Rommun came from a poor family, but was so highly motivated in his studies that he was able to win a full scholarship to Goldsmith's College in London. His life changed while visiting a friend in Cambridge; his moment of transcendence was when he chose to save a traumatized mother and her young child from a rampaging giant. Rammun soon learned many of the basics in magic, and devoted almost all of his time to the study of this strange new field.

Rommun considers magic just a very twisted form of technology — a tool for the complete control of the user, and so lacks the mysterious and metaphysical tendencies of most spell casters. He has maintained his Core Earth reality while still learning magic. He decided to return to his native India and set up a safe house for Storm Knights in need of rest and shelter, and has begun establishing links with other such individuals across the globe. He has made many friends among those fighting the wars, and they will come to his aid at a moment's notice.

Gaya

The land of Gaya and nearby Bodhgaya literally flow with spiritual power. It is as if the religions of the east have returned to all of their mythic power and splendor. Historically, Gaya was where Lord Vishnu granted the power to cleanse the sins of the world, and Bodhgaya was where the Buddha attained enlightenment, founding the Buddhist religion.

These two communities have also seen many incredible miracles, and have attracted pilgrims from thousands of kilometers away.

Bhubanesar

This city (actually twin cities built on opposed river banks) has hundreds of temples dedicated to the various Hindu and Buddhist deities. In the center of the city is the Bindu Sarovar, a tank that is believed to be filled with the waters of Indian holy rivers.

Hampi

The Hampi ruins are all that remain of the capital of the Ohindu Empire (the empire reigned from 1330 to the 1560's). The city was wiped out during the Battle of Talikota, and has since become a very popular tourist attraction.

Bombay

This industrial city on the Arabian Sea is responsible for nearly a quarter of India's industrial output and half of its ocean going trade. Bombay is an important stop for ships coming from the Persian Gulf, the Red Sea and the trade cities of the Nile Empire (as such, many gangsters and criminal operatives, especially from Cairo, can be found in the area). Many large-volume Nile traders frequent the city, selling precious resources such as oil, industrial diamonds, spices and precious metals, while also purchasing large quantities of lower tech goods for import into the Nile. Storm Knights often get safe passage into the Nile Empire by hiring on as ship hands, or muscle to move cargoes, enabling them to avoid tough Nile border inspections.

Hong Kong

This former British colony of Hong Kong, on the tip of the Chinese mainland, is a "hot spot" of realm activity, where agents mix corporate intrigue with street-level turf wars. It has a high-tech, slick feel, much like Japan, but since this area is outright controlled by the Kanawa Corporation, Core Earthers and agents of the other realms meet on relatively level ground. This may not be as much an advantage as it would first seem, since a decided lack of firm authority has resulted in several very violent and bloody wars for control of various trades.

Downtown Hong Kong continues to be a melting pot of the various Southeast Asian cultures (with the Victorians thrown in for more spice), but now the city has taken on a darker, more sinister aspect. This city has already seen a great deal of conflict, highlighted by a group of Storm Knights successfully repelling Nippon Tech efforts to drop a maelstrom bridge into the heart of the city. While few of the city's citizens know the circumstances of the event, the battle in the skies of Hong Kong is still the talk of the city.

Hong Kong is a city where slick fashions, corporate battles and agents-for-hire meet on the streets and in the back alleys battling for control of the entire Southeast Asian region. International corporations rule the city through wealth, power and terror. Street gangs toting automatic weapons stroll the streets at night, taking out low-level corporate executives under the guise of "street violence." Hong Kong was once known as a bargain hunters' paradise, with a reputation for fantastic prices — now the only thing fantastic about the city is the body count.

Hong Kong's automated harbor services thousands of ships every day, as goods from all over the world are brought here for trade on the volatile Hong Kong Stock Exchange or in the retail stores at street level. Everything from spices, to gems, to computers, to automatic weapons is on sale here, most of it at bargain prices. Because of the "competitive" nature of Hong Kong's stock exchange and the tremendous wealth being thrown about, mercenaries for hire are almost as common as street peddlers.

The Hong Kong Trust

The Hong Kong Trust is a consortium of American and Japanese businesses that are working together purely for profit. They deal mostly in weapons and armed mercenaries, and in fact control several very skilled groups of mercenaries within the city. The trust secretly operates out of suites on Queen's Road (in the heart of the downtown area), but business meetings with clients can be conducted at any of the hundreds of top quality restaurants and business buildings in the downtown area. The trust is well financed, and capable of spreading around sufficient money to insure uninterrupted operations — the city police are paid to ignore specific crimes and activities.

One thing that Storm Knights will quickly learn about Hong Kong is that many criminal activities have their

Currency

The Hong Kong dollar is the official currency of Hong Kong, although the Japanese Yen, the French franc, the British pound, the U.S. dollar, the Aysle trade, the Orrorsh sterling and the Nile royal are in common usage here.

$7.75 Hong Kong = $1 U.S.

origin within the Trust, and often, before they even realize it, they are taking on the Trust, which has the resources to handle most any "small group of troublemakers." It is not known who is responsible for direct control of the Trust, and employees seem to come and go so quickly that it is difficult to find out any information about the group.

Philippines

The Philippines have been steadily preparing for war ever since the first maelstrom bridge crashed into Indonesia. The country still suffers from tremendous poverty, although the Muslim rebels in the southern Mindano islands and communist insurgents have stopped their assaults upon Philippine and US Army installations. American military facilities, once used to keep an ever-vigilant watch on the Chinese and Vietnamese, remain intact and have proven a convenient observation point for Orrorsh activities.

In order to keep control of the situation, Philippine citizens now have identification cards that they must carry with them at all times. The passage of citizens from island to island is prohibited without letters of authorization from the local municipalities. Despite the removal of many civil rights, the faith of the people is strong and they are ready to fight the terrors of Orrorsh if they ever land upon Philippine territory.

Manila

The capital city of Manila has taken on the mentality of an armed camp, and the divisions between rich and poor are more evident than ever, with huge slums stretching over scores of square kilometers. Many of the wealthiest Filipinos, who reside in a small number of exclusive neighborhoods, have fortified their expansive compounds by putting up electrified walls and deploying armed guards. While none of these safeguards will repel an Orrorsh invasion of the islands, the wealthy don't know how useless their defenses will be, and in the time being it keeps the poor out of the way.



Sulu Research Site

With the stories of the terrors that have emerged from Indonesia, the United States and the Philippine government have set up a joint Occult Research Site on Sulu island, not far from Borneo. Several dozen creatures that have been killed have secretly been shipped to the island, where top biological sciences researchers dissect and analyze the monsters of the realm. So far their results have proven inconclusive (as might be expected). Storm Knights known to be operating in the region may be summoned to the compound and ordered to undertake missions on behalf of the Delphi Council (via the Storm Knight Registration Act).

Vietnam

Vietnam is making every effort to find out what is going on to the south, but every agent sent into Orrorsh has disappeared without a trace. Ho Chi Minh City has tightened its travel restrictions in order to prevent Orrorsh agents from infiltrating the country. Vietnam has a sealed border and no new travel visas are being issued.

Report from Agent "Ted Jackson." This report was sent by coded short-wave transmission, and was picked up by receivers in the Philippines. Jackson hasn't been heard from in the past three months.

**12/15-19 — City sealed tight. Travel restrictions. Suspicious of foreigners.*

**1/22-27 — Troops searching for spies. Gov't suspects Orrorsh activity.*

** 7/12-16 — Army supported death squads reported in Ho Chi Minh City. Political dissidents missing.*

**12/6-9 — UN and Amnesty International investigators turned away. Food shortages reported in the north.*



Thailand

Thailand's King Thikulyad was understandably alarmed when the southern half of the country reported that all communications with Indonesia and Malaysua ceased. As Orrorsh quickly expanded to its current borders, the King's army was preoccupied with settling the refugees who streamed into Bangkok (which has now swelled to a population of almost seven million people). Unfortunately for the people, many Orrorshan horrors who are able to take on human form have migrated to Thailand.

Thai and Chinese are the most common languages, but English is common enough that Ayslish, Victorian, English, American and Australian Storm Knights have been able to help coordinate civil defense measures, and in some small offensives, take the battle into the realm of Orrorsh. Despite the help of the Storm Knights, the country hasn't the military or economic resources to mount a major offensive.

The Thai economy has remained largely intact due to continued heavy trade with Japan, and many rogue Storm Knights make a good living taking food into Singapore; the Thais refuse to accept manufactured goods from Singapore after widely publicized incidents involving home appliances.

In the extreme northern corner of the country called the "Golden Triangle" (where the borders of Thailand, Burma and Laos meet), the warlords who have controlled the opium drug trade have returned to their terrorizing ways. The area has degenerated into a collection of rival territories controlled by cold-blooded killers.

Cambodia

When the Vietnamese called home their troops after the initial invasion, Pol Pot crawled out from under whatever rock he was living, and the Khmer Rouge was back. Pot's regime, responsible for the deaths of at least two million Cambodians during the late 1970's, has relied upon gangs of youths with an utterly amoral view of life, and once again terror has spread throughout the beleagured country.

Foreigners are in extreme danger in this country. Our agents have had to go undercover just to stay alive, and all are trying to escape to Thailand. Pol Pot is simply ignoring the Possibility Wars — it would almost be a blessing if Orrorsh snapped up this country because at least the monsters would be distinguishable.

Laos

Laos, a landlocked nation surrounded by China, Vietnam, Cambodia, Thailand and Burma, lies uncomfortably close to Orrorsh, yet hasn't been directly involved in the Possibility Wars — yet. This nation is a logical target once the Gaunt Man decides to renew invasion efforts.

Nepal

The mountainous nation (dominated by the Himalayan and Mahabharat Lekh mountains) has been far removed from the Possibility Wars. The popular King Birenda Bir Bikram Shah Deva has simply tried to keep the perpetually weak economy going.

Tibet

Tibet is a Chinese autonomous region (the traditional ruler of Tibet is the Dalai Lama, who is in exile). The region is almost completely within the Himalayan mountain chain, which has provided ample protection from invasion for centuries.

Often called "The Roof of the World," Tibet has long been believed to have an almost mystic nature to it, and in these unusual times, that nature is clearly manifesting itself. The land of Tibet seems to have become an area of psionic awareness, for many of the residents seem to have suddenly been gifted with powers remarkably similar to those of the Akashans. The strong faith of the country seems to have brought forth many supernatural beings native to the religions, including protectionist spirits.

Due to the mystic powers of the land, it is widely believed that the land must have scores of eternity shards hidden. It is also known that the Signal Fire, which summoned the Akashans, was hidden within this country.



Dynanta, Protection Spirit of Tumbayang Chu River

DEXTERITY 11
Dodge 24, unarmed combat 16
STRENGTH 4
TOUGHNESS 15 (25)
PERCEPTION 12
Alteration magic 19, divination magic 18, find 18
MIND 11
Apportation magic 18, test 18
CHARISMA 10
Charm 15, persuasion 15, taunt 12
SPIRIT 12
Reality 22, intimidation 16
Arcane Knowledges: *Avian +3, earth +1, light +1, magic +1, water +8*
Spells: *Away sight, detect magic, earth shield, fly, fog, water spray*
Possibilities: 35
Natural Tools: Spiritual chill (must touch victim, causes mental damage value 16); when in "fog form," Dynata has an effective *Toughness* of 25

Description: Dynanta was summoned to Earth through an elaborate mantra ritual, and is the incarnate spirit of its river. It is playful and whimsical, often calling out to strangers and travelers. It almost always chooses to appear as a cloud of fog that dances through the air. However, those who intend to do Tibet or the river harm will face its wrath.

Mount Kailash

One of the most sacred mountains in Tibet, Mount Kailash is called the "soul of the country," for it is believed to protect the Tibetan people. It is also sacred to Hindus because it is the site of the throne of Shiva. Finally, Kailash is sacred to the Bon religion because it is where the founder, Shenrab, came to Earth from the Sky. Pilgrimages to the mountain are often blocked by mysterious events, such as land slides, false trails and other inexplicable obstacles, and it is said to be a true test of faith to complete the trip to the mount from the nearby village of Darchen. Two lakes south of the mountain, Manasarower, representing the forces of light, and Rakastal, representing



the darkness, are also sacred to religious worshippers in the area. It is said that several Storm Knights who have completed the journey have been granted divine tools with which to fight the High Lords, although this has never been substantiated with proof. It is believed that Tibetans of strong faith will be able to invoke divine protection that would make the nation a hardpoint against invasion.

Lhasa

The capital of Tibet, Lhasa, has two major sites of renewed spiritual significance.

The first is the Potala, or "Red Palace." Since 1645, the Potala has served as the home of the Dalai Lama's, although the current Lama has been in exile since the Chinese have occupied the region. Within the Potala, dozens of the faithful have reported seeing the grainy image of the Lama, supposedly weeping.

The other point of note is the Jokhang (Grand Cathedral), known to possess the Prayer Wheel of Jokhang. The prayer wheel is believed to be an eternity shard of great power.

Prayer Wheel of Jokhang

Cosm: Core Earth
Possibilities: 20
Tapping Difficulty: 16
Purpose: To renew religious belief in the faithful of Tibet.
Powers: Adds +5 to the *faith* of any Tibetan who is touching the wheel.
Group Power: Create Talisman
Restrictions: The Prayer Wheel may only be used by those who are born in Tibet.
Description: Approximately half a meter tall, the legendary Prayer Wheel appears to be made of gold, and depicts the powers of the gods protecting Tibet from outside invaders.

Chiang Chu Monastery

Believed to be hidden high in the mountains that give birth to the Chiang Chu River, this monastery is reputed to be the province of a select group of Hindu monks who have dedicated themselves to the study of magical knowledge, even that which is beyond Earth's *Magic* axiom. Little is known of the monastery except that only those "pure of heart" will be allowed to find it. It is believed that the one path to the monastery is riddled with magical traps that make the unwary loose their way and forget their motivation for approaching.

Pakistan

This massive country bordering India has come dangerously close to plunging Asia into the middle of nuclear conflict. Somehow, Pakistan has acquired at least half a dozen nuclear warheads, but has no missiles with which to launch them. The country has had nearly continuous skirmishes with India since they were both freed from British colonial rule, and Pakistan has a continuing dispute with India regarding the ownership of Bangladesh (which was once East Pakistan). Whenever tensions heat up with India, the Pakistani army goes on alert, with the bombs aboard planes sitting on the runway waiting for the fateful orders — whenever an unidentified airplane (or flock of birds) enters Pakistani airspace, the commanders have barely 90 seconds to decide whether to launch the planes or risk having them destroyed where they sit. Fortunately, the planes have always been recalled in the nick of time — who knows if that will always be the case?

Afghanistan

Afghanistan remains a troubled country, as the Afghan rebels (Afghan tribesmen who call themselves "holy warriors," or the mujahedeen) continue to struggle against the Soviet installed government. The embattled country has had no directly involvement in Possibility Wars as of yet.

Bangladesh

Originally referred to as East Pakistan, Bangladesh was founded as an independent nation in 1971 after India invaded and cast out the West Pakistani occupation forces. The country's 115 million people are crowded onto the low-lying Ganges and Brahmaputra river deltas.

While Bangladesh hasn't been directly assaulted by the forces of the High Lords, the river deltas are constantly subjected to flooding as a result of the altered weather patterns in the region (thanks to the Orrorshan storm front). Because of this, many of the most densely populated cities (especially the capital of Dhaka) have been abandoned in favor of the highlands further inland. However, it has meant that the water in the area is much cleaner and more free from disease than before.

North Korea

North Korean President Kang Hyong's communist government is feeling increasingly isolated in light of China's sudden turn toward Japan. Hyong continues to fight efforts by the South Korean government to reach various political, trade and military agreements, but suspects that his country will soon be isolated without the support of China. Hyong seems ready to go on alone, although he secretly appears to have approached the Soviet Union for economic and military aid — there is no confirmed word on the Soviet response, but it is believed that they have warned Hyong to be wary of Japan and are offering some forms of aid.





Chapter Seven

The Middle East

The Middle East has been a political and military hot spot for centuries, dating back to the era of the Crusades. In medieval times, it was also a major nexus of trade, and recent years have seen these small nations transformed into major powers due to the presence of petroleum.

The invasion by Dr. Mobius has once more transformed the region into a battleground, with ancient enemies forced to act as allies against the devastating forces of the High Lord.

