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USING DAY ONE ADVENTURES

The *Day One* adventures are meant to serve as an introduction to the game mechanics and unique realms of *Torg Eternity*. All across the world, the villainous Possibility Raiders have invaded Core Earth. Where they land, the laws of reality bend to resemble the strange worlds they came from—known as cosms in *Torg Eternity*.

Each adventure is set within the first 24 hours of this coordinated attack. The characters all start as normal people caught in the overwhelming chaos and confusion of each invasion. However, these characters are fated to face a “Moment of Crisis” and become Storm Knights—powerful heroes who fight back against the Possibility Raiders and their High Lord masters.

As each adventure progresses, the heroes may learn more about their dreaded foes and how they operate.

LEARNING THE GAME

Throughout these adventures the text calls out examples of relevant rules, insight into how to use them, and tactical advice for the players.

Advice directed specifically toward a new Game Master (GM) appears like this to set it apart from the regular text.

All the advice is meant to help a group learn the game—not enforce a single way to play it. The most important rule of the game is to have fun. Keep that in mind if a piece of advice conflicts with the GM’s or group’s style of play.

It’s worth noting that while *Day One* adventures are a useful introduction to *Torg Eternity*, they are atypical in a few crucial ways.

In a normal *Torg Eternity* game, the adventures follow the continuing exploits of a band of Storm Knights created by the players and drawn from many different realms. Each of the *Day One* adventures, on the other hand, features a cast of pregenerated characters who all hail from Core Earth. The characters for each adventure are different, so the Storm Knights don’t have much chance to earn experience (XP) or gain power.



The arrival of a maelstrom bridge signals doom for everyone nearby.

SUGGESTED ORDER

Each invasion begins within hours of the others, so most of the events are roughly concurrent. The adventures aren't chronological, but instead placed in an order that highlights different aspects of rules as they apply to the style and mood of each cosm.

The adventures may be played in any order desired, but there are a few things to be aware of if changing the order.

The Living Land adventure contains the most advice about basic mechanics and getting started with the game, and also the most information about High Lords and the invasion in general. It's the longest adventure (three acts), but it takes time to introduce key concepts of the game. If the group is already familiar with those rules and concepts, those acts play more quickly than intended.

The Aylse adventure is the second-longest and leverages a setting that most players are more familiar with: medieval fantasy. The players take a more traditionally heroic role here as well, which sets a contrast against what follows.

Each of the other cosms are only one act each, and build upon what's different about that cosm's invasion and play experience. Pan-Pacifica is especially grisly—with a high chance that every character may perish—so it's placed between two adventures where the characters are stronger thanks to the World Laws or equipment.

The Tharkold adventure introduces the rules for chases and vehicles, which may come up again during the Nile Empire adventure. These concepts aren't covered in depth again if they've been introduced in an earlier adventure.

ADDITIONAL MATERIALS

Check www.ulisses-us.com for enhanced materials for these adventures, including frequently asked questions and pre-filled character sheets for all of the default heroes.

DRAMATIS PERSONAE

Each adventure features a cast of six pregenerated heroes, called the Dramatis Personae. Players may change the names and genders of the characters freely, but the basic character concept and any relationships should remain intact. Each hero is a legal starting character with two exceptions: starting equipment varies wildly depending on the circumstances of the adventure, and the character doesn't start play as a Storm Knight!

TRANSCENDENCE

Normally, the heroes of *Torg Eternity* have already experienced their "Moment of Crisis" before starting play. In *Day One* players get to experience this turning point firsthand.

As they go about their normal, daily lives the characters haven't unlocked the incredible abilities they'll have as Storm Knights. They are talented, even destined for greatness, but they aren't heroes—yet.

That means that at the beginning of the adventure the characters don't start with any Possibilities. Players still draw a hand of Destiny cards (see **Starting Card Hands** below). Some attributes, skills, or Perks may be tied to the character's transcendence into a Storm Knight. Such abilities are [underlined and inside brackets].

Once the character has a "Moment of Crisis," those abilities immediately unlock and the character gains her starting Possibilities—usually three, but perhaps more depending upon Perks. If the character was rolling a test when she transcended, one of those new Possibilities may be spent on the test!

MOMENT OF CRISIS

The transformation into Storm Knight occurs once the character puts herself at risk to help someone else, or takes direct action to fight the Possibility Raiders. Once a hero "steps up," Possibility Energy floods into her, converting her into a more adventurous and powerful version of herself.

Be on the lookout for opportunities to trigger the "Moment of Crisis" as soon as a player does something heroic. Immediately describe the

influx of power and energy, and any physical transformation that accompanies the change.

Each adventure includes multiple opportunities for crises in the opening scenes. Set any characters who haven't transformed yet closer to these events so they have the first opportunity to react.

In adventurous realms like Aysle or the Nile Empire, offer the option to narratively describe the character's crisis if it hasn't come after the first scene. The player doesn't have to use this option, but the game is more fun with Storm Knights. In harsher realms such as Orrorsh or Pan-Pacifica, let the moment come naturally—or not at all!

