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GENERAL DIRECTIVE #3

From the desk of Quinn Sebastian

To all Storm Knights: Protect Core Earth Hardpoints!

We're fighting to preserve as much of our world as we can, and hardpoints are our reality's strongest line of defense. Archimedes Division has narrowed down how these phenomena work. They are usually focused around physical items or structures with a significant historical and emotional imprint.

Two things are important about that: The imprint is only significant if there are people there to remember it, and physical objects can be destroyed. The High Lords are specifically targeting our hardpoints and vandalizing them or forcing their evacuation. When either happens the hardpoint collapses.

Moving things around can have the same effect, so if you find a new hardpoint let Archimedes know so they can log it, then leave it alone. If High Lord forces are nearby, eliminate them or draw them away if possible. We need all the pieces of home we can hold onto!

Quinn Sebastian

GENERAL DIRECTIVE #4

From the desk of Quinn Sebastian

The Delphi Council is looking for more information on a group calling themselves "The Cult of the Void." We know almost nothing about them at this point, including whether they represent a new threat or a potential tool to use against the High Lords.

Quinn Sebastian

OPERATION LAGNIAPPE BY WENDELYN REISCHL

COSM: LIVING LAND

LOCATION: THE GULF OF MEXICO

Lagniappe (pronounced LAN-yap) is a word chiefly used in southern Louisiana and southeastern Texas: something given or obtained gratuitously or by way of good measure, a bonus. Akin to a baker's dozen.

The Delphi Council needs to set up a chain of semi-permanent bases for reconnaissance operations and resupply points across the Gulf, just outside the reach of the Living Land's boundaries. The Storm Knights are called in for what is expected to be a milk run. They join the Cajun Navy off the Mississippi coast to reclaim and abscond with an offshore oil rig for redeployment as a base closer in to enemy territory. Hurricane Mark is rolling in, intel is sparse, and time is of the essence. The Storm Knights' duty is to clear the platform, and to protect and assist the Ords as they prep the rig and haul it off with a small fleet of tugboats. This is the first attempt of its kind and could help turn the tide in favor of the North American resistance against Baruk Kaah's forces.

DELPHI BRIEFING

Standard Scene. Read or paraphrase the following orders, delivered by a Delphi Council messenger:

"This covert operation requires that the rig is recovered intact and with minimal collateral damage. Specifically, as a seagoing vessel, damage to the hull would render it useless. Structural damage or loss of the legs or facilities would significantly reduce the rig's utility as an offshore base. We'll be sending field experts with you, rig workers and tugboat crews to facilitate and expedite the mission. These brave women and men from the Cajun Navy have volunteered their services to the Delphi Council at great personal risk. Their safety is critical to the mission and in solidifying ties with this influential civilian organization. In addition to guarding the people and the rig, all three tugboats need to be protected to ensure the platform can be effectively moved in the rough, stormy waters."



The Shroud and Anishaa face a big problem in the Gulf of Mexico.

Intel is limited; we do not know who or what you'll be up against. We found out about the potential to acquire the rig 36 hours ago, but reports indicate that it has been radio silent for over a week. With Mark rolling in, we can hope the occupiers have abandoned the rig and fled to safety. We are up against the razor's edge on timing. It is now or never."

APPROACHING THE RIG

The triangular drilling rig platform is perched on three steel latticework legs 30 feet above the water's surface. The rig is in 350 feet of water and can be seen from the coast as a smudge or point of light on the horizon depending on the time of day. However, this rig doesn't appear as well-lit as most of the others. Note: there is a perfect 360-degree view from the rig. If the group wants to

approach undetected, it has to be done under cover of darkness to hide the tugboats.

Since a crew lives aboard the rig full time there are several levels of facilities including crew quarters, the galley, recreation room, gym, sick bay, offices, and laundry. The platform also has a helipad (bow), a derrick (aft), a maintenance workshop, a crane, a flare boom used to burn off excess methane, and the central nervous system of the drilling operation: the control room.

GAME MASTER'S BRIEFING

The mission requires that the Storm Knights safely escort the Ords onto the rig so that the platform can be lowered and the legs raised for transport. Once that is completed the tugboats can start to pull the platform southeast out of Mark's path.

OIL RIG



SECOND DECK

INFILTRATING THE RIG

The team can infiltrate the rig in many ways but they must get at least one of the Ords onboard with them. Only the Ords have the skills necessary to operate the rig's equipment. Characters can use *stealth* to board the rig but, at a minimum, once the generator is turned on (Step B in the Dramatic Skill Resolution) their presence is known.

On board there are several Rustjaw edeinos. These edeinos are different though. They have transformed to Core Earth reality and now the edeinos can use and understand some mechanical technology. The group is led by Cogeye, an edeinos Gotak. There are twice as many Rustjaws as Storm Knights, plus two Rustjaws and Cogeye somewhere in the crew quarters building.