Along with the presence of a common enemy, the Muslim religion acts as a unifying force in this area of the world. It has gained even greater prominence as the oppressed victims of the Tenth Empire have turned back to religion *en masse*.

A number of small armies have formed to combat the predations of the Nile Empire, the largest operating under the banner of Al-Abdul Jerrard, and goes by the name of "Sword of Saladin." They have struggled valiantly, but thus far seem to be fighting a losing battle.

Saudi Arabia

Saudi Arabia is the largest country on the Arabian peninsula. It is a monarchy, and boasts the presence of Mecca, the holy city of Islam, within its borders. The recent conquest of this site by Mobius, at fearful cost, has intensified the hatred felt by the faithful of Islam for the High Lord.

Another effect of the fall of Mecca has been a widespread feeling that the defeat was a sign from Allah that his people have become unworthy. A number of fundamentalist sects have arisen in recent months calling for a return to the old ways and condemning nations like Saudi Arabia and Kuwait for their Western leanings. Some of these groups have even called for the expulsion of all non-Islamic peoples from the region. Rather than bolstering the spirit of the people, these groups have served more to undermine the authority of secular governments and promote disunity.

Economically, the country is not suffering markedly. Damage done to Red Sea ports has been counterbalanced by the increased productivity of those in the Persian Gulf. Saudi oil production has managed to remain at or near pre-war levels, although Nile sabotage remains a constant problem.

Foreign investment, however, is another matter. Heeding the advice of Al-Abdul Jerrard, King Faroud of Saudi Arabia has declared a moratorium on the construction of foreign-backed production facilities in his land.

The King holds all legislative, executive, and judicial powers. The prevailing view is that laws are revealed, not made. The King's main advisory board is the Council of Ministers. The King appoints all ministers, and has the right to dismiss any minister.

The King presides over the Council as its Prime Minister, and the council's main function is legislative. The council is also responsible for various administrative matters such as foreign and domestic policy, defense, finance, health, and education.

The Saudis follow Shari'ah law, which is the law of Islam. Judgement is based on the Hanbali tradition of Islam, which is very strict (i.e. adultery is a stoning offense). All of the courts are presided over by clerics, because all the crimes are regarded to be religious crimes. All non-religious offenses (such as traffic violations) are dealt with in government offices, and any appeal of the offense is dealt with by the King.

All foreigners are expected to abide by the laws and traditions of Islam.

TO: President Quartermain
FROM: Ellen Connors, Director, Delphi Council
RE: Roman Peran, Director of Affairs, Middle East Bureau

I regret to inform you of the disappearance of Roman Peran, the Director of Delphi Council Affairs, Middle East bureau. We last heard from him on March 5, Invasion Year Two, and he is presumed dead. The following section of the report has been constructed from his notes and early reports, but is not as accurate as we would like it to be. Sir, we are currently working on finding a new director for the Middle East, and we expect to find a replacement for Mr. Peran very soon.

— EJC

The Sword of Saladin

Al-Abdul Jerrard is a *sufi* (an Islamic mystic), and is now the recognized leader of both the Saudi military and the pan-Islamic organization known as the "Sword of Saladin." Named for one of the great Muslim heroes of the Crusade, this group was formed seven months after the invasion and is composed of Muslims from all over the Middle East, as well as a few non-Islamic Storm Knights.

The history of the Jihad begins five months after the invasion began when Al-Abdul Jerrard walked out of the Ad-Dahna Desert into the the city of Riyadh in Saudi Arabia. Upon entering the city, he went to the central market and began to preach to the people. It is said that he talked in a whisper, but soon that whisper turned into a roar that silenced all men. He told those assembled that they must put aside all of their hatred and envy, and that they should clasp their fellows as a brother of Islam.

He went on to tell the crowd that the Mobius had defiled the work of Allah, and that all of Islam should join together to destroy this affront. Their first task would be to reinforce the defense of Mecca (a task they would perform well for over a year before finally falling before Mobius' war machine).

Following the Speech, Jerrard was summoned to a meeting with Faroud, his chief advisers, and the leading members of the Ulama, a college of religious scholars. At the conclusion of this four-hour conference, Jerrard was named supreme commander of the Saudi military. Under his leadership, the army has increased drastically in size and the draft has been reinstituted.

Jerrard later went on a tour of the Middle Eastern nations that were not yet in the grip of Mobius. He called upon the various factions in each to put aside their old hostilities and join in a new *jihad*, or "holy war," to drive the invaders from the region. The result of all this was the formation of the "Sword of Saladin."

Whether or not Jerrard truly intended to spark a holy war is debatable — he may have been under political pressure from Faroud's advisers and seeking to safeguard his own newfound power.

What no one (outside of Thebes) is aware of is that Al-Abdul Jerrard is a Nile Empire plant, a special agent trained in the arts of deception. Realizing that the power of the Muslim faith posed a threat to him, Mobius chose to harness it for his own use. Jerrard is in "deep cover" — not even the leaders of the Nile's battlegroups are aware of his true loyalties.

Al-Abdul Jerrard

DEXTERITY 11
Beast riding 13, dodge 16, fire combat 16, maneuver 14, melee weapons 15, missile weapons 15, stealth 16, unarmed combat 16
STRENGTH 10
TOUGHNESS 10
PERCEPTION 12
Disguise 15, Egyptian religion 16, evidence analysis 16, find 17, land vehicles 15, scholar (Muslim lore) 19, tracking 15, trick 17
MIND 15 (12)
Hypnotism 23, psychology 19, test 20, willpower 20
CHARISMA 14
Charm 19, persuasion 19, taunt 16
SPIRIT 11
Faith (Sebek) 17, intimidation 16, reality (Nile Empire) 18
Possibilities: 30
Inclination: Evil
Pulp Powers: *mind control, super attribute* (applied to *Charisma*), adventure cost 8
Equipment: Uzi, damage value 17, ammo 11, range 3-15/40/100; KO8, (damage value 15, ammo 8, range 3-10/25/60); sabre, damage value STR+4/14
Description: Jerrard is a tall, strikingly handsome man whose natural charisma is augmented by his power over the mind. He has used these abilities to influence the decisions of Saudi leaders and form a potent military organization.

Structure of the Sword

The Sword of Saladin is composed primarily of elements of the Saudi military, but the organization also boasts thousands of people from other nations as well. Presently, the Sword is composed of over 450,000 men. These troops are stationed at four bases throughout the Arabian peninsula.

Typical Sword Agent

DEXTERITY 9
Dodge 13, fire combat 13, heavy weapons 13, unarmed combat 13
STRENGTH 8
TOUGHNESS 9
PERCEPTION 8
Find 10, air vehicles 11, land vehicles 11
MIND 7
Survival 10
CHARISMA 7
SPIRIT 8
Faith(Muslim) 13
Additional Skills: two at +1 adds
Possibility Potential: some (45)
Equipment: varies

Each base houses two squads of tanks, and has an airfield nearby. The main base near Riyadh houses Al-Abdul Jerrard and the high officials of the organization, while a base in the Rub' Al-Khali Desert acts as the train-





ing base for the special strike force. The special forces is comprised of Storm Knights, and is usually used to infiltrate invaded regions.

Storm Knights of any religion will be accepted into the Sword, but they must be willing to abide by all the traditions and laws of Islam. Thus, a character of a different religion will be forbidden to publicly display any element of their religion, and women will be required to wear the full garb of a Muslim woman (the long robe and veil).

The decision by Al-Abdul Jerrard to accept women into the army was one that disturbed many leaders in the Islamic world. During a summit meeting, he defended his position with the following statement:

"If Allah has given women the power to fight the invaders, then they should be allowed to fight! It is their world as well, thus they should have the right to defend it."

Women are not allowed to fight in the front lines with the soldiers, but women are employed to infiltrate the different realms and gather information. Al-Abdul Jerrard's position on the subject was strengthened when a woman sacrificed herself to remove a bomb from the summit meeting. Later it was discovered that the bomb had been planted by a team of Nile villains. (This was a gesture by Mobius to strengthen the cover of his valued agent, although the villains, of course, did not realize this.)

At present, very few Islamic women have joined the ranks of the Sword of Saladin, but women of other lands have come. One reason for this is that there are great benefits to being a Sword agent. At first, women from other religions resented wearing the full robes and veils, but they soon discovered that the clothing prevented the sun from burning their skin, and was actually cool in the Arabian climate.

The Sword has received tremendous support from Storm Knights around the world (none of whom have seen through Jerrard as yet). Currently, three "weird scientists," two Nile mathematicians, an engineer, and an Ayslish mage working for him. The Ayslish mage (Malcom of the Four Towers) is actually an ambassador from Lady Pella's court.

Agents of the Sword have gained a great deal of information about the Nile Empire, specifically in regards to its military structure (much of it misinformation planted by Mobius). Agents are also sent into other realms, because Jerrard wants to stay abreast of developments elsewhere.

Joining the Sword

Anyone can attempt to join the Sword, and it would be easiest to expose Jerrard from within. (Keep in mind that no one inside the Sword suspects Jerrard's treachery.)

Before acceptance into the organization, all applicants are screened. Any hint of previous wrongdoing will be enough to cause the application to be rejected.

If the character is accepted, then they will be taken to the training facility, where they will spend the next month. This training is rigorous, but they will emerge better able to work in the different realms. It is Al-Abdul Jerrard's hope to also convert some of those trained to the ways of Islam, thus all characters will be expected to attend classes on the religion. If nothing else, this will help the characters operate in Islamic countries in future.

Characters who complete the training session will have the following skills:

Knowledge of Arabic (no need to generate a *language* total);
Scholar (Islam) +1 (if the character has no adds in this skill);
They will also learn one of the following skills (i.e. receive one add in a skill they do not already possess):
Dodge
Fire combat
Melee weapons
Missile weapons
Unarmed combat
Scholar (choose one realm lore)

Once the training period has been completed, the Sword will form a team of the characters. They will then undergo team training, in which they will perform specialized maneuvers to prepare for real missions. Sword special teams are composed of both men and women, and are sent into different areas to gain information, to investigate strange activities, to make guerrilla raids, to assassinate enemies, or to do advanced reconnaissance work.

Yemen

The Yemen Arab Republic suffered greatly in the first year of the war, due mainly to the loss of all of its ports to the forces of the Nile. The government of the Republic, headed by the Constituent People's Assembly, is still governing the country, but many of the people have fled into Saudi Arabia or the Democratic Republic of Yemen.

Economic disaster seemed imminent, and all seemed lost until the government of the People's Democratic Republic of Yemen decided to allow the the Yemen Arab Republic access to the port of Aden, for a price. The Yemen Arab Republic must share 50 percent of the profits from its exports. As the Yemen Arab Republic is quite rich in mineral resources, this deal will greatly improve the financial picture of the People's Republic.

This has saved the government and economy of the Yemen Arab Republic, but the country is still basically indefensible. The Sword of Saladin has constructed a minor military base in the region, but for the most part, the people have little hope of their country surviving the war intact.

The People's Democratic Republic of Yemen has been hostile to the west since its creation in 1967. It is also an avowed Marxist country. The dissolution of the old USSR caused major problems, for the country's chief source of aid was cut off at that time. Like most countries around the world, the PDRY suffered an economic disaster. But the PDRY has now gained new economic stability though the treaty with the Yemen Arab Republic.

The government of the PDRY has now been able to increase its armed forces and purchase equipment. For now, they have allied themselves with the Sword (we believe for the purpose of gaining more military equipment). The region that the PDRY inhabits is the poorest region in terms of minerals on the Arabian peninsula, and they may be mobilizing to take over the

Yemen Arab Republic after the Possibility Wars have ended. They have not yet attacked the region due to their respect (or fear) of the Sword of Saladin.

Oman

Oman is a sultanate (a form of monarchy). There is no elected government in the country. Local government is conducted by walis, officials picked by the Sultan, and municipal councils.

For the most part, the country is still rural, with the interior being dominated by nomadic tribes. The country is rich in mineral resources, and oil is the major export. The tribal aspect of the society is still apparent, and important in politics.

The Omani military has expressed a willingness to work with the Sword of Saladin, and one major Sword base has been established in the region. The Omanis have also constructed a number of new bases and the Sultan has called upon all able-bodied men to present themselves for training.

Oman has yet to be invaded, but the people are fearful of such an eventuality. It is doubtful that Oman could hold out for long against a Nile battlegroup without aid from its neighbors.

United Arab Emirates, Qatar, Bahrain

The U.A.E (which is composed of seven tiny emirates, or monarchies), Qatar, and Bahrain are relatively small countries on the Persian Gulf that are not in immediate danger. All three countries are important oil producers or transporters, and all three support the efforts of Storm Knights to crush the Nile Empire.

Military enlistment is up sharply here, as it is in most other nations of the region. Bahrain is known to be actively working to induce a team of Storm Knights to construct a base there.



Iraq, Iran and Jodran

Officially, these three countries have joined forces with their neighbors in the struggle against the Nile Empire. The extent of their commitment is questioned in many quarters, however — Mobius' pledge to create a Palestinean homeland in Israel has struck a chord with many people in these nations.

The Sword of Saladin has sparked a mixed reaction in Iraq and Iran. While many young men and women have left to join the group, others condemn it as a tool of the West.

The Sons of the Prophet is a militant Islamic group formed nine months ago in Iran, which has since spread to Iraq and Jordan. They have declared themselves to be in opposition to the Sword,

claiming that defending one's homeland is more important than following some mystic. They also point to the Sword's acceptance of women and non-Muslims into its ranks as a sign that it does not represent true Islam.

Members of the Sons of the Prophet are known to have infiltrated the Sword for purposes of espionage.

Israel

Years of conflict, both internal and external, left Israel well-prepared for hostilities. But the Possibility Wars make for strange bedfellows, and Mobius' invasion has found Israel allied with some of its most bitter enemies, including Syria and Jordan.

Israel was engaged in a bloody struggle with the Nile Empire for 18 months, resulting in the collapse of the Jerusalem stelae and the defeat or withdrawal of Mobius' forces. The Israeli army is now massed on the east bank of the Suez, in preparation for an invasion of Egypt.

As part of the planning for this operation, Mossad agents have established a number of cells within the Nile Empire, relaying information back to Israel and sabotaging military equipment and scientific projects. The Mossad is said to be recruiting Storm Knights as special agents, offering excellent pay in return for their services in the Nile Empire.

Standard Mossad Agent

DEXTERITY 9

Dodge 11, fire combat 11, maneuver 10, melee weapons 10, unarmed combat 12

STRENGTH 8

TOUGHNESS 8

PERCEPTION 9

Evidence analysis 10, find 11, first aid 10, forgery 10, land vehicles 10, tracking 10, trick 10

MIND 8

Test 9, willpower 9

CHARISMA 7

Persuasion 8

SPIRIT 7

Faith(Judaism) 8, intimidation 8

Additional Skills: two at +1 adds

Possibility Potential: some (45)

Equipment: dagger, damage value STR+4/12; Uzi (damage value 17, ammo 11, range 3-15/40/100)

Another unlikely ally of the Israelis if the Palestinean Protection League, a splinter group of the Palestinean Liberation Organization. Seeing Mobius as the common enemy, they have agreed to suspend action against the Israelis for the duration of the war. They have been repudiated by the PLO and the Israeli government has thus far been reluctant to trust them with important operations.

The major complaint of most Israelies is that, since Mobius' troops were driven out of the country, they are getting precious little information on the course of the war from their government. Many are reduced to relying on the Voice of America for news.

The Israeli military is on full alert, expecting an attack at any moment from their Arab "allies" now that the immediate threat to themselves is seemingly past.





Chapter Eight

Australia

When communications were cut off from Indonesia, the Australian Federal Parliament immediately went into emergency session. Air travel was immediately disrupted because of the storm fronts only a few miles from the northern coast of the continent, and the city of Darwin was gripped with anxiety as soon as the first ships to get through the storm front arrived in port. Within days tales of strange terrors — evil creatures, sea currents of what seemed to be boiling blood, spirits that took over ocean-going freighters — were reported from Bamaga, on the Cape York Peninsula, to Perth, on the southwestern portion of the continent.

Prime Minister Robert Hawke was given authority to secure supplies and material through whatever means necessary. He immediately approached Japan for industrial goods, as well as technological knowledge, in exchange for more favorable prices for wool, beef, dairy products and other agricultural staples. Of course, unknown to Hawke, the Kanawa Corporation had almost conquered Japan by this time, and Hawke came back to his people virtually empty-handed — it was obvious that the Japanese knew how desperate he was.