WOUNDS

Another possible trigger for a "Moment of Crisis" is when the character suffers one or more Wounds. The character has a choice: accept the damage or "fight back" to try to negate it. Fighting back causes the transformation described above, and the character may use Possibilities to Soak damage, including the damage from that attack.

USING DIFFERENT CHARACTERS

It's possible to run each adventure with custom characters, or treat one like an origin story for heroes intended in a normal campaign. There are a few challenges to this approach.

Some heroes available for normal play aren't from Core Earth at all. Such characters might work as spies embedded in the High Lord's troops or advance scouts who made their way to Core Earth in advance of the maelstrom bridges. The real issue is such characters already know what's going on, which changes the tone of the adventure.

As an origin story, Orrorsh and Pan-Pacifica are especially harsh—the entire group is likely to die horribly or disappear forever. On the other hand, heroes who emerge from these stories as Storm Knights feel particularly special.

Finally, some encounters are tailored for the skills, abilities, and especially the starting equipment defined for the default Dramatis Personae. The inclusion (or loss) of a particular relationship, spell, skill, or weapon might significantly change the adventure's difficulty, or require some improvisation to keep things flowing.

STARTING CARD HANDS

Each player draws a hand of four Destiny cards at the beginning of a *Day One* adventure, even though the invasion may not have even started. These characters are still fated to become heroes.

Since a character can't play Possibilities, she also can't play Drama or Hero cards that are spent as Possibilities.

Players aren't dealt a Cosm card at the beginning. Once the maelstrom bridge lands and the axiom wash from the invading cosm begins changing the world, then players are dealt a Cosm card. Some adventures call for Cosm cards to be dealt in the second scene, not the first, especially if the cards assume social or environmental factors that take a little more time to develop.

AFTER DAY ONE

Although each adventure is self-contained, the outcome of each may continue to affect the Possibility Wars.

A player who becomes attached to a specific character from one of the cosms may choose to continue that Storm Knight's career in a regular campaign—assuming he survives. More likely, surviving heroes might show up as useful background characters later.

It adds an extra layer of interest when players interact with one of these survivors elsewhere. Likewise these Storm Knights are a useful resource when background characters are needed as contacts or even for a romance.

The adventures themselves may also serve as an inspiration for different tales happening at roughly the same time—exploring the fates of similar groups of people closer to the maelstrom bridges or even farther away, and how the change in location affects their chances of survival.

ACT AND SCENE BREAKS

Each adventure is split into sections called acts and scenes. This isn't just a stylistic conceit—it's a mechanical necessity.

Scenes matter because Destiny cards don't refill until the scene changes, even if a scene includes multiple encounters. Some abilities may only be used once a scene.

An act is meant to be approximately one full game session, and Possibilities and Cosm cards reset between acts so the break is important. Sometimes an act may take more time, especially if the group really digs into role-playing a scene, or far less if they find a shortcut or pass over all the optional activities.

There are two main ways to handle it when an act doesn't end precisely when a game session would.

One method is to perform the reset exactly when the act ends, and then store each player's cards and Possibilities so next game session the act may pick up exactly where it left off. Take time for a short break between the acts to allow players to grab snacks or discuss the events so far, and deal new cards and reset each player's Possibilities after the break.

Alternatively, the act can be artificially extended or shortened by a scene. This method works best if it there's only time for one more scene, or only part of a scene. The reset that accompanies a new act then comes at the beginning of the next game session as usual.

Either way works, just so long as the act reset happens sometime. Which method is better depends entirely on the exact timing and the personal taste of the group.

DRAMATIS PERSONAE: THE LIVING LAND

OFFICER ISABEL REYES

Isabel is a mounted NYPD officer enjoying some time off. After her tour of the bay she plans to check in at the stables near Central Park to visit the horses there. Though off-duty, Isabel is still carrying her backup weapon. She's a tough, no-nonsense, native New Yorker, and proud to be a cop.

Quote: "You creatures messed with the wrong city."

Cosm: Core Earth

Attributes: Charisma 7, Dexterity 10, Mind 7, Spirit 8, Strength 8

Skills: Beast riding 3, dodge 1, evidence analysis 1, find 1, fire combat 2, intimidation 2, land vehicles 1, maneuver 1, melee weapons 1, [reality 1], streetwise 1, unarmed combat 1

Move: 10; **Tough:** 8; **Shock:** 10; **Wounds:** 3

Equipment: .38 revolver (Damage 12, Range 10/25/40, Ammo 6), badge

Perks: Endurance, Indomitable

PROFESSOR DARNELL MOORE

Professor Moore is a noted paleo-botanist, speaking at the American Museum of Natural History tomorrow on the plants of the cretaceous period. He's taking a sightseeing tour of upper New York before heading back to the hotel to prepare for the large gathering of his peers.

Quote: "Fascinating, that species of fern has been extinct for millions of years."

