

ZARAG

ETERNITY

**FREE RPG DAY
SPECIAL**



ULISSES
NORTH AMERICA

**FREE
RPG
DAY**

2017

TORG

ETERNITY

This special edition of *Torg Eternity* is intended for demonstration purposes only. Rules, concepts, characters, and content within may vary from the full game.

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REALITY

The invasion of Earth told in previous tales of Torg took place on one version of our world.

The High Lords there were successful for many years, but were eventually stopped by the planet's valiant Storm Knights.

But there are infinite versions of our world.

This is a tale of a different Earth...

One where things did not go as well...

They came from other cosms—other realities—conquerors joined together to steal the Earth's living energy...to consume its *possibilities*. The Possibility Raiders brought with them their own realities, turning portions of our planet into someplace *else*.

Led by a mysterious and ancient individual known only as the Gaunt Man, the High Lords each claimed a piece of Earth for themselves. Each has established his or her primitive, pulp, dark fantasy, cyberpapacy, high tech, or horror realm on our world, setting the conquest in motion.

In some realities, the raiders encountered stiff resistance from the residents of Earth and defenders full of Possibility Energy, the "Storm Knights." They rose up against the Gaunt Man and his allies, battling back with the full fury of their will and eventually overthrowing the invaders.

But this is not one of those realities. In this reality, in this time, the High Lords are winning.

THE HIGH LORDS

Earth is under attack by invaders from other realities—other "cosms." Each cosm reflects a different reality, such as a grim world of classic horror, a lush primeval world of savagery, or even a fantastic realm of swords and sorcerers.

The High Lords prepared for the invasion of Core Earth for years before their arrival, using ancient relics called "Darkness Devices" to enter our world and flood our reality with theirs.

Their cosms' influence must be supported by "stelae." These markers bind and support the invaders' realities, slowly transforming Earth to the host's environment and bleeding Earth of its precious Possibility Energy.

Humans living in these transformed zones eventually become alternate versions of themselves. A cashier in the Living Land, for example, might become a hunter in the primitive world North America has become.

THE TORG

Why are the Possibility Raiders here? Most already rule their own cosms, so why risk it all to invade a realm across reality itself? Legend has it that whoever becomes the ultimate conqueror will merge his consciousness with his or her Darkness Device and ascend in power to a legendary being called the "Torg." It is an ancient word stretching back to the beginning of everything, and it is likely even the High Lords themselves don't truly understand its meaning. But they are greedy, selfish beings, and it is the bright diamond in the sky they desire with all their black hearts. They will have it, and will destroy nations, lives, and even worlds if they must to attain it.

STORM KNIGHTS

But there is hope. Some beings have the ability to resist the invading realities, to innately control the reality within and around themselves. These men and women are called Storm Knights, and they are the Earth's only chance at salvation.

The world's conventional armies, agents, and ordinary men and women fight the crucial war against the invaders' minions, but only Storm Knights can inspire the masses to make—and keep—Earth's precious Possibility Energy. With great success, they can destroy the stelae, repel the High Lords, and return the land to its normal state.

CORE EARTH

The Earth of *Torg Eternity* is much like our own. Magic, miracles, and monsters exist here, however, and "Core Earth" is also more action-oriented and cinematic. Heroes can do and survive incredible feats that might kill a person in more grounded versions of Earth.

Most importantly, and the reason the reality raiders chose this planet, is that Earth is rich in Possibilities. This is the energy High Lords covet, but it also floods into certain people and changes them into Storm Knights.

THE LIVING LAND

High Lord Baruk Kaah, a lizard-like humanoid from a world called Takta Ker (which literally translates to "The Living Land"), rules a primeval, mist-shrouded realm that now stretches across wide swaths of North America.

It is filled with dense jungles, erupting volcanoes, sheer cliffs, and the ruins of lost worlds. Creatures resembling those of Earth's prehistoric epochs fill the jungles and skies.

Baruk Kaah's people are the edeinos, and they have come for blood. Within the Living Land

spiritual energy is power. The edeinos' goddess of life, Lanala, walks among her people. Technology, on the other hand, hasn't progressed much beyond the Stone Age.

Where the Living Land spreads, miracles are common but advanced weapons rust away. New York was hit in the opening hours of the invasion, and is now overgrown with vegetation and filled with the cries of marauding dinosaurs.

THE SCENARIO

The player characters in this adventure were ordinary people in New York on the day Baruk Kaah and his edeinos came. A maelstrom bridge crashed down from Takta Ker into Queens, and when it landed New York began to transform.

The characters are in Battery Park, at the southern tip of Manhattan, and have just survived a horrifying attack by the Living Land equivalent of a Tyrannosaurus Rex! During the assault, each hero tried to help others or fight back in some way. This triggered a "moment of crisis" and changed them into Storm Knights.

Now these newly created Storm Knights must navigate the dangers of transformed New York, and help others survive the day.