Instead, Hawke's Minister of Trade arranged for a long-term lend-lease agreement, giving Australia immediate supplies in exchange for long term economic interest. Japan was also able to secure very favorable rates for trade, slashing through many of the high import tariffs that Australia had established.

As the nature of the invasion became clearer, the Australians realized what a bitter war was awaiting them. The tension and fear was palpable throughout the northern and western coastal areas, and even in the southern, seemingly protected cities of Brisbane, Melbourne, Sydney and Canberra there was little anyone could seem to talk of beyond the invasion.

The Australian government has also tried to aid its neighbors as much as possible — the Philippines and Thailand were both granted small amounts of goods at first, but soon there was little else to spare, and these nations had to turn to Japan for aid.

As Orrorsh's invasion efforts were stalled, Indonesians came to see Australia as a safe refuge. Terror-stricken natives of nearby Papua New Guinea also raced for the shores of the nearby continent. People who felt that they had little to lose ventured to Darwin, Bamaga, Broome, and other towns and cities on the northern coasts. They came by plane, small freighter, and even by canoe. The first few hundred refugees were welcomed, as the local population absorbed their stories of terror, and included them as best they could. However, the trickle soon became a torrent — by the end of the first year of the invasion, nearly 200,000 islanders had made their way to Australia, only to be placed in huge refugee camps. At the time of this writing, refugees numbered just under one million total.

Meanwhile, the Australians can only wait. It has been nearly two years of anxiety and tension, but not a shot has been fired. The government regularly warns their people to always be on the lookout for "strange events" which may indicate an impending invasion. Their patience and fortitude is slowly ebbing away.

Current Conditions

Anxiety, fear, distrust. These are a few of Orrorsh's dominant emotions, yet they also dominate the people of Australia. It is a continent primed for invasion.

However, the people seem ready

Mr. President:

The nation/continent of Australia is in the midst of economic and social upheaval in these days of troubles. Prime Minister Hawke's government is facing growing social discontent because the nation has been swamped by millions of refugees, primarily from occupied Southeast Asia. While Australia has traditionally been a wealthy and stable nation, Queensland, the Northern Territory and the northernmost regions of Western Australia are facing overcrowded conditions and shortages of food – there have been no catastrophic repercussions as of yet, but there is certainly a growing anxiety.

The NRRA (Non-Realm Resident Alien) camps established near Darwin, Wyndham and Normanton each have over a quarter of a million immigrants (called "new squats") clamoring for food, shelter, and employment. There is a growing friction between native Aussies and the recent arrivals.

It is known that the Australians have established an organization called the Australian Defense Corps, whose function is remarkably similar to that of the Delphi Council. At this point, the ADC has spent a great deal of time infiltrating agents into Orrorsh to determine the best means of defending their country. At the prompting of major industrial leaders, the ADC has also sent agents into Japan to observe the startling technological and industrial progress of the island nation (many people suspect that Japan has been invaded, but they have been unable to accumulate definitive proof – largely due to efforts of our agents in the field and the superior security of the Kanawa Corporation).

The armed forces have been the subject of a massive build-up, with conscripts coming from both Australian citizens and the NRRA's that have settled there. The government has been trading mineral wealth to the United States in exchange for advanced weapons technology. Factories have been gearing up weapons production with startling efficiency. Our sources also indicate that Australia has been allowing Nippon Tech and CyberFrance to construct facilities within the nation, but this has not yet been confirmed – if indeed this is so, the applications have been top-secret so far.

The normally carefree Australians have become more somber and resigned to war, and they are ready to fight to the end. For them, there is no surrender – it will either be victory or death. Of course, a great deal of fear has spread from the NRRA's to the Australians, as stories of the terrifying experiences in Indonesia have spread through the country.

Australia's traditional openness to visitors has also changed – the people of this nation still welcome visitors, but there is always a lingering suspicion that these newcomers may be working for one of the High Lords, and hence their apprehension. It has been an extremely tense time for our operatives in the field, but fortunately none of them have been discovered by Australian officials.

In summary, Australia is troubled, but at this time it is still in much better shape than most of the other nations on the planet. However, the fear of an Orrorsh invasion has cut to the heart of the Australian psyche, placing the whole nation on edge. I wonder if their resolve will remain intact as soon as the storm clouds are sighted closing in on Darwin.

Australia of necessity will stand on its own, and I hope that it will be able to hold out against the advances of the invaders. Nonetheless, our traditionally strong ties are still intact, despite the necessity of hindering the information gathering efforts in Japan. In time, they will understand the need, and for now they are none the wiser.

Sincerely,

Paul McCormick

Paul McCormick, Regional Information Director

for the coming battle (despite our information from within Orrorsh which in no way indicates an impending invasion, the government is convinced that the horrors will roll onto the mainland in short order). Despite what appears to be governmental indecision, each community has extensive evacuation and survival plans, usually to be implemented at the prodding of military officers. Most of the able-bodied adults have received basic combat and survival training, in addition to taking on 60-hour work weeks.

Agriculture continues to be the mainstay of the country, but industrial production has been increased by nearly 20 percent since the first bridge dropped into Orrorsh.

Government

The Federal Parliament still has firm control over the national government, and in a country known for rowdy politics (the American scandals that run officials out of town wouldn't even raise an eyebrow over there), there has been unusually high patriotism. Delphi agent "George Loeth's" report from Canberra is summarized below:

This beautiful city has been a whirlwind of activity. Our population has swelled a full 50,000, with each state sending a full team of advisors to keep the Federal Parliament fully appraised of any new developments. Of course, the troubled states of Western Australia, Northern Territory and Queensland have received preferential treatment (quite to the displeasure of the influential Victoria and New South Wales delegations).

These so-called Storm Knights have come to the city in droves, crying for relief, making impassioned speeches to the Senate and House and generally making a bloody nuisance of themselves. Sometimes it seems they are driving national policy, and their vigilante actions are actually being applauded by many of the regional authorities (despite grumblings from the military).

My agents in the city have infiltrated themselves into government agencies, as well as forcing their way into secured computer systems (pathetically easy, by the way). I have learned that they suspect that the Kanawa Corporation is a front for a High Lord, but the only proof they have been able to secure "mysteriously disappeared" (I can personally take credit for dispatching their most capable investigators).

Australian Defense Corps

The Australian Defense Corps (ADC) was set up by the Federal Parliament during the confidential sessions during the first weeks of the invasion. It was ostensibly set up as an international intelligence-gathering organization, but obviously a prime objective was to implement any plans to protect Australian national interests, including assassination. They're a rough and ready bunch — our kind of people.

The ADC has within its membership most of the continent's Storm Knights. The leader is a charismatic industrialist named Colin Shatz — he is tough as nails, known to be fond of the ponies, drink and the casinos in Tasmania. However, he is also shrewd, and willing to sacrifice people to accomplish his greater goals (most of his agents know and accept this; they view their deaths as a necessary result of service to their country).

Most of the ADC's activities have been concentrated within the realm of Orrorsh, and, although the agent casualty rate has been very high, it seems that the powers that be in the horror realm either don't know the extent of the Australian involvement, or don't care. Of course, the chaotic nature of the realm has revealed only minimal information — for now, the invasion is stalled, and the techno-demon Thratchen seems content to manipulate the other members of the Hellion Court. The Australians, like us in the Delphi Council, seem to lack a full understanding of the power structure in Orrorsh. Shatz's most recent directives indicate that there is a power

Canberra

The capital city of Canberra was designed right from the start. Instead of picking an established urban location for the capital, the city was built from scratch. Featuring such buildings as the New Parliament House (for the legislative Federal Parliament), the Prime Minister's Lodge, the High Court of Australia building (for the national judicial branch), the National Science and Technology Center, the National Library and many other important research and academic facilities, Canberra exerts as much influence over Australia as Washington did over the United States. However, it is also in one of the most favorable locations for the war because it is on the other side of the continent, far from the embattled nation of Indonesia.

The city now has over 350,000 full time residents, most of them wealthy professionals and politicians. The Australian media also has extensive facilities within the city, and while the networks and papers have cooperated in downplaying "horrific" stories that have come out of the northern regions, the petty political bickering and corporate intrigue of the city has full play in the media, and has been used as a means to "force along" legislation that would be beneficial to special interest groups.

While there is very little industry in this city, the people in power command a great deal of wealth and influence over the rest of the country. In addition to government officials, major international corporations, including Kanawa Corporation subsidiaries, have lobbying interests in the city.

struggle going on within the Hellion Court.

Other ADC agents have been dispatched to Japan to investigate the transformations the society has gone through. We've taken care of that — their results have been fruitless.



Typical ADC Agent

DEXTERITY 10

Dodge 13, fire combat 14, heavy weapons 11, lock picking 12, maneuver 12, melee weapons 12, missile weapons 11, stealth 13, unarmed combat 13

STRENGTH 8

TOUGHNESS 10

PERCEPTION 10

Disguise 12, evidence analysis 13, find 14, first aid 13, land vehicles 12, language 13, scholar (research) 11, tracking 13, trick 14

MIND 9

Survival 11, test 10, willpower 11

CHARISMA 9

Charm 10, persuasion 11, taunt 11

SPIRIT 10

Intimidation 12, reality 12 (if Possibility-rated)

Possibility Potential: some (30)

Note: One in ten operatives also have three other skills at +2 and four other skills at +1, concentrating on law, occult, magic, religious miracles or other "unusual talents."

Equipment: M-16 (damage value 20, range 3-40/250/400), 9mm Beretta (damage value 15, range 3-10/25/40), short wave radio, identification cards (falsified, for other nationalities and organizations), credit cards (for falsified identities), $1500 in local currency, specialized equipment as per demands of mission.

Description: ADC agents defy a "typical" summary, and may be "sweet little old ladies," rough outbackers, or obnoxious teenage punks. The Australian government has deliberately recruited a diverse group of individuals for this agency, but they are a hardy bunch, and wholly dedicated to forcing the High Lords off the planet.

Colin Shatz

DEXTERITY 12

Dodge 16, fire combat 17, heavy weapons 13, lock picking 15, maneuver 14, melee weapons 15, missile weapons 13, prestidigitation 15, stealth 16, unarmed combat 13

STRENGTH 10

TOUGHNESS 12

PERCEPTION 10

Air vehicles 11, disguise 14, divination magic 12, evidence analysis 13, find 15, first aid 11, land vehicles 12, language 13, research 11, scholar (espionage) 16, scholar (gambling) 14, scholar (organizations) 14, tracking 13, trick 15

MIND 9

Business 12, survival 11, test 10, willpower 11

CHARISMA 11

Charm 13, persuasion 14, taunt 14

SPIRIT 11

Intimidation 12, reality 14

Possibilities: 12

Arcane Knowledges: folk +5, light +3, magic +1,

Spells: *Away sight, detect magic, detect truth* (Pixaud's version), *gain language, possibility shadows, telepathy* (Pixaud's version)

Equipment: 13mm Chunyokai (damage value 18, range 3-10/40/50), cane/dagger (damage value STR +2/

17), expensive cigars, $3000 Australian currency, identification, expensive suit, laptop computer, Kanawa-Mitsuyana Mikado disguised as an Acura NSX

Description: Colin Shatz is a complicated, unpredictable man, given to expensive tastes verging on decadence. However, he is also the best man for the job, both clever and a very capable administrator. He achieved wealth through quick thinking and learning how to maneuver within the intricacies of big business, and made millions as owner of the Australian-based Perth Pharmaceuticals corporation. He takes his current task very seriously (almost as seriously as he does recruiting a beautiful woman for each arm. His thin build and unassuming nature belie the quickness of his wit and his strength.

Military

The country's military forces stand at nearly half a million soldiers, most of them deployed in the northern territories. The navy has dispatched three cruisers to Darwin, while the rest of the fleet is kept in waiting in Sydney (the strategy being that Sydney is far from any likely trouble spots, but at least the ships won't be lost in an invasion push).

There are another 100,000 troops still completing training, and thousands more waiting for basic training. The military is one of the few places where the Australian residents and the "new squats" have mixed together peacefully. Most units are a mixture of the two groups, which has helped calm down the tension near the refugee camps.

Requests from Indonesia for assistance were granted, but only a few thousand soldiers were sent to Java and Sumatra, with only limited success. However, these soldiers, when they were recalled to Australia, were able to provide important information on the realm.

Most of the soldiers have also received training in crowd control, evacuation procedures, medicine and survival. The units, in addition to being ready for combat, have been able to keep the situations in the north from going out of control.

Economy

The nation's economy has geared up and is adequately meeting the needs of the country. Agriculture, primarily in wool, cereals, beef and dairy products, is still able to produce most of the food for the country's residents (the influx of refugees has required importing more and more food.

The country's increased industrial potential has been put into military manufacturing, but Australia still must import a lot of iron ore for its manufacturing needs.

Sydney has grown to just over four million people, and its excellent harbor handles trade from all over the globe. Sydney's newfound manufacturing strength has been turned to vehicle and weapons production, and it is also a high-tech center, with many computer manufacturing firms coming into the city limits.

Immigration

Over one million people have fled from Papau New Guinea and Indonesia to Australia, imposing incredible strain on the local economies.

The NRRA (Non-Realm Resident Alien) camps established near Darwin, Wyndham and Normanton each have over a quarter of a million immigrants.

The conditions of the camps are uncomfortable, but certainly not as bad as those found in other areas of the world. Immigrants within the camps are tightly regimented, with set schedules for exercise, work details (simple manufacturing at nearby factories, road building and such), meals and tightly restricted rations of food, clothing and blankets. Exceptional individuals are promoted to paying jobs, and a high percentage volunteer for military training to join the fight to retake their homes (all of the military facilities are also on the grounds of the camp). Occasionally small groups of NRRA's are given permission to leave the camp and go to major cities for recreation, but there have been numerous incidents of violence against the NRRA's, prompted by derogatory comments and sometimes outright assaults. Each NRRA is required to carry his or her identification card at all times.

Takeback Tibor

The ADC and the Australian military are planning one military action, hopefully to be implement before Orrorsh moves onto the continent. The first phase of the operation has already been underway for several months, as ADC Storm Knights are trying to refill the population with possibility energy. Once the final phase in put into motion, three individual groups of Storm Knights will attack the stelae surrounding the island of Tibor, while navy and army forces wait outside the storm boundaries. Once the stelae are pulled, the troops will move in to clear out the terrors of the realm, and hopefully put Orrorsh on the defensive. Unless something unusual happens within the next couple of months, "Takeback Tibor" will happen within three months.

Darwin Camp

The Darwin NRRA camp was the first of the major camps established, and has the largest and most well equipped facilities. The camp hosts nearly 300,000 refugees, mostly from Indonesia and Papau New Guinea (there are a few thousand from wartorn southern Africa or the Nile Empire). It is run by Major Chamberlain Winston, and he has approximately 1,000 army troops at his disposal to keep order. The camp is remarkably peaceful, but it is known that agents of Orrorsh have infiltrated the population in order to spread mayhem and disorder.

Major Chamberlain Winston
DEXTERITY 11
Beast riding 12, dodge 14, fire combat 14, heavy weapons 13, maneu-



ver 12, melee weapons 12, running 13, stealth 12, swimming 13, unarmed combat 13
STRENGTH 9
Climbing 11, lifting 11
TOUGHNESS 9
PERCEPTION 8
Evidence analysis 10, find 10, first aid 10, land vehicles 10, language 10, scholar (military tactics) 11, scholar (military organizations) 13, tracking 10, trick 12
MIND 9
Survival 11, test 11, willpower 11
CHARISMA 8
Charm 9, persuasion 10, taunt 10
SPIRIT 9
Faith (Anglican) 11, intimidation 12
Possibilities: none
Equipment: Walkie-talkie, .45 Colt (damage value 16, range 3-10/15/40), bullet proof vest (armor value TOU +6/22)

Australian Army Soldier

DEXTERITY 10
Dodge 12, fire combat 13, melee weapons 12, unarmed combat 11
STRENGTH 9
TOUGHNESS 9
PERCEPTION 7
Find 9, first aid 9, land vehicles 8
MIND 8
Survival 9
CHARISMA 8
Charm 9, persuasion 9
SPIRIT 7
Intimidation 10
Possibility Potential: some (45)
Equipment: AK-47 (damage value 21, range 3-40/150/400), bullet proof vest (armor value TOU +6/22), club (damage value STR +3/18)

Malstifus (Agent of Orrorsh)

DEXTERITY 9
Dodge 11, fire combat 10, maneuver 13
STRENGTH 12
Lifting 15
TOUGHNESS 14
PERCEPTION 9
Evidence analysis 12, find 12, language 10, trick 13
MIND 10
Survival 11, test 13, willpower 15
CHARISMA 9
Charm 10, persuasion 10, taunt 14
SPIRIT 10
Intimidation 12
Possibilities: none
Corruption Value: 12
Fear rating: 1
Perseverance DN: 17
Weakness: successful *taunts* regarding his lack of a true form
True Death: being secured — either magically or physically — and unable to move and thrown into the ocean to drown
Equipment: clothes, false identity papers
Special Abilities: Impersonation (has the ability to change his physical features and mannerisms to be identical to someone else; can be used three times in a 24-hour period; power is at effect value 20; anyone trying to perceive the disguise must make a *evidence analysis* or *Perception* total higher than the effect value to realize that

Malstifus is an impostor).