If anyone falls off the rig while it is still elevated they suffer a 10 meter fall when they hit the water's surface. If they are still conscious and alive they can climb the steel lattice legs and rejoin the fight in two rounds. (See **Falling**, **Swimming**, and **Drowning** in the *Torg Eternity* core rulebook.)

• **War-Scarred Rustjaws (2 per hero):** See page 10.

MOVING THE RIG

When the party arrives on the rig floor two things are apparent: The hurricane is much closer than it should be and there is an alarm going off on the rig. Use the Drama Deck and refer to the **Dramatic Skill Resolution** rules in *Torg Eternity*.

One of the Ords, Justin "Savvy" Savoie, hurriedly informs the Storm Knights that something is terribly wrong. The "pressure safety high" alarm means the well soon starts spraying highly flammable oil and methane onto the rig. If left unchecked it could bring down the whole rig.

STEPS

Step A: Escort "Savvy" to the control room. Suggested test: *Dexterity* DN 12.

Step B: The rig is currently running on emergency power. The Storm Knights need to turn on the generator so the rig move can begin. Suggested test: *Mind* or *science* DN 12.

Once step B is completed the edeinos definitely

become aware of the intruders. If not already discovered, the last two Rustjaws in the building take actions to thwart the characters. These countermeasures may not be overt, and could come back to bite the characters later if they don't thoroughly clear the rig.

Step C: Power up the generator. Suggested test: *Mind* or *water vehicles* DN 10. Note that skill adds increase *Mind*, not *Dexterity*, in this case. Once the generator is powered up, a savvy Storm Knight or NPC can go through the rest of the preparations to move the rig without a test.

Step D: Attach the tow lines at each corner of the platform. Test *Dexterity* or *water vehicles* DN 16. Players can negotiate different skills for different approaches, but the DN may increase. If the team is cooperating on this test, members can use different skills as desired.

If a Critical Problem Dilemma occurs, the well was not "killed" in time and a high-pressure mix of oil and methane sprays from beneath the derrick and lights on fire. The Storm Knights can only successfully put out the fire after Step C is completed. Otherwise the additional fuel reignites right away.

If the team took multiple Ords with them onboard the rig, they have to protect them, but the Ords can also help significantly. Each character who works with an Ord gets a -2 penalty on tests related to operating the rig or the tugboats (max one Ord per character).

When the rig is powered it is possible to use the crane or drilling equipment. Before the rig is separated from the well there is a large flare boom burning off methane from the side of the platform.

There is a Sikorsky S-76 helicopter on the helipad. This is a crew transport vehicle so it isn't armed. Flying it with hurricane winds would be a Very Hard *air vehicles* test with DN 16.

"WE NEED SOMEONE WHO CAN SPIN THE DEAD THING ON THE OTHER DEAD THING." -LEENA

WHAT LURKS BENEATH

The team lowers the platform only to discover that one of the rig's legs is stuck and does not lift.

The tugs can only move at a snail's pace with the rig as long as the leg is dragging below the water. One of the Storm Knights has to go into the water to determine what the problem is and free the obstruction.

This is the Storm Knights' mission, with the Ords assisting at significant personal risk. The rough waters driven by the oncoming hurricane are too much for an Ord to handle. Sending one of them into the water requires a rescue mission at best and is more likely a death sentence.

- **Swimming:** Make a Hard *Strength* test (DN 14) against the rough waters.

- **Find:** A Challenging *find* test (DN 12) to locate the obstruction. The Storm Knight finds a shredded Zodiac boat in the lifting gears. If they carefully inspect the Zodiac they find a very large shark's tooth.

- **Dexterity/Kinesis/Science/Strength:** Make a Heroic test (DN 18) to remove the obstruction. This may require that multiple Storm Knights work together or use tools to remove the obstruction. Using the crane or a tugboat would reduce it to a Standard test (DN 10).

While investigating the damaged Zodiac a very large, dark shadow passes close enough to alert the person in the water. Bodies of dead foes floating in the water, possibly cast overboard, or blood from swimmers who have taken one or more Wounds cause the shark attack to begin.

SHARK ATTACK

When there is either a character in the water or once towing begins, a giant shark attacks the flotilla. See the stats listed below.

The shark may sever one of the tow lines in an attempt to get at the people on one of the tugboats. The cable has one Wound and Toughness 9.

If any Rustjaws escaped the previous fight they may appear riding the shark or elsewhere during this fight.

SAVAGE MEGALODON

Attributes: Charisma 5, Dexterity 12, Mind 5, Spirit 10, Strength 17

Skills: Dodge 14, find 7, intimidation 13, maneuver 13, taunt (10), trick (10), unarmed combat 15

Move: —; **Tough:** 18 (1); **Shock:** 14; **Wounds:** 4

Equipment: —

Perks: —

Possibilities: Never

Special Abilities:

- **Armor:** Thick skin +1.

- **Bite:** Damage *Strength* +3 (20).

- **Feeding