Cosm: Core Earth

Attributes: Charisma 7, Dexterity 7, Mind 11, Spirit 8, Strength 7

Skills: Dodge 1, evidence analysis 2, find 2, persuasion 1, [reality 2], scholar 3, science 1, survival 2, trick 2

Move: 7; **Tough:** 7; **Shock:** 8; **Wounds:** 3

Equipment: Book bag, mobile phone, tablet

Perks: [Negation], Situational Awareness

FATHER ALEJANDRO REYES

"Padre Alex" is a Catholic priest taking a few hours off to enjoy the weather and some time with his older sister Isabel. Afterward he plans to prepare for evening mass. He grew up in Manhattan, and now takes every opportunity to connect with his community and offer guidance.

Quote: "The Lord helps those who help themselves."

Cosm: Core Earth

Attributes: Charisma 8, Dexterity 7, Mind 7, Spirit 10, Strength 8

Skills: Dodge 1, faith 3, find 1, fire combat 1, persuasion 2, lockpicking 1, [reality 2], stealth 1, streetwise 1, taunt 1, unarmed combat 2

Move: 7; **Tough:** 8; **Shock:** 10; **Wounds:** 3

Equipment: Mobile phone, cross

Perks: Brawler, [Miracles (bless, soothe, and ward enemy)]

COLLEEN BRIDGES [LEENA]

Colleen is a single mother, spending time with her increasingly distant son Wade. Colleen is under stress herself, passed over for promotion several times at her job as an interpreter. She tries not to let her frustration spill over into her personal life.

Quote: "I don't think these things speak English—or French."

Cosm: [Living Land]

Attributes: Charisma 6, Dexterity 9, Mind 7, Spirit 8, Strength 10

Skills: Dodge 2, [faith 1], find 1, [intimidation 2], [melee weapons 3], persuasion 2, [reality 1], [stealth 1], [survival 2], [tracking 1]

Move: 9; **Tough:** 10; **Shock:** 8; **Wounds:** 3

Equipment: Mobile phone, purse

Perks: [Relentless], [Whirlwind]

WADE BRIDGES

Wade's mother made him spend the whole day with her. Something about family time. She's normally such a pushover, but today she was adamant. He's brought his hockey stick along, hoping she'll relent and let him go play with the guys later. Maybe if she hangs around to watch him shoot that counts as bonding?

Quote: "Game on!"

Cosm: Core Earth

Attributes: Charisma 7, Dexterity 11, Mind 6, Spirit 7, Strength 9

Skills: Dodge 2, find 1, maneuver 2, melee weapons 3, missile weapons 2, [reality 1], scholar 1, streetwise 1, taunt 2, unarmed combat 1

Move: 11; **Tough:** 9; **Shock:** 7; **Wounds:** 3

Equipment: Mobile phone, hockey stick (Damage Str +2/11)

Perks: [Prodigy], Whirlwind

VANESSA "DOC" DIMASALANG

Vanessa is an EMT at Forest Hills Hospital in Queens. She started there recently after finishing her training and time in the US Army as a combat medic. Today is the first day off she's had in months, and she's savoring the idea of time to herself with no major crises to deal with.

Quote: "Stop squirming, this is for your own good."

Cosm: Core Earth

Attributes: Charisma 8, Dexterity 8, Mind 10, Spirit 8, Strength 6

Skills: Dodge 2, evidence analysis 1, find 1, first aid 3, fire combat 1, persuasion 2, medicine 2, [reality 1], science 1, taunt 1, trick 1

Move: 9; **Tough:** 6; **Shock:** 8; **Wounds:** 3

Equipment: Mobile phone, tablet

Perks: [Bolster], [Helper]

ACT ONE: THE LIVING LAND

BY AARON PAVAO

Six people, mostly strangers, meet while on a boat trip in the East River near Manhattan when the Living Land's first maelstrom bridge falls in Queens. The axioms of Takta Ker wash across our heroes and everything changes. People panic and transform into brutal versions of themselves, and monsters sweep into Queens and Brooklyn from the bridge. Ships stop working in the low Tech axiom, leaving the survivors drifting near the overgrown Manhattan shore. The group's first goal in this chaos is simple: find a way back to land.

The action continues in Act Two: Manhattan and Act Three: Exodus.

Let each player choose a character. They start as the "Ord" version, so some skills and Perks aren't available yet.

Deal each player a hand of four Destiny cards. They may not be Storm Knights yet, but they are each marked by fate! Destiny cards that spend like Possibilities (such as Drama or Hero cards) don't work until the hero has a Moment of Crisis. Cards that don't use Possibilities work just fine.

Don't deal Cosm cards or hand out Possibilities yet.

SCENE ONE: BEACHHEAD

Standard Scene. The tour boat moves south down the East River, and is currently just north of Manhattan Bridge. The vessel has an open observation deck for sightseeing, as well as a lower main deck lounge enclosed by glass windows where a television plays the pre-game for the Mets' season opener.

THE PASSENGERS AND CREW

It's nearing one o'clock, and storm clouds are just now starting to build overhead after an otherwise clear and sunny day. Describe the other people aboard and let the players introduce their characters.