Description: Malstifus has been under the control of Deverat, a horror of Orrorsh, for so long that he doesn't remember his natural form. He impersonates individuals to either destroy their reputation or plant false information, all with the goal of creating fear, terror and distrust. He is having a *ball* in the camps.

Oceania

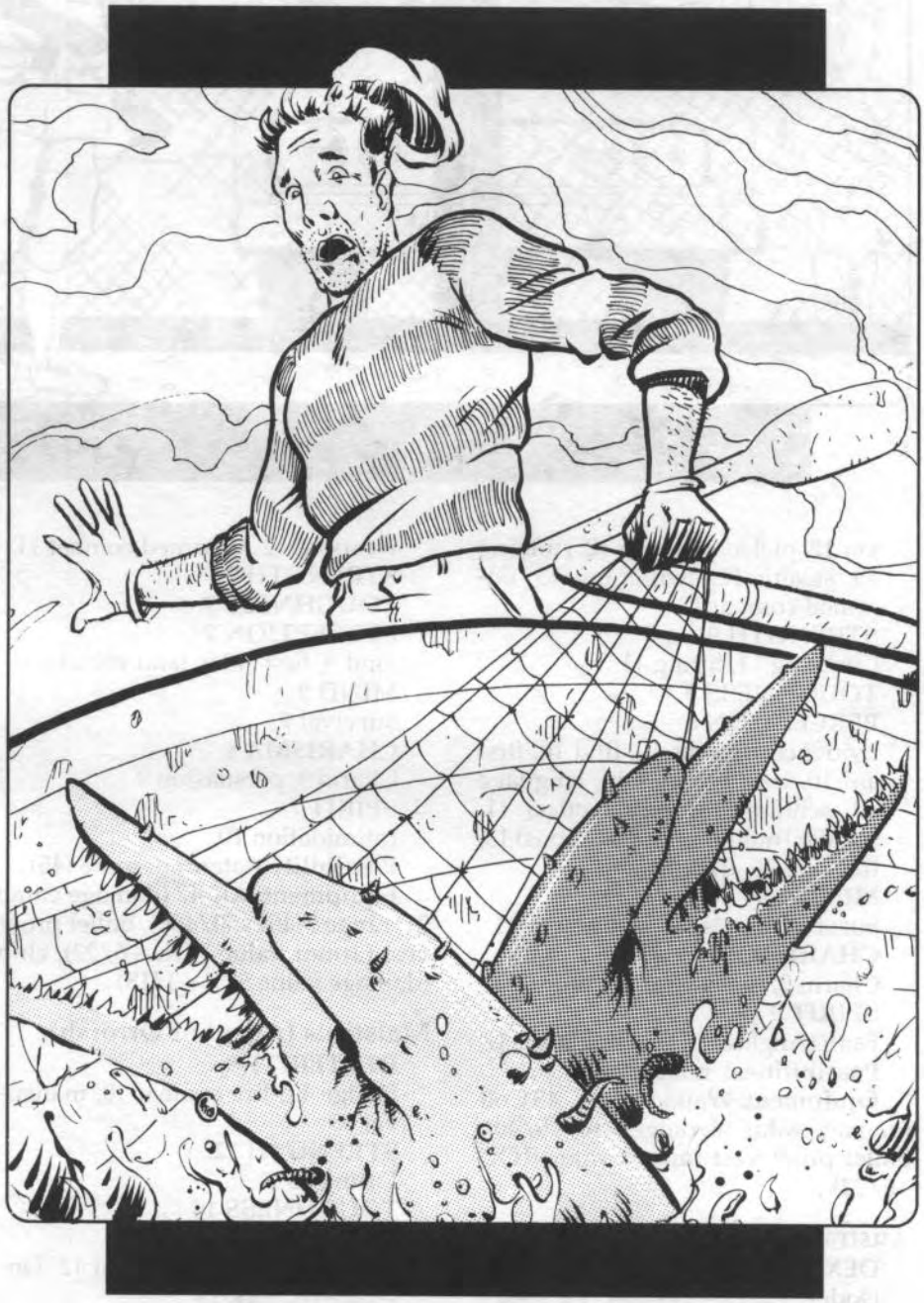
The other nations of the South Pacific region have attempted to keep things "business as usual." Papau New Guinea has suffered the most adversity (especially with the refugees streaming into Australia), but most of the other nations in the region have been able to adapt to the current conditions.

Fiji

The 330 Fiji Islands, in the heart of the Pacific Ocean, are home to only 800,000 people, but are an important shipping and air travel route in the Pacific. The islands retain much of their "tropical paradise" charm despite the war going on around the world, but because of the vast volume of trade passing through the ports of the capital city of Suva, agents from Nippon and the Nile are common. An interesting personality in this region is Danny Kidder, an English industrialist, who has taken up residence in the area, and while it is known that he has strong ties to "questionable" businesses in the Nile Empire, he has also been known to help Storm Knights in trouble and pass on valuable information about activities originating in Nippon and Orrorsh. It is believed that Tessath, a horror from Orrorsh, has assumed human form and has taken up residence in Suva.

Danny Kidder
DEXTERITY 8
Beast riding 9, dodge 9, fire combat 9, stealth 11
STRENGTH 10
Lifting 11
TOUGHNESS 9
PERCEPTION 12
Evidence analysis 14, find 15, land vehicles 13, language 14, tracking 13, trick 16, water vehicles 14
MIND 11
Business 13, disguise 14, science (geology) 12, willpower 14
CHARISMA 11
Charm 17, persuasion 16, taunt 13
SPIRIT 10
Intimidation 15, reality 13
Possibilities: 6
Equipment: Chiang 67 (damage value 16, range 3-10/25/50), manriki-gusari (damage value STR +5/19), dagger (damage value STR +3/17), several sports cars of various makes, Misakie XE Laptop Computer, Allied video phone, Sony Talkman

Description: Danny is in his late 20s. He is considered handsome, and he walks, talks and is a con-man to the end. He makes deals with anyone, although now he finds it convenient to be allied with the Nile Empire, while trying to devise plans to cut into Kanawa's profits. Danny has an unbelievably large number of "associates" throughout the Pacific Rim; the prob-



lem is that most of them are smart enough not to trust him, so Storm Knights who use him as a reference will often find their lives needlessly complicated.

Tessath

DEXTERITY 14
Acrobatics 19, dodge 21, flight (in natural form only) 16, maneuver 17, unarmed combat 15
STRENGTH 15
TOUGHNESS 13
PERCEPTION 10
Evidence analysis 12, find 13
MIND 12
Occult 15, willpower 15
CHARISMA 7
SPIRIT 9
Faith (Orrorsh) 12, focus 12, intimidation 14, reality 13
Possibilities: 14
Powers: ***Fire attack*** (damage value 30, emanates from eyes), ***shape change*** (changes from "natural form" to human; attributes remain the same, with only the *flight* skill being removed while human)
Corruption Value: 16
Fear Rating: 3
Perseverance DN: 20
Weakness: Sacellum Bibles
True Death: To be put through a Sacellum exorcism ceremony
Natural Tools: Wings (speed value 14)
Description: Tessath is a horror of Orrorsh who has fled the realm in search of new areas to terrorize. The creature, whose normal form is that of a gigantic bat with blood-red eyes and wings nearly five meters across, has taken on the identity of Harlan Chambers, a modest American spice merchant. He is slowly manipulating those around him to try and gain the confidence of the local politicians — once secure in his position, he will being terrorizing the island by slaying children as part of an elaborate Occult ritual to turn the sea around the islands to blood (a supreme act of worship of his faith).

The Clutches of Kanawa

The Kanawa Corporation's plans in the Pacific Rim have been quietly implemented without the knowledge of the United States or the Australians. Through the purchase of several small but influential corporations in both Australia and New Zealand, the Japanese have leveraged a great deal of influence within the local governments. The most favorable part of the situation is that the "paper trail" of ownership leading back to Japan is quite obscure — the odds of discovery by Storm Knights and curious governments are small.

The plan in New Zealand is typical of a covert action. The Kanawa Corporation secretly recruited several high-placed executives in various New Zealand corporations (as well as those which did a great deal of business on the island nation, but had corporate headquarters somewhere else). By applying wealth, promises of rewards, and in some cases, extortion, they were able to influence corporate decisions, leverage purchases of smaller subsidiaries and substantial portions of the stock. Eventually, even though there were dozens of "major" stockholders, or dozens of individuals who could be called on to influence important decisions, it was Kanawa who was pulling the strings.

In this manner, the New Zealand government is under constant pressure to produce policies which are favorable to these Kanawa-controlled companies, even though many of the agents don't truly know who they are working for. Through patience and deceit, New Zealand has fallen into the clutches of the Kanawa Corporation.

Papau New Guinea

Papau New Guinea is one of the many diverse nations in Southeast Asia, but its proximity to Australia, both physically and historically, has forced it to rely on its wealthy neighbor to the south for assistance. The country is primarily English-speaking, but with a very mixed population.

Its prime agricultural products of coffee and cocoa beans haven't made up for the economic problems of the region, and the country has been forced to take out huge loans in order to arm itself (most of the arms were supplied by Japan, although Australia has donated what it can). Despite the current economic and social crisis, the Prime Minister Rabbie Namaliu's government has remained in power.

New Zealand

New Zealand's zest in the 1980's for refuting U.S. international policy has certainly toned down since the invasion — they realize that now is the time to work together, and maybe the Parliament has finally seen better of its peacenik foolishness. While nuclear equipped ships are still barred from the ports of Auckland and Wellington, New Zealand has been providing supplies (what it can spare anyway) to Australia. It still relies upon Japan for most of its trade, but the country is working on being more self-sufficient, fully realizing the instability of the current economic climate.



Chapter Nine

Religion and Faith

Faith and religion within Core Earth have seen a tremendous resurgence in many portions of the world. As the invasion has challenged many aspects of the "secular-scientific" world view which has dominated Western thought for the past two centuries, the forces of religion, faith and belief have helped guide and soothe people in these troubled times.

Christianity

Outside of the struggle of faiths in Europe, Christianity, especially the Protestant religions, has seen a steady increase in membership. In the remaining territory of the United States, most Protestant faiths have found renewed vigor, and the spiritual strength of these communities has helped spread determination to resist the predations of Baruk Kaah. Many churches have formed missionary groups that venture into the Living Land to lend aid to resistance communities, as well as spread the word that God is still present to protect them from the invasion. A small number of the churches are even attempting to woo edeinos and stalengers over to Christianity, although these efforts have been very quiet and only marginally successful.

The churches have also set up an extensive grass-roots network of charities to supply food, clothing and basic necessities to the impoverished within the United States, as well as the millions of refugees all over the world. The World Relief Fund (WRF), based in Birmingham, Alabama, through its member churches has gathered more than one million tons of food and medicine for distribution domestically and abroad.

Intolerance and Fear

For all of the good work done by various churches throughout the United States, there are some individual preachers who have decided to stage a crusade against the edeinos and the Jakatts. The foremost proponent of this "hate speak" is the Reverend Arnold Butcher, but he has thousands of adherents to his world view, which preaches that Lanala is Satan, the edeinos are demons, and all worshippers of Lanala must be exterminated. Many of the individuals who believe Butcher's rhetoric are quiet, but firm, in their beliefs, seldom taking a public stand of the issue, but they are the first to try and incite a mob if a Storm Knight edeinos wanders into town.

Judaism

The Jewish nation-state of Israel has been able to resist the advances of the Pharaoh Mobius, primarily due to the importance of Jerusalem's Dome of the Rock, a truly cosmic spot and Core Earth hardpoint of importance to Christianity, Judaism and Islam. The radius of the Dome has helped the Israelis defend their borders by overpowering Mobius' stelae, and the strength of the Jewish faith remains very high. For more information on Israel, see Chapter Seven, "The Middle East."

Islam

Outside of the Middle East, Islam has many worshippers in Southeast Asia, primarily in Indonesia and the southern Philippine islands. Since the Invasion, the faith has fractured and polarized. Many Islamic people have decided to put aside as much of their religious prejudice as possible to fight

Religion in a Game

This chapter defines religions as they exist and operate in the fictional setting we have created for the T*org* game. It is no way intended to be a treatise about the state or nature of religion in the real world.

the Possibility Wars, while others are using the hostilities as an excuse to vent old hatreds. This is not unique to Islam, but especially potent: most of the Islamic people are right in the middle of the war zones, and their support for Core Earth (or lack thereof) could conceivably swing the balance.

India — Cradle of Religions

The Indian subcontinent is one of the most densely populated areas of the world, and has also produced two of the world's most ancient religions.

Hinduism, which has the largest number of believers in the nation, was founded nearly three and a half millennia ago. It was a synthesis of the beliefs of the Indo-Aryans of the area (who believe that life is to be celebrated and experienced to the fullest) and Jainist beliefs. Originating in southern India, Jainists believe that all life is suffering, and that the purpose of life is to rid oneself of *karma*, achieving enlightenment through total detachment from the outside world. Once this has been accomplished, upon one's death, an individual will join all *Jivas*, which are identical spiritual units, at *Siddhashila*, which roughly translates into "the top of the universe."

The other major religion of the country is Buddhism, which was founded in 563 B.C. by Gautama, the Buddha. This religion also draws upon the belief in *karma*, and teaches that life is suffering and that the objective of life is to reach *Nirvanna*. This religion, while founded in India, is most popular in China, Tibet and other areas of southeast Asia.



Hindu Diversity

India has seen a marked increase in religious zeal on the part of its citizens. Many people in this country feel that the coming of the High Lords is part of a great purge on Earth, and that these lords are the avatars and servants of Shiva, the Destroyer/Preserver, one of the central Gods in the Hindu faith. It is believed that Shiva has come to Earth to remold and remake it into an image more pleasing and useful.

Hinduism emphasizes two main gods: Vishnu the Preserver, and Shiva, alternately known as the Destroyer or the Destroyer and Preserver. A final major deity is that of Brahma the Creator, although Brahma isn't worshipped by as many individuals as Shiva and Vishnu.

Hinduism is unlike many Western religions in that it accepts and encourages the worship of many different deities. Hindu scholars believe that faith in a God helps the worshipper achieve enlightenment, and that upon reaching enlightenment, the worship-

per will join the God in eternal bliss.

For this reason, many regions, towns, or professions have unique deities, and many cults have formed around the worship of these divine beings. In short, Hinduism has a common philosophy, but the diversity of interpretation and worship is truly amazing.

Officials in India have reported numerous miraculous occurrences since the invasion. While many power miracles have occurred around the world, the area with the highest frequency of events has been India.

Cults

The invasion of the High Lords has also triggered the founding of several cults tied to Hindu roots. Because of the diversity of Gods, new interpretations of the power of the divine are welcomed, or at least accepted, in many areas of the Hindu world.

Cobras of Divine Will

Many communities in India worship the cobra as a divine gift sent by the Gods to protect fields from rats and other creatures that would eat crops. The Cobras of Divine Will was founded near Calcutta by Mahme Boorl. The simple peasant girl had a vivid dream one night, envisioning a three-headed cobra in a huge field infested with rats. Two of the heads announced themselves as Shiva and one of his four wives, Kali. The other head was silent. However, the snake quickly cleansed the field of the rats, and even killed other weak-willed cobras who refused to hunt down the vermin in the field. After the last rat was killed, the sun arose from the heavens to show that the field had changed overnight — the grains grew taller, providing a richer bounty for the farmers in the nearby village.

Upon waking that morning, Boorl believed that she had been gifted with a divine vision, and that these High Lords had been sent to take the world and remold it in an image more pleasing to Shiva and Kali.

Soon, word of the prophesy spread throughout the region, and Boorl gained many adherents. Over the past few months, many have taken the dream to heart, and are acting to help the High Lords in whatever way possible, normally by attacking Storm Knights.

Goddess of Life

The Goddess of Life cult originated in the southernmost regions of the Indian subcontinent, but its unusual spiritual perspective has helped it gain many adherents throughout the world. The believers profess a simple philosophy that cuts across many of the traditional boundaries that have divided humans on issues of religion — it has a strong Vedic quality in that it teaches life is to be experienced to its fullest at all times (the founders have pointed out how this quality is also shared by those who follow Lanala). The religion also teaches that the invasion of different realities offers unparalleled opportunities to experience life, and that believers must travel throughout the realms to learn and gain wisdom.

Members of the Goddess of Life cult, unlike many other Hindu sects, accept non-believers as equals, believing that all people worship the Goddess of Life in their own way, and in a form that is most useful to themselves.

The cult has its own power structure which, in some ways, is like the caste system, but it is not rigidly determined by birth, and individuals in the course of their lives can ascend and descend to new castes. The highest caste is that of the priests, who are spiritual advisors and teachers. The next level is that of the students, who are people that believe they have more to learn from others than they have to teach. The lowest caste level is that of the "children," or rather, the individuals who have just begun their spiritual journey throughout the world. The movement from caste to caste is actually an individual determination (at such point that the individual feels they have "learned enough"), but priests also have a firm hand in guiding an individual's decision. Those outside the structure of the Goddess of Life are actually unclassed, but the religion affirms that many of these people are great "teachers and students — full of experience and ready for new thought."

China's Religious Heritage

Like the other major nation of Asia, China has a rich religious heritage which is experiencing renewed vigor with the invasion of Earth. Two widely worshipped religions native to China include Confucianism and Taoism. Buddhism originated in India, but is widely worshipped in China. Another important Chinese religious tradition is that of Animism, which infuses almost every aspect of Chinese life.

Confucianism

Confucianism is one of two major religions indigenous to China. Founded during a time of turmoil, around 500 B.C., Confucius originally wanted to be a powerful politician, but seemed to find little success. At the age of 50, he left government and began roaming from state to state, advocating a return to the Chinese traditions of peace and social order. Eventually this philosophy/religion became the major faith of the nation. Confucianism embraces the concept of the dignity and sanctity of human life, free of violence. The sanctity of the family is an integral part of Confucian beliefs.

Confucianism is the most widely practiced religion in the country, and over the course of the centuries, the strictly ordered standards of conduct, negotiation and behavior became intricately bound with all other facets of Chinese society. These standards confer great power to men, the elderly and the emperors. Confucianism also advocates ancestor worship.

Taoism

Taoism, believed to founded about 100 years before the birth of Confucius, was founded by Lao Tzu (the Grand Master). There are many mythical interpretations of who and what Tzu did during his lifetime. The principal concept of the religion is Tao, which "cannot be perceived because it overwhelms all else." Tao is all that motivates life and the universe, a kind of mystical all-thing which orders the past, present and future. The religion

has three main forms in China.

A Philosophical Taoists orders his or her life through introspection, philosophy and meditation to achieve harmony, thereby revealing the nature of Tao.

The second major form of Taoism attributed the Tao to a kind of psychic energy that could be reached through yoga and meditation. It is believed that those people who are most receptive to the Tao radiate psychic energy.

The final form is called popular Taoism, and holds that the universe is powered by magic and the gods.

Animism

Animism is one of the prime religious beliefs in China. The spirits of people from the past (either factual or mythical) are worshipped as gods. The Chinese believe in the need to appease these spirits to insure good luck, health, fortune and to divine the future. Specific gods are also worshipped for specific occupations or regions.

A Mixture of Concepts

Chinese often believe in the tenants of several religions. It isn't uncommon for an individual to believe in Confucianism, and also offer gifts to the spirits of past ancestors. This has resulted in many very similar, but nonetheless unique gods that are worshipped in certain regions, or by certain groups of individuals.

Miracles of Faith

These miracles are new to Core Earth, and have been granted and learned since the initial invasion. They are not specific to any one religion, but are available to religions which teach the principles utilized with the miracle. The gamemaster, as always, has the final say as to whether a miracle is appropriate to a particular faith, character, or even her campaign.

Beacon

Spiritual Rating: 8
Community Rating: 12
Difficulty: 13
Range: *faith* total +10
Duration: performance
Effect: allows performer to see an object of faith which will aid in divine quest

Beacon is a powerful miracle because it allows the performer to glimpse a vision of a spiritually-enhanced object which will be of aid to the community of the faithful. This miracle is normally used in conjunction with a religious quest that the faithful are participating in. When successfully performed, the miracle allows the recipient to see the object and everything within a 10-meter radius. At the completion of the miracle, the recipient will know the direction of the object, although the exact distance is unknown.

The caster needs to make a *Mind* roll every day afterwards to recall the exact direction of the object. The Difficulty Number of the *Mind* roll equals the value of the *number* of days that pass plus 8. Thus, a character who casts the miracle successfully and then, a week later, wishes to recall the exact location of the object, must make a



Mind total of 8+5 (the value of 7) or 13 to succeed. The miracle may be recast on the same object.

Cleanse

Spiritual Rating: 9
Community Rating: 12
Difficulty: 18
Range: 13 (400 meters)
Duration: 9 (one minute)
Effect: Defends faithful from attacks and eliminates enemies from area

Cleanse calls for divine protection for the faithful. If successfully used, an immense thunder and lightning storm forms above the caster, extending for a 400 meter radius — it takes nearly the full minute for the storm to gather itself. Then, for the last round that the miracle is in effect, the area is bombarded by gale force winds, driving rain and lightning bolts. The faithful will be immune to the effects of the storm, as will those of different faiths but who serve the interests of the faithful (in the gamemaster's judgement!).

Those, however, who are opposed to the faithful and threaten their safety are attacked by the full wrath of nature — lightning bolts strike each offending individual doing damage value 15. A character may attempt to actively *dodge* the lightning, but her *faith* total is used instead of *dodge*, and it must overcome the character's/community's *focus* total for the miracle.

Divine Intuition

Spiritual Rating: 9
Community Rating: 9
Difficulty: 15
Range: self
Duration: one question
Effect: allows cleric to have a flash of intuition about a topic.

When this miracle is invoked, the priest gains a flash of divine intuition, and things will become clear concerning a topic. The cleric will gain the answer to one question. The answer will be in agreement with all existing doctrines for the religion of the character, and others will see that this answer was divinely inspired. The answer will always be true, but, depending on the success level of the miracle, it may not have a clear meaning. A *Minimal* success will elicit a very cryptic, or partial, response. An *Average* success yields a response couched in some sort of riddle or parable. *Good* results get a more clear answer, with only slight vagaries, and a *Superior* success will be fairly clear. The *Spectacular* success will get a clear answer *and* additional unasked (and sometimes unwanted) advice. Remember, the gamemaster should not allow this miracle (or any other) to spoil a good adventure, but he should give the character as much leeway as he can.

Example: *Father Brinner is a member of a Storm Knight group. They are seeking a killer hiding somewhere in Houston. He decides to use the miracle to try to find the murderer. Using his faith and the faith of two more of the Storm Knights, he calls for* divine intervention.

If Father Brinner gets a Minimal *success, he will probably be told something like, "search among the bones of those long-dead." An* Average *success might say, "He who keeps the keys to the past knows the answer you seek." The* Good *success gets, "See the curator of the historic hall," and the* Superior *states, "The curator of the Houston Museum of Natural History knows where the killer lurks." A* Spectacular *success might say that and add "Be prepared with wood and garlic for the foe." This hints that the killer is not an ordinary man, but possibly a vampyre.*

Note how, in the above example, the resulting answers in no way "gave away" the answer to the adventure; they merely told the characters where to look *for* the answer. If the question was not nearly as important to the overall adventure ("Where is my friend Myra hiding?"), the answer might be more direct.

Beware of players who abuse this or other miracles! "Which horse will win in the fifth race?" or "Where did I leave my car keys?" are probably frivolous or at least disrespectful uses of the miracle. When this happens, first warn your player that he is not acting in the deity's best interests and then start taking miracles *away*.

Faith Armor

Spiritual Rating: 7
Community Rating: 11
Difficulty: 12
Range: touch
Duration: 21 (four hours)
Effect: protects the faithful from harm

Faith armor allows the faithful to greatly increase their resistance to physical damage from one specific type of attack (bullets is the most common resistance, but blades, poisons and blunt weapons are possible choices). When a character is hit by the chosen weapon category in combat, her casting total (or the casting total of the priest who invoked the miracle) is measured against the *faith* of the person who hit them. If the blessed character's total is higher, the damage is reduced by the number of result points. If the *faith* total of the enemy is higher, then the miracle is dispelled and has no further effect.

Feast

Spiritual Rating: 7
Community Rating: 10
Difficulty: 12
Range: voice
Duration: *faith* total
Effect: increases *faith* and *Toughness*

Feast is a ritual which takes three hours to perform. The objects of the miracle eat during this time. At the completion of the ritual meal, increase the *faith* of the recipients by +3, and increase their *Toughness* by +1 for each level of success achieved when the miracle is performed.

Healing Waters

Spiritual Rating: 6
Community Rating: 11
Difficulty: 12
Range: touch
Duration: na
Effect: heals mental and spiritual damage

Healing waters may only be performed as a ritual — the recipient, the individual providing the *focus* and the entire community of the faithful must stand in the midst of the stream or river in which the ritual is performed.

The ritual prayers and ceremonies, which take two hours, call upon spiritual energy to heal the recipient of

mental and spiritual damage. If successfully called upon, the recipient is fully healed all mental and spiritual damage, and also regains all lost skills. Also, if the performer of the miracle accomplishes a *good* or better level of success, all physical shock and KO (but not *wound*) damage is healed. A *spectacular* result heals all damage of any kind.

Object Blessing

Spiritual Rating: 7
Community Rating: 10
Difficulty: 12
Range: 10 (100 meters)
Duration: performance
Effect: Spiritually anchors object

Object blessing allows the faithful to anchor a particularly sacred object, and prevent the unfaithful from moving or manipulating it in any way. Generate a *faith* total for the caster — to manipulate an object, a non-believer must generate a higher *faith* total. If a character of the same faith tries to manipulate the object and has demonstrated that their actions are true to the faith of the religion, they receive a +10 to their *faith* total to manipulate the object. Characters who *fail* to manipulate the object take damage equal to the negative result points of their failure (as read on the Combat Results Table). Thus, a Storm Knight character who fails in her *faith* roll by one point takes one result point of damage — one shock point.

Presence of God

Spiritual Rating: 9
Community Rating: 10
Difficulty: 16
Range: Self
Duration: 25 (one day)
Effect: Envelops the faithful in the cloak of the divine and gives power to his words.

This miracle will increase the *persuasion* and *charm* skill of the faithful. People will sense the presence of the divine around the person, and will tend to believe what he says. The *persuasion* and *charm* skills will be increased by +2 for every level of success achieved. This bonus will not apply if the character addresses people not of his own *faith*.



Spiritual Protection

Spiritual Rating: 8
Community Rating: 13
Difficulty: 10
Range: touch
Duration: performance
Effect: Increases recipient's *Toughness*, or *trick*, *taunt*, *intimidate*, or *test* defensive values

If successfully called upon, the *spiritual protection* miracle will *increase* either the recipient's *Toughness*, or his defensive values to resist *trick*, *taunt*, *intimidate* or *test* attacks. Compare the caster's *faith* value to the difficulty, with each level of success adding +1 to the value chosen by the recipient (a *minimal* success nets a +1, an *average* success gets a +2, and so forth). The resistance form chosen must be declared before the miracle is cast.



Chapter Ten

Magic

As previously stated, Core Earth has a *Magical* axiom of 7. As a result of this, most knowledge of magic has remained obscure and of little use in daily life. There are some areas of the world though where magic is used daily, and seen as a natural tool.

Because of the primitive nature of magic in Core Earth, it is unstable and often unpredictable. While the system by which it is used is similar to that of the Aysle magic system, there are differences.

Included in this chapter is a description of one particular type of Core Earth magic, plus rules on how to integrate other types into the game. There are also rules and tables defining how Core Earth's "wild magic" can be used in the game.

Spiritual Substitute

Many Core Earth magical systems are also spiritual systems. It is believed that the spiritual nature of the student grows as the knowledge of magic grows. Thus faith and magic tend to be interwoven in these systems. One example of this is voodoo magic. Voodoo magic is presented here to show how Core Earth's *Spiritual* axiom helps to compensate for its lower *Magic* axiom.

Voodoo Magic

The religion known as *voodoo* is a byproduct of the slave trade that existed during the eighteenth and nineteenth centuries. The slaves brought with them their culture, religion, and folklore. With subsequent generations, the religion and beliefs of their ancestors grew to meet the needs of it's new followers. For this reason, the religion of voodoo is diverse, with different traditions and history depending upon where it is found.

Haitian Voodoo

Haitian Voodoo is at least familiar to most people, mainly because it has been popularized by books and movies. The voodoo of Haiti is found mainly in the lower classes, the upper classes having rejected it in favor of more Western ideas. It is not uncommon though for people in power to use the folklore of voodoo against the people.

Among the lower class, voodoo has become an organized religion. The group of worshippers forms an extended family called a Hounfor. The head of this "congregation" acts as spiritual leader, psychologist, and doctor for the people. These men and women are very powerful members of their community, and it is thought that it was people such as these that led the slave revolts that led to Haitian independence. These people possess more than magical powers. Their true powers lies in their intelligence, leadership ability, and wisdom.

The Haitian voodoo religion, unlike other variations, has remained the truest to the African traditions that gave birth to it. In the belief of the people, the Loa, which are the spirit-gods, live in Africa, and are ruled over by one god (which is a tradition added apparently by Christian influences). It is also believed that the spirits of the dead return to Africa. The description and manners of the different Loa can also be traced back to the various tribal gods of the Ivory Coast of Africa.

Voodoo ceremonies revolve around the summoning of the Loa, who possess willing members of the Hounfor (the congregation). When a person is possessed by a Loa, they take on the

attitudes of that particular Loa, and the rest of the Hounfor will address that person using the Loa's name. The Loa's are then fed, and given anything they request (for it is foolish to offend a Loa). All of this is done to gain the favor of the Loa, and to insure no misfortune to the members of the Hounfor.

One thing that must be remembered is that a voodoo follower will not blame any misfortune on the Loa, but on himself. The feeling is that in some way he did not please the Loa, thus he will ask the Hougoun or Mambo (the high priest or priestess) what must be done to once again gain favor.

Over the years, new Loa have been added in some Hounfor. In some cases, Christian saints have found their way into the pantheon of Voodoo deities. Ancestors and dead magician-priests are also sometimes added to the list of deities, as entities that can act on a followers behalf, but the African spirits are still seen as the most powerful.

Like Christianity and other religions, there are levels to the faith. The Hougan and Mambo are the true spiritual leaders, the high priest and priestess as it were, but there are other ranks to the religion that anyone can train for, no matter what age or sex. There are no true comparisons in other religions, and each Hounfor may have it's own system or ranks. It is something that characters must remain aware of, for people of different ranks may have learned different magic skills.

The belief of the people of Haiti has caused an increase in the axioms of the area. Haiti now operates under a *Magical* Axiom of 9 and a *Spiritual* Axiom of 10. For this reason, Haiti has developed some of the most potent magicians in Core Earth.

Other Voodoo

Haitian Voodoo is not the only voodoo tradition, there are other voodoo traditions, and one fairly strong tradition occurs in New Orleans, Louisiana. The voodoo tradition of this city is more subtle than that of Haiti. It deals more with influencing people than creating zombies and stealing peoples' spirits. Also unlike Haitian Voodoo, New Orleans Voodoo is not an organized religion. It is comprised of a Voodoo Pri[illegible] Priestess and possibly a few [illegible]. Some of these people wi[illegible] faith in Voodoo, and thus true [illegible]vers, but many of them are charlatans.

The Voodoo of New Orleans revolves around the worship of a spirit called *Zombrie*, which is represented in ceremonies by a giant white serpent. This tradition was strongly influenced in the last century by the Voodoo Queen Marie Luvue. She brought elements of Catholicism into the practice. One of the main voodoo holidays is even celebrated on St. John's eve. It is also not uncommon to have figures of saints present during the ceremonies.

Unlike Haiti, there is not enough belief in the power of Voodoo to have caused a local axiom shift. Therefore, any Houngan from New Orleans will act under the normal axioms of Core Earth.

Voodoo Implementation

The practice of voodoo, in all traditions, has evolved from a strange mixture of magic and religion. The mages of Aysle that have investigated this practice have been confused at its intricacies, and have become frustrated in their attempts to learn it. Only those who *believe* in the power of voodoo can *use* the magic of voodoo. It is also known that those who have faith in voodoo suffer stronger effects than unbelievers, but those same unbelievers tend to believe very quickly once they have succumbed to the magic of a Houngan. Also, anyone can have faith in voodoo, even if they have faith

A Partial Glossary of Voodoo Terms

Ange - Angel or guardian Loa

Baka - An evil spirit, demon

Bocor - A practitioner of magic, not necessarily an initiate of Voudoun.

Canari - A jar of red clay used to lodge spirits and Loa

Cheval - A horse; to be mounted by a Loa; to be possessed

Connaissance - The knowledge of herbal cures and magic gained by people who have had advanced religious training

Engagement - A magical contract between a person and a Loa, usually malevolent, for a special favor. A service is usually expected of the person

Fort - Strength; generally refers to a person who is strong in magic and ritual knowledge

Grade - A charm to protect one from magic

Gros-Bon-Ange - The spiritual double of a person, *i.e.*, the soul

Hounfor - Temple; the extended family; "congregation"

Houngan - Priest of Voudoun

Hounenikon - High official of the Hounfor, assistant of the Houngan

Hounsis - Members of the Societe at various stages of Initiation

Installe - Possession by a Loa

La-Place - An Apprentice and assistant to the Houngan

Loa - The Voudoun deities

Loup Garou - Werewolf

Mambo - Priestess of Voudoun

Mange Moun - Fatal problem sent by a malevolent spirit

Nom Vaillant - The ritual name of the Houngan

Societe - The communal organization underlying a Hounfor

Vevers - Symbolic designs used to invoke Loa at ceremonies. May be either drawn or made of wheat or maize flour or ash. Very similar to Cabalistic symbols.

Voudoun - The religion of Voodoo, comprising its philosophy, rituals, and traditions.



Some Notable Loa

Legba — The old man of the Gate, young man of the Cross-Roads. Considered the most important Loa. He guards the "cross-road" between the spiritual world and the Physical world. He is always invoked at rituals, and asked to bridge the gap between the Worlds. Legba is also seen as the Sun, giver of life. The first spark of the Divine Creation.

Ghede — Ghede is the Loa that walked across the void into the Underworld. He is what Legba is after death. He is the Light that is ever present, even in the night. He makes people see the folly of their own emotions and evils. He is Death, and therefore the guardian of the cemetery.

Damballah — The ancient father, the good serpent of the Skies. He is the detached father who brings comfort.

Agwe — The God of the Sea.

La Sirene — The Goddess of the Sea.

Ogoun — Protector, warrior, king, diplomat, magician, politician, and gangster. In a word, Power. Often worshipped as the protector of the Hounfor.

Erzulie — The goddess of the Dream, that which makes man more than other life forms; the ability to conceive of that which is beyond reality, to create beyond what is needed, and to desire. She is the Loa of Elemental cosmic forces. She is what all people strive to achieve.

Loco and Ayizan — ancestral Loa, the First priest and priestess.

in another religion already. This faith represents the persons belief in the power of voodoo and the Loa, and not necessarily their willingness to practice the faith. Those who follow the practice of voodoo (i.e. have faith only in voodoo) get a special bonus due to the fact that their religion accepts the power of other faiths: Practitioners of Voodoo do not have to check for spiritual damage if they are the recipient of a miracle of another faith.

The magic of Voodoo is intimately linked with the person's *faith*, or belief, in Voodoo. People who have faith in voodoo benefit from/suffer greater effects than non-believers. When a voodoo power is used upon them, the Power Push of the character's *faith* value adds directly to the effect value of the power.

Non-believers are not as prone to the effects of voodoo, and gain a bonus against its powers. All voodoo powers invoked against a non-beleiver have their effect values reduced by 2. But, if a non-believer suffers the effect of a voodoo power, he must generate a *Spirit* or *faith* total vs. the Houngan's (voodoo priest/priestess) *faith* value. If the Houngan's *faith* value is higher, then check for the success level. On a *minimal*, *average*, or *good* success, the target of the power becomes one of the *laity*; he neither believes nor disbelieves in voodoo — there are no further modifiers either way when voodoo is used on him. If the result is *superior* or *spectacular*, the character *automatically* gains one add in *faith (voodoo)*. At the end of the Act, the character must forfeit two possibilities to pay for this add. If the character is not possibility-rated, then he is compelled to spend time "researching" voodoo to learn more about it — two weeks, to be precise.

The only exception to this rule is in the Akashan realm. Those with *faith (Zinatt)* accept *all* religions as true; they treat their *faith* adds as *faith (voodoo)* adds for the purpose of being affected by voodoo powers, spells, and miracles.

Gamemaster Note: This time does not have to be sacrificed immediately. The Ord can learn the information after the adventure; he is still, however, considered to have the one add in *faith (voodoo)*. Handle this as it works in the story.

If a character practices voodoo magic, she is must to have *faith* in voodoo, thus a Houngan can learn no other magic besides voodoo magic. The power of voodoo is based on the faith of the practitioner, and that power would be lost if they tried to learn a different system of magic. If a Houngan learned Ayslish magic or spells, then she would loose the ability to contact the spirits of voodoo, and would thus lose her magic (the Loa are jealous, and they do not want to loose their children to the ways of others).

While this seems arbitrary and restrictive, especially when one is discussing Storm Knights possibly from other cosms, it is true to the voodoo religion. A character with *faith* in voodoo may have adds in another type of faith, but she may not use the tools of the other faith (miracles, etc.).

Voodoo Skills

A character with the *faith (voodoo)* skill has new worlds of understanding opened up to her. She has several abilities not available to other characters. Below are listed some skills only characters with the *faith (voodoo)* skill may have.

Mind Skills

Science (Folk Medicine)

With this *Mind* Skill, the character can utilize animals, plants, fungi, and other natural products to produce pharmaceuticals and other useful items. The folk doctor can create items for medical use, extract and refine poisons, and create dies or beverages. This skill will also allow the person to recognize edible plants. The skill substitutes for both *first aid* and *medicine* for the character, though the character can have either or both of those skills as well. A character who fails in his *medicine* roll may attempt to make a *science (folk medicine)* roll on the same day for the same result if he wishes (or vice versa).

The character can also create minor potions that affect the senses or attributes. The folk doctor can heighten any attribute or skill by using the herbs or medicines she collects from the environment. There are three steps:

1. The character must collect the ingredients. The base difficulty for finding the correct ingredients for a particular potion (using the *find* skill or *Perception*) in a woodland or swamp environment is 12. This is modified by many factors including (but not restricted to):

Condition	Modifier*
sparse woods	+2 to DN
environmentally damaged environment	+5 to DN
totally alien environment	+5 to DN
very fertile area	-1 to-4 to DN
doctor is very familiar with environment	-2 to DN

*All modifiers are cumulative

Of course, there are more modifiers involved — at the gamemaster's discretion. A search takes anywhere between ten minutes to a day, depending on the gamemaster's opinion of ingredient availability and the character's success level.

In many communities there are "voodoo shops" that sell the proper ingredients. Only about ten percent of the existing shops are real, and they are usually difficult to find.

2. The character must mix the ingredients. The mixing of the ingredients is an involved process, but not as involved as casting spell. Certainly the blending involves the faith of the folk doctor and the patient(s), but there is very little real "magic" involved. The difficulty for making the potion is 15.

3. The character must apply the potion. When the potion is applied, the character generates a *science (folk medicine)* total and compares it to the attribute affected. The potion can only affect *one* attribute at a time, though multiple potions can be applied to the same individual. The target character's *faith* does *not* affect the total. The amount the characteristic is affected equals one point per success level, with a minimal success counting for one point and a spectacular success counting for five points. *This effect is either positive or negative*, depending on the folk doctor's wish. A character can actively resist the effects of the potion by generating a bonus number and adding it to the attribute targeted by the doctor. If the resistance total is higher than the *science* total, then the potion does not take effect.

The duration of the effect is equal to a time value of 5 plus the result points of the *science* total. So, more powerful potions last longer.

Science (folk doctor) **cannot** be used unskilled.

Spirit Skills

Faith (Voodoo)

As stated above, a character can have another faith besides Voodoo. In this case, whichever faith the character has fewer adds in becomes the secondary faith of the character. Note that some faiths, such as the Cyberpapacy, do not allow a character to believe in other faiths.

Faith (voodoo) **cannot** be used unskilled.

Focus (Voodoo)

This skill allows the character to *focus* the power of the Loa to perform miracles, and is used in Voodoo Spell creation. A character may *not* use this *focus* skill to perform miracles not acceptable to the Voodoo faith (i.e., any miracles not normally available to Core Earth clerics) even if their primary or secondary faith is from another realm. The character can have *focus (voodoo)* and *focus (other)* as separate skills, however.

Also, the *focus (voodoo)* skill allows the character to create new voodoo spells (see below).

Focus (voodoo) **cannot** be used unskilled.

Spells

To learn spells, the Houngan must also learn arcane knowledges, but the Houngan is limited in the maximum number of arcane knowledges she can



learn. This maximum is equal to twice the *faith* adds the character has in voodoo. Thus a Houngan with 5 *faith* adds could learn 10 arcane knowledges. Process theorems can not be learned by a Houngan, for their grasp of the science of magic is not that advanced, so Houngans cannot manipulate spells with process theorems.

Using Voodoo Spells

You will notice that many of the spells of voodoo — indeed, the very practise of voodoo — may seem to fit into what many people accept as "evil." Indeed, most other religions look on voodoo as evil magic, and in Aysle, most uses of voodoo are seen as "corrupt magic."

To the practicioners and faithful followers of voodoo, however, there is a different outlook. A Storm Knight who practises voodoo is not necessarily evil (and thereby reduced in status to a stormer) as long as his *belief* and *motives* are pure. Voodoo magic is looked on as strange and terrible even by its followers, so it must be used carefully. But it is no more inherently evil for a Core Earth Knight to use voodoo than is it for her, if she were a Tharkold demon player character, to invoke the Law of Pain, or, if she were from the Cyberpapacy, to use Cyberpapal miracles against the Cyberpope. It takes careful playing and attentive gamemastering to "walk the line."

Creating Spells

The spells of voodoo are unique to voodoo, thus they must be created by the *Bocor* (magician). It is possible for the Bocor to find another initiate of Voudoun and trade spells with him, but this will be an exception. In the creation of the spell, the Houngan uses her *focus* skill in place of the *conjuration* skill, and follows the guidelines set forth in the *Aysle* sourcebook, as modified by the rules for Core Earth Spell Creation (see below).

Theorem Use

The power of Voodoo is intimately linked to the pattern theorems of *specific contagion* and *similarity*. Their knowledge of these two theorems astound even Ayslish mages. The Bocor has an intuitive understanding of these theorems. These theorems are applied unconsciously to most spells a Bocor uses, therefore a Bocor must integrate them into her spell creation.

All spells dealing with kindred forces, except for the entity knowledge, must also use a *specific contagion*. A love spell, for example, must utilize the hair of the the target of the spell, or a spell to steal a person's soul must contain an object linked spiritually to the person (a piece or hair, a personal *grade*, etc.).

Unfortunately, because of the wild magic of Core Earth, process theorems are beyond the ability of the Bocor to use. They can only use pattern theorems.

New Theorem: Community

Voodoo magic is based on the faith of the Houngan. The power of the magic comes from the Loa, and the Loa can be invoked by the faithful, thus all voodoo spells can utilize a new theorem that makes them similar to miracles: *community*.

The *community* theorem allows a spell caster to tap into the strength of the community of the faithful to enact powerful rituals. The faithful lend their belief to the Bocor, strengthening his ability to use the miracle.

When the *community* theorem is built into a spell, it must be stated exactly how many of the faithful will be used to provide energy for the magic. One person, two, or a hundred; the number must be built into the spell. Thereafter, the Bocor cannot use the spell without the requisite number of faithful assisting.

The *community* theorem works differently than the other pattern theorems. No bonus number is generated during spell creation. Instead, when the spell is cast, each of the faithful generates a *faith (voodoo)* total and, if their totals are higher than the difficulty of the spell, they add to the bonus number generated by the Bocor. In addition, the Bocor adds any adds he has in the *community* arcane knowledge to their total, helping them to succeed.



It is not as important that all the faithful succeed in their rolls as it is that they try. The Bocor may be strong enough to beat the difficulty number on his own; he still needs the faithful to try to cast the spell. In addition, *more* faithful can participate in the casting than the spell requires, but only the requisite number can actually assist the Bocor. The others are "insurance."

Use the ""Many-On-One Table" in the *Torg Rulebook* to figure out how many of the faithful succeed and how much they add to the Bocor's casting total. Remember, the Bonus Modifier column is used to add both to the *faith(voodoo)* total of the faithful *and* used to figure how much the faithful assist the Bocor.

However, all those who participate in the spell casting — that is, at least the requisite number — take backlash equal to the result points taken by the Bocor. If he takes two result points, they *all* take two result points.

If the spell succeeds, the faithful get to add their bonus number to the Bocor's.

Example: *Bonterre is a Haitian Bocor. He has designed a spell that needs ten of the faithful participating to cast. Bocor rounds up fifteen of his faithful and asks for their help. They agree to assist him.*

The spell Bonterre wishes to try has a Difficulty Number of 18 and a Backlash of 20. It is an alteration/fire *spell, and he has an* alteration *skill of 13. Bonterre only has one add in* community.

The community gets together and helps to cast the spell. Bonterre rolls a bonus number of -1, making his casting total a 12. Since he is not casting on the fly, he will resist Backlash at a 13.

The gamemaster rolls for the community using the "Many-On-One Table" . The average faith (voodoo) *skill of the community is 10. The gamemaster generates a bonus number of +4. Since the community numbers 15, they add the bonus modifier of +6 to that (from the "Many-On-One Table") for a total bonus number of +9. They also get to add the Bocor's* community *add of 1 to their total. Their final* faith(voodoo) *total is 20.*

Since this is two over the DN for the spell, it means that only 2 of the 15 succeeded in their total; on the "Many-On-One Table" that means they add +2 to Bonterre's casting total (for 14) and his Backlash resistance (for 15). Since he needed an 18 to succeed, the spell fails, and Bocor and ten of the faithful take 20-15=5 result points of Backlash. Back to the drawing board.

Spells

All Voodoo spells have the following modifications to their summary.

Group: refers to which group can utilize this spell.

All Voodoo — any Houngan can utilize this spell

Haitian Voodoo — only practitioners of Haitian Voodoo can utilize this spell.

Skill: some voodoo spells — the ones that would normally require *conjuration* as a pattern skill — have *focus (voodoo)* as their pattern skill. Use it the same way you would use *conjuration*.

Manipulation: This line has been omitted since voodoo practitioners cannot use process theorems.

Axiom Levels

Note that, in some of the spells listed below, the axiom levels are above those of Core Earth — but below those of Haiti and certain other magical areas of Earth. These spells are a one-case contradiction for a Core Earth character in a "non-enhanced" area of Core Earth. If the character disconnects using the spell, however, it just means that the spell fails and he cannot cast any spells of a higher axiom level for twenty-four hours (since the enhanced areas are still part of Core Earth, his reality will automatically re-attune itself during the intervening time). This goes for characters not from "enhanced" zones and it goes for Ords as well.

Bat Senses

Group: Haitian Voodoo
Axiom level: 9
Skill: *alteration/living forces* 12
Backlash: 14
Difficulty: 13
Effect: 12
Bonus number to: effect

Range: self
Duration: 18 (1 hour)
Cast time: 6 (15 seconds)

During the casting of this spell, the Bocor cuts his hand and then crushes a bat's eye into the wound. For the duration of the spell, the Bocor then gains the ability to sense things in the dark without relying on his own sight. This sense is very acute, allowing the Bocor to sense objects, people, and any form of movement. The effect value of the spell replaces the Bocor's normal *Perception* value (if the effect value is higher than the character's *Perception*). This includes the use of all *Perception* skills.

This version of the spell uses no *community* theorem.

Bestow Luck

Group: All*
Axiom Level: 8
Skill: *alteration/folk* 19
Backlash: 19
Difficulty: 21
Effect Value: 10
Bonus number to: effect

Range: touch
Duration: 18 (1 hour)
Cast time: 9 (1 minute)

This spell is **focused**. The spell is created at axiom level 8, but a Core Earth Bocor of axiom level 7 can cast this spell in Haiti — because of the surrounding belief — or as a contradiction. When cast, the Houngan takes a lock of hair from the target, and mixes it in a bottle of wine. The target then drinks from the bottle. The effect value is then compared to the highest of the target's attributes on the Power Push Table, with the result being added to those stats. This is a potent, yet difficult spell to cast.

The *community* for this spell is the recipient.

*The spell's axiom is such that it is a contradiction in most Core Earth areas.

Bones

Group: All
Axiom: 6
Skill: *divination/true knowledge* 11

Backlash: 13
Difficulty: 8
Effect: 14
Bonus number to: effect

Range: self
Duration: 18 (1 hour)
Cast Time: 9 (1 minute)

The Bocor places a drop of her blood into a bag of chicken bones, which she then shakes while chanting. At the end of the casting, she throws the bones onto the ground. The Bocor can then read her immediate and most probable future (within a time period equal to the duration). The reading will be vague, but can be guided slightly by questioning. This divination will not tell the caster about the future of anyone else, thus she can not use it to determine if one of her companions will most likely die during the mission (but she could see if she is might be about to lose a friend).

This spell deals with *probabilities*, so the gamemaster should give the character the most *probable* future she can, based on the character's apparent choice of "direction." The player should be allowed to ask questions of the gamemaster — to show which direction she is leaning — but once a course for the probability is chosen, it is set.

For example, a character can ask, "what will most likely happen if we go into the temple?" and the gamemaster could answer, "you will be beset by danger and there will be death on your side," but the character *cannot* then ask, "what happens if we *don't* go in the temple?" Once the spell has been cast, the character cannot throw it again until the events foretold come to pass or the time has elapsed.

Note: Voodoo Bocors are very serious about *bones*. Most fervently believe that what they foresee will come true *exactly* ... even though their interpretations are always vague. A Bocor will not play around with *bones*, asking several trivial or different questions trying to "pin down" the Loa to a definite answer. A Bocor who does this angers the Loa and will feel their wrath.

Create Zombie

Group: Haitian Voodoo
Axiom Level: 8
Skill: *alteration/folk* 20

Backlash: 18
Difficulty: 16
Effect Value: 16
Bonus Number to: duration

Range: touch
Duration: 29 (1 week)
Cast Time: 18 (1 hour)

This is probably the most complex spell used in the voodoo culture. It is **focused**. An unconscious victim is taken to the place of the ritual. The victim is usually rendered unconscious due to a substance known as "Zombie Dust" (created by a folk doctor). The procedure includes the collecting of poisonous animals (including a blow fish), and the bones of dead Voodoo magicians. The material is prepared and ashed in a process that takes a minimum of a week. The Difficulty Number for creating Zombie Dust is equal to the Damage Value the folk doctor requires, plus 2.

When ingested by a target, the target takes stunning damage equal to the result points of the Dust versus his *Toughness*. If the victim is aware he is being attacked, he may actively resist. If he takes a KO or sufficient shock to render him unconscious, the Zombie Dust works. It will make the target fall into a deep coma for a number of days equal to the result points of the Dust over the victim's *Toughness*. The victim has been prepared for the spell.

The spell *create zombie* destroys the victim's *Mind* and *Spirit* attributes. It can only be cast upon an unconscious victim. The Houngan must cut off a lock of hair, a fingernail, and take a drop of blood. These items are then mixed together, and then placed in a bottle of wine. While the ritual is going on, the mind and spirit of the victim is drawn out of the body and placed in the bottle. The effect value of the spell is compared to the victim's *Mind* or *Spirit* attribute (whichever is higher), and the result is read on the Power Push Table. The result points, plus a Result Modifier of +6, are then subtracted from both attributes. If either value drops below four, the victim has become a "mindless" zombie. The victim is then revived, with little or no will of his own.

The Houngan then begins to feed the victim a substance known as a Zombie Cucumber. It is basically a nutrient paste with a powerful natural hallucinogen (again produced by the use of *science (folk medicine)* with a difficulty of 14). This substance is highly addictive. After one week of eating it, the victim must generate a *Mind* total of 16 to avoid eating it at any opportunity. This difficulty number increases by +2 each subsequent week. A successful *medicine* roll (difficulty number 14) can give the victim a +3 on attempts to avoid the substance, but they will undergo withdrawal.

Every week the substance is eaten, the victim loses one point from their *Mind* attribute. This loss is permanent. After a few months of eating this, the victim truly becomes a mindless zombie, and will take orders only from the Houngan or whoever the Houngan gives the zombie to.

These people are then used as slave labor. A Houngan will only do this against someone who has committed a grave infraction against the community, unless the Houngan is evil, and then it will be used to gain servants.

This version of the spell requires a *community* of 10 to cast.

Love Spell

Group: All
Axiom Level: 7
Skill: *alteration/folk* 10

Backlash: 14
Difficulty: 10
Effect Value: 13
Bonus Number to: effect

Range: touch
Duration: 29 (1 week)
Cast time: 18 (1 hour)

To cast this **focused** spell, the caster must have the hair of the person to be wooed, and the hair of the suitor. The hair is combined in a red bag with various herbs, stones, and trinkets. The bag is then given to the suitor, who will carry it around with him. The effect value of the spell is compared to the suitor's *charm* and *persuasion* skills

on the Power Push table, with the result being added to these skills. This bonus to the *charm* and *persuasion* skills is only applied when the suitor interacts with the person whose hair is bound in the red bag.

The *community* of this spell is one person — the suitor.

Restrain

Group: Haitian Voodoo
Axiom: 9
Skill: *apportation/living forces* 15

Backlash: 18
Difficulty: 21
Effect: 14
Bonus number to: effect

Range: 7 (25 meters)
Duration: 12 (4 minutes)
Cast Time: 5 (10 seconds)

The Bocor uses a small sculpture/statue that resembles the target. A small portion of the target (blood, hair, mucus, etc. ...) must be spread or bound onto the idol. The Bocor then binds the idol with a black cord. The effect value of the spell is then compared to the target's *Dexterity*. The result is read on the Power Push table, with the result being further modified by a +8. The final result is then subtracted from the targets' *Dexterity*. If the target's *Dexterity* falls below zero, then he is immobilized.

There is no *community* involved in this spell.

Steal Spiritual Essence

Group: Haitian Voodoo
Axiom Level: 8
Skill: *apportation/folk* 19

Backlash: 21
Difficulty: 17
Effect Value: 12
Bonus number to: effect

Range: 10 (100 meters)
Duration: 18 (1 hour)
Cast Time: 4 (6 seconds)

To cast this spell, the Houngan must possess something of the target. When the spell is released, the caster steals the spiritual essence of the victim. This is seen as an energy force leaving the victim, and then entering the caster. The effect value of the spell is compared to the higher of the victim's *Mind* or *Spirit* values on the Power Push Table, with the result being subtracted from the victim's attributes. The effect value of the spell is then compared to the higher of the caster's *Mind* and *Spirit* attributes on the Power Push Table, with the result being added to those stats. In essence, the caster has stolen the power of the the victim — but the caster cannot add more than he stole.

Example: *Jujana succeeds in casting this spell on a Tharkold Ghul. She gets a bonus number of 6, making the effect value 18. Reading this against the Ghul's* Spirit *of 5 on the Power Push Table, she gets to take five points from both attributes. The Ghul now has a* Mind *and a* Spirit *of 0.*

Measuring the effect versus her highest attribute — a Spirit *of 12, she has the ability to add 3 points to both attributes — but, since the Ghul only had a* Mind *of 1 to begin with, she can only add 1* Mind *point.*

There is no *community* theorem applied with this spell.



Miracles of Faith

Besides the normal Core Earth Miracles available, Houngan's can utilize the following miracles. They were put hear instead of in the "Religions and Miracles" chapter because only voodoo practioners may use voodoo miracles.

Break Gris-Gris

Religion: Voodoo
Spiritual Rating: 9
Community Rating: 15
Difficulty: 15
Range: 5 (10 meters)
Duration: Instant
Effect: Disrupts Magic

By means of this miracle, the Voodoo Priest is able to focus the power of Ogoun against a *gris-gris* (or magical spell). This miracle will disrupt spells that are either being cast, or that are already in effect. To accomplish this miracle, the Hougan generates a *faith* total, which is then compared to the magic skill total that was used to cast the spell. The spell will be dispelled if

the *faith* total is greater than the magic skill total.

Consecrate Grade

Religion: Haitian Voodoo
Spiritual Rating: 10
Community Rating: 13
Difficulty: 13
Range: Touch (one charm)
Duration: (1 month)
Effect: Consecrates a Grade to protect one person from magic.

This miracle allows the Mambo to create and then consecrate a *grade* (or magical charm), which is then given to one of the faithful to protect them from harmful magic and spirits. For each level of success on the miracle, add one to the character's most applicable attribute when resisting a spell. If in doubt, let the character choose which attribute she wishes to increase.

Example: *When Bonterre uses the miracle to create a charm for his wife Lucia, he gets an* average *success — +2. Later, she is attacked by a mage using a* bullet *spell. Before the attack occurs, she has a choice: she can either add the +2 to her* dodge *(to get out of the way of the* bullet*), or she can add it to her* Toughness *(to resist the damage). She* cannot *do both. She must choose before the* apportation *total is generated for the* bullet *spell.*

Possession Trance

Religion: Haitian Voodoo
Spiritual Rating: 10
Community Rating: 8
Difficulty: 12
Range: The congregation hall
Duration: performance
Effect: allows the Houngan to put a number of people equal to his focus into a trance so that a Loa can possess the victim

This miracle is invoked only during a Voodoo ceremony. During the ceremony, the Houngan blesses the Hounfor. Music, mostly drums, is played, and the people begin to chant. The chants determine the Loa addressed. Soon, a number of Voodooists (possibly even the Houngan if he is willing) become possessed by the Loa. The possessed begin to take on the attitude and behavior of the Loa. Members of the Hounfor can then ask the Loa questions. The Loa will answer any question, but they are sometimes not very truthful. They will answer a number of questions based on the level of success of the miracle: one answer per level of success.

Answers also depend upon the specific knowledge of the Loa called. Agwe could tell of what is occurring in the seas and oceans, while Ogoun could tell of political situations and magic. Initially, only Legba will be able to tell of occurrences in different realms, for being the Guardian of the Cross-Roads gives him the ability to "see" into the different realities. The other Loa can be given access into the other realms by being summoned by someone in that realm.

Possessing Loa

Religion: Haitian Voodoo
Spiritual Rating: 10
Community Rating: 9
Difficulty: 10 + target's *faith*
Range: 5 (10 meters)
Duration: 17 (30 minutes)
Effect: Causes the Target to become possessed by a Loa

This miracle opens the the target to Loa possession. Normally this miracle is utilized on a member of the Hougan's Honfour, but it can also be used to incapacitate an enemy. The difficulty number of this miracle depends upon whether the person willingly accepts the miracle. If the person is willing to be possessed, the difficulty is 10, but the difficulty is added to the target's *faith* if they are unwilling. If they know what is coming, then an unwilling target can actively resist the miracle.

As with *possession trance*, the Loa will possess the body of the target, and then immediately take on their standard persona. The Loa may also begin to demand things, such as food or rum, from the Hougan that summoned them. This Loa can also be used as an information source.

Other Systems of Core Earth Magic

Voodoo is just one of the many diverse systems of magic that can be found in Core Earth. Hermetic magic, witchcraft, and shamanism could also be found. Voodoo can be used as a basis to form other magic systems, but it must be remembered that Core Earth has a low magical axiom. Each group will have it's own rituals and spells, and thus others may not be able to understand their magic system.

Guidelines for Other Systems

Use the basic magic system worked out in the *Aysle* Sourcebook and *Pixaud's Practical Grimoire* to form the basis for all magic systems present in *Torg*. However, since Core Earth has such a low *Magic* axiom, prepare to make modifications.

Increased Difficulty and Backlash

All spells used in Core Earth that are not a contradiction have a +5 added to their Difficulty and Backlash numbers. Spells in this book include those additions, but low axiom spells in other books do not. A mage *can* elect to cast a spell of axiom level seven or lower in Core Earth without adding to the DN or Backlash, but she must cause a contradiction to do so.

Lack of *Conjuration*

This is primarily because, when the spell was constructed, *conjuration* was used to assemble the state path of the spell. In Core Earth, this cannot be done. When a spell is created in Core Earth, treat the skill value for the *conjuration* total as zero, and do not roll for a bonus number. Looking at the Spell Laboratory Sheets in the *Aysle* Sourcebook or in *Pixaud's*, this will show why spells are so hard to construct in Core Earth.

Naturally, this makes all *conjuration* spells a contradiction in Core Earth. *Conjuration* effects must either be created by use of miracles, or through a contradiction.

Conjuration Substitution

One interesting consolation for Core Earth magicians has become evident.



Certain cults and sects of religions and even secular organizations have found a way to circumvent the "no *conjuration*" drawback. Voodoo (above) is a good example of one such circumvention. Using another skill to substitute for the *conjuration* skill, they have managed to increase the power of their magic by binding it with other philosophy.

When an appropriate substitute is found, such as *faith (voodoo)* is above, the character can use that skill in place of *conjuration* where it becomes necessary — just as if she had *conjuration* skill adds. However — and this is **IMPORTANT** — they must severely limit the types of spells and rituals they will use. Voodoo, for example, is nearly entirely used to affect folk and spirits — there is no "fireball" or "lightning bolt" spell in the canon. The gamemaster should sit down with the player interested in creating such an alternative magic theory and discuss it *carefully*. Remember, Core Earth magic is still weaker than almost anywhere else.

Further Examples

Here are some ideas for alternative magic forms you could use in your campaign.

Irish Bards

Taken from folklore and legends, the power of song and tale are well known to the Emerald Isle. Now that the legends have begun to awaken again, new powers roam the land.

The magic of the Irish Bards is tied to music. The skill *artist (song)* is used to substitute for *conjuration*, the act of creating the music powerful enough to call forth the strength of the bard. A character who wishes to be a Bard must have either *artist (song)* as his tag skill, or *artist (composer)*. The character must also be able to play an instrument — when spells are cast by the bard, a song must be sung and played.

Used to inspire, strengthen and aid their friends, the spells of the Irish Bards also dishearten their foes. The Irish Bard's spells work *through* other agents, whether they be people, animals or nature. The Irish Bard, for this reason, values knowledge and wisdom above all else ... except perhaps a good tall tale or a rousing ballad.

To create a spell, the Bard must not only spend the requisite time researching and testing her theorems and patterns, but she must spend equal time composing the songs and tales that summon the power. She roams the land, inspiring those around her and trying her tales on all who listen.

The Indian Shaman

Similar, and yet unlike, the voodoo priest, the Indian Shaman communes with spirits and ancestors to gain her power. The Shaman is the spiritual

guardian and teacher of her tribe, keeping them safe and helping them to live with nature.

The Shaman seldom breaks the "natural" laws, preferring to work with them. While the plains may need rain, or the mountains an early spring, the Shaman knows that there is balance. Instead of constantly using her power to shape nature to her desire, she instead tries to use her knowledge of the spirit world and the natural world to make the most of what her tribe possesses.

The Shaman's skill is *faith (tribal spirits)*, and she works to increase her knowledge of all the spirits. But a Shaman must also deal in the concrete world as well. The knowledge of plants and animals possessed by a Shaman are as valuable to her tribe as the spirit shapes only she can see.

The Indian Shaman uses her power to talk to the spirits, her ancestors, and the wild creatures. She summons the spirits of the forest, so that she may maintain the balance of nature — it is *right* that the Deer should be eaten by the People, just as it is *right* that rain should fall at a certain time.

Dealing with the gathering of knowledge and the interpretation of signs, the Shaman looks after her people by safeguarding against the future — but also by looking to the present. While a Shaman may not have the devastating power of an Ayslish mage, the prevention and knowledge-gathering magic of a shaman command much respect.

The "Non-Cults"

Then there are those who, due to a lack of faith or focus, or just because they prefer to keep magic out of the rest of their lives, are unable to call upon a *conjuration* substitute. These are the minor occultists, unwilling to blacken their souls; or the tarot readers, gifted amateurs; or even the wishful thinkers, still striving for direction.

These people are limited in their power, but truly unlimited in their choices. Unlike the Voodoo Houngan or the Irish Bard, the minor practitioner of Core Earth magic works *within* the rules ... so they have farther to go. Since they cannot use *conjuration*, they have serious difficulty at the beginning (creating spells is a hit-or-miss process at best, and certainly dangerous), but a minor practitioner with devotion and time can become very powerful and certainly more versatile than the "theme" mages of the cults. While they do not get the initial "boost" from their religion or "profession," with time and diligence they can overcome the difficulty of their beginnings.

Core Earth's "Wild Magic"

It has been stated that Core Earth's magic is "wild, unpredictable, and erratic." That is very true. Even spells created by cult mages and the most careful practitioners often go awry. Here's how it works:

When a Core Earth spell is cast (or one modified to work in Core Earth without causing a contradiction), the mage always runs the risk of an *erratic failure* or even an *erratic success*.

If the spell failed — that is, the character was unable to beat the Difficulty Number of the spell, an *erratic failure* may occur. To determine whether such a failure occurs, check the result points of the failure on the Power Push table. If the result points get a *superior* (7 points) or higher result, then an erratic failure has occurred.

What this means varies from case to case. That the spell has failed is definite; nothing is going to change that. However, since the spell is a product of "wild magic," there are side-effects. It is up to the gamemaster to determine what these are.

Perhaps the spell backfired, taking effect on the caster, the caster's friends, or an innocent bystander — someone the caster did not intend to affect at all. Perhaps the side effect is another spell, similar to the one intended (perhaps the mage wanted to throw the *alteration/folk* spell *strength* and got another *alteration/folk* spell instead ... *weakness, folk to frog*, whatever). It might even be that, because of the grand failure, the caster has created some totally unrelated, and probably extremely bad, effect. If the caster is a cult mage, maybe he has accidentally summoned an enemy spirit of the cult. If he is a general practitioner, maybe he has done something truly awful to his own mind ... make it up. Remember, the worse the failure, the worse the effect.

An *erratic success* is even more strange. An erratic success is a casting that *should have been* a failure, but wasn't. This occurs when the character's bonus modifier, added to the skill total, is not enough to succeed with the spell, but other modifiers make it work after all. This counts the spending of Possibilities and the playing of cards.

> ***Example:*** *Dr. Forrester is trying to cast* detect magic *(see page 32 of* Pixaud's Practical Grimoire*). Since he is a Core Earth mage, he needs a skill total of 21 to successfully use the spell.*
>
> *He has a* divination *skill of 18. Rolling a 4 on the die, he spends a possibility to roll again — he gets an 11, for a total roll of 15 and a bonus number of +2. Not enough.*
>
> *Fortunately, Dr. Forrester's player, Bill, has an Action card, which he throws to get a +3 — this makes the casting total a 23, which is high enough.*
>
> *But Dr. Forrester has gotten an erratic success.*

Read the result points of the erratic success the same way as the erratic failure — but use the casting total *before* the spell was modified to succeed. A *superior* or greater result means an erratic success has occurred. In the above example, this means that Bill should check Dr. Forrester's casting total *before* he threw the +3 Action card and before he spent the Possibility.

In the above example, Dr. Forrester had a 10 before spending the possibility and throwing the card. Since he needed a 21 to succeed with the spell, he got 11 result points towards and in erratic success (and not a failure because he affected the roll to succeed)

What happens when an erratic success is generated is simple: the spell works, but there are "additional modifications." Perhaps the effect value of the spell has been further modified by a bonus number, generated by the gamemaster. There might be "extra effects" that seem to be related (maybe the *strength* spell causes the recipient to grow a foot and a half, or the *see*


L.A.

future spell not only shows what is behind the castle wall, but which horse is going to win the Kentucky Derby next year).

These effects should be strange and, well, erratic. They are *not* as beneficial as erratic failures are malevolent — in fact, they aren't supposed to really be a help. The mage has *barely* managed to cast her spell, so she incurs some sort of difficulty or extra effect along the way.

Ords and Wild Magic

As you will notice, under the above rules, Ords cannot be affected by erratic successes and failures. Well, they can. Because Ords are less able to tap reality, including the reality around them that allows limited magic use, Ords *always* have erratic successes or failures. Any failure an Ord has is an erratic failure and any success that isn't right on the difficulty number is an erratic success (right on the DN means it worked just right). Life is tough when you're an Ord.

Using Erratic Success and Failure

The easiest way to handle erratic success and failure in a *Torg* campaign is to make up a chart of random events and modify them for the situation. Try to make ones up that fit with the "mood" of your campaign. If you, as the gamemaster, run a "grim and gritty" campaign, then the failures will probably be pretty harsh and the success results will be of questionable benefit to your players.

If, on the other hand, you and your players run a "heroic" campaign (the good guys almost always win and they usually get out unscathed), then you might want the failures to be more distracting than anything, and the successes might benefit the characters in unlooked-for ways. It's up to you. Mix and match as you see fit.



CHARACTER RECORD SHEET

Haitian Bocor

Player Name:

Character Name	Home Cosm: Core Earth (Haiti)	Possibilities: 10

Age	Wound Level	Shock Damage	Magic	Social
Height	Wound Hvy Wound Mortal Dead		7 (9)	9
Weight		K O	Spiritual: 9 (10)	Tech: 23

Skill	Add	Attribute	Value
Beast riding		DEX	
Dodge		DEX	
Melee weapons		DEX	
Missile weapons		DEX	
Alteration magic		PER	
Divination magic		PER	
Find		PER	
First aid		PER	
Language		PER	
Scholar (loa)		PER	
Apportation magic		MIN	
Science (folk medicine)		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith (voodoo)	3	SPI	15
Focus (voodoo)		SPI	
Intimidation		SPI	
Reality		SPI	

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	8	
Perception	10	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	12	Intimidate
		Reality

Weapons & Armor	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Colt .38	14	6	3-10	25	50
Knife					

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Satchel with :					
powder					
dust					
bones					
herbs					
candles					
rattles					
animal parts					

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

Spells

Name	D	B	E	Ax*

Arcane Knowledges

Know.	Add	Know.	Add

Miracles

Name	C	D	E	Ax

Cyberware

Name	CR	E

Powers & Gizmos

Name	Cost	E	Ax

Natural Tools

Tool	E

Martial Arts

Style:	Style:
Maneuver:	Maneuver:

Psionics

Name	D	R	E

Other

Name	E	Ax

*D: Difficulty **B:** Backlash **E:** Effect **Ax:** Axiom Level **C:** Community Rating **CR:** Cyber Rating **R:** Range

CHARACTER RECORD SHEET

Haitian Bocor

Cosm: Core Earth (Haiti)

Background: You were born in Port-au-Prince, Haiti. Your father was a poor fisherman, but your mother was a powerful Mambo. When you were young, you experienced your first Installe. It was obvious that you had a special link with the Loa, thus your mother decided to begin your education in the Connaissance. Soon you were regarded as a person with *fort*.

Since then you have worked as the Hounenikon of the Hounfor for many years, and your knowledge of magic has grown. From reports on the radio, you have come to understand the nature of the invasions. During a recent installe, you came to understand your role in the defense of the Earth. With the blessing of the societe, you set off to show the invaders that the power of the Loa will cleanse the Earth of their presence. You have learned to combine the old ways with the new and make the Invaders regret their presence on Earth.

Personality: You believe in the power of the Loa with all of you soul. Many times have you seen their power. Now that you know how to call upon their aid, and you have heard their calls and instructions. You now call yourself a defender of the world.

Equipment: Satchel with powder, dust, bones, herbs, candles, rattles, various animal parts, a Colt .38 (damage value 14, ammo 6, range 3-10/25/50), and a knife.



Skill Notes: Your tag skill is *faith (voodoo)*. You may use this to substitute for *conjuration* magic, as per the rules in Chapter 10, "Magic." Your *Magic* axiom is 9 — you are from Haiti. See Chapter One, "Axioms and World Laws," on how to use this in the game.

Quote: "The Loa will guard me, and then give me your soul to add to my power."

NOTES

CHARACTER RECORD SHEET

Inform Agent

Player Name:

Character Name	Home Cosm: Core Earth	Possibilities: 10
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage: K O
Height	Magic: 7	Social: 9
Weight	Spiritual: 9	Tech: 23

Skill	Add	Attribute	Value
Dodge		DEX	
Fire combat		DEX	
Lock picking		DEX	
Melee weapons		DEX	
Missile weapons		DEX	
Stealth		DEX	
Unarmed combat		DEX	
Camouflage		PER	
Evidence analysis	3	PER	14
Find		PER	
First aid		PER	
Language		PER	
Trick		PER	
Science (computers)		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Inimidation		SPI	
Reality		SPI	

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	9	
Toughness	9	
Perception	11	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	8	Intimidate
		Reality

Weapons & Armor	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Glock 17	15	17	3-10	25	40

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Nice clothes					
Portable computer					
Briefcase					
Hidden knife					
1500 Deutschmarks					

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

Spells

Name	D	B	E	Ax*

Arcane Knowledges

Know.	Add	Know.	Add

Miracles

Name	C	D	E	Ax

Cyberware

Name	CR	E

Powers & Gizmos

Name	Cost	E	Ax

Natural Tools

Tool	E

Martial Arts

Style:	Style:
Maneuver:	Maneuver:

Psionics

Name	D	R	E

Other

Name	E	Ax

*D: Difficulty **B:** Backlash **E:** Effect **Ax:** Axiom Level **C:** Community Rating **CR:** Cyber Rating **R:** Range

CHARACTER RECORD SHEET

Inform Agent

Cosm: Core Earth

Background: You have been with Inform since the beginning of the organization. Many times you have been sent into hostile areas to gain information regarding the Invaders. Before this you were a member of the KGB, working in Western Europe. You made many contacts during that time, and they may still be of use — if they are still alive.

Mainly concerned with Europe, you have begun to travel the globe in search of others with your hatred of the Invaders. Strangely, you have found yourself allying with those who were once yur enemies — and even with individuals of the invading realities. You don't trust them that much, but it is hard to deny that some of these Invaders are actually on your side.

Personality: Information is your life. You pride yourself in your knowledge of the war and the invaders. You will rarely admit to any lack of knowledge, but if one does come up, you will find the answer.

Equipment: nice clothing, portable computer, briefcase, hidden knife, Glock 17 (damage value 15, ammo 17, range 3-10/25/40), 1,500 Deutschmarks.



Skill Notes: Your tag skill is *evidence analysis.*

Quote: "Yes, we were aware of that."

NOTES

CHARACTER RECORD SHEET

Magic Practitioner

Player Name:

Character Name	Home Cosm: Core Earth	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 9
Height	Wound Hvy Wound Mortal		Spiritual: 9	Tech: 23
Weight	Dead	K O		

Skill	Add	Attribute	Value
Dodge		DEX	
Fire combat		DEX	
Melee weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Alteration magic		PER	
Divination magic	3	PER	15
Evidence analysis		PER	
Find		PER	
Language		PER	
Scholar (arcane lore)		PER	
Apportation ma		MIN	
Psycholog		MIN	
Science (r		MIN	
Test of will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Intimidation		SPI	
Reality		SPI	

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	12	Trick
Mind	12	Test
Charisma	9	Taunt
Spirit	9	Intimidate
		Reality

Weapons & Armor	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Colt .45	14	6	3-10	25	50

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Suit					
Spellbook					
Magic props					

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

Spells

Name	D	B	E	Ax*

Arcane Knowledges

Know.	Add	Know.	Add

Miracles

Name	C	D	E	Ax

Cyberware

Name	CR	E

Powers & Gizmos

Name	Cost	E	Ax

Natural Tools

Tool	E

Martial Arts

Style:	Style:
Maneuver:	Maneuver:

Psionics

Name	D	R	E

Other

Name	E	Ax

*D: Difficulty **B:** Backlash **E:** Effect **Ax:** Axiom Level **C:** Community Rating **CR:** Cyber Rating **R:** Range

CHARACTER RECORD SHEET

Magic Practitioner

Cosm: Core Earth

Background: When you attended University, you spent more time in the library and in the local museums than you did in classes … or parties. You did all right in your courses, but you never felt they were teaching you what you really needed to *know*. Even when you took "The Occult as a Social Setting" in the sociology department, you were sorely disappointed. They actually thought of magic as *fake*.

Imagine.

You must admit that, before the Invasion, there were times when even you doubted the truth of magic yourself. Fortunatly, things changed. The magic you knew lived in the world became more apparent. Your skills were finally recognized. Sure, you aren't as impressive as some of those "Ayslish mages" — but you're making progress.

Personality: Throughout your life, you've been more in touch with the unknown than anyone else you've ever known — and you like it that way. Secrets. Magic. The occult. They all go together, and now you finally know the truth.

Equipment: suit, spellbook (with one Ayslish spell of axiom level 7 or lower — see Chapter Ten, "Magic," for more details), Colt .45 (damage value 14, ammo 6, range 3-10/25/50), "magic" props

Skill Notes: Your tag skill is *divination*. You may select 12 points in arcane



knowledges, pattern and process theorems, and spells — but the spells must be axiom level 7 or lower and modified as stated in Chapter 10, "Magic." You cannot use "conjuration substitution" because you are a pure "scientist of magic" — of course, you may eventually learn.

Quote: "*Alakazam*! Ferros, terran, *turos*! Brakal — oops."

NOTES

CHARACTER RECORD SHEET

Revised Realm Runner

Player Name: _____

Character Name	Home Cosm: Core Earth	Possibilities: 10
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage: K O
Height	Magic: 7	Social: 9
Weight	Spiritual: 9	Tech: 23

Skill	Add	Attribute	Value
Acrobatics		DEX	
Beast riding		DEX	
Dodge		DEX	
Fire combat		DEX	
Martial arts		DEX	
Melee weapons		DEX	
Missile weapons		DEX	
Divination magic		PER	
Evidence analysis		PER	
First aid		PER	
Language		PER	
Scholar (realm lore)		PER	
Streetwise		MIN	
Survival		MIN	
Weird science		MIN	
Willpower		MIN	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	
Reality	3	SPI	14

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	10	Test
Charisma	8	Taunt
Spirit	11	Intimidate
		Reality

Weapons & Armor	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
God Light pistol	24		3-10	25	40
Elven longsword	STR+8				
Sharps rifle	18	7	3-40	250	600

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes
Backpack					
Spellbook					
Trinkets (various)					

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

Spells

Name	D	B	E	Ax*

Arcane Knowledges

Know.	Add	Know.	Add

Miracles

Name	C	D	E	Ax

Cyberware

Name	CR	E

Powers & Gizmos

Name	Cost	E	Ax

Natural Tools

Tool	E

Martial Arts

Style:	Style:
Maneuver:	Maneuver:

Psionics

Name	D	R	E

Other

Name	E	Ax

*D: Difficulty **B:** Backlash **E:** Effect **Ax:** Axiom Level **C:** Community Rating **CR:** Cyber Rating **R:** Range

CHARACTER RECORD SHEET

Revised Realm Runner

Cosm: Core Earth

Background: Before the Invasion, you spent a lot of time knocking about, doing different things. You got an education, thought about a career, but you were never ready to "settle down." Your friends called you "restless" and a "free spirit." Your fiance's father called you "a lazy bum." That might be why it didn't work out.

When the Possibility Wars began, you were working in a village pub, serving drinks and talking politics with the locals. But the Invaders stopped that. They came to town, drove off many of the people, and terrorized and enslaved the rest. You found you could resist them, and the best way to do so was to learn from them.

You're happy now — all things considered. You travel the world, helping people and learning new things. You never got *really* good at any one thing, but now, you've found your niche: you can be good at a *lot* of different things.



Personality: Fairly laid back and easy-going, you have a dangerously large amount of curiousity. When the Invasion hit, you knew you had to fight the Invaders ... but some of the stuff they do is so darn *neat*.

Equipment: backpack, GWI GodLight pistol (damage value 24, ammo 50, range 3-10/25/40), elven longsword (damage value STR+8), other-realm "trinkets," a spellbook with two spells (if you can use them), and a Sharps 1855 rifle (damage value 18, ammo 7, range 3-40/250/600)

Skill Notes: Your tag skill is *reality*. You have access to many skills that are contradictions in Core Earth.

Quote: "Y'know, I think *I* can do that."

NOTES



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THE DELPHI COUNCIL WORLDBOOK

VOLUME I

by Robert Maxwell and Bill Smith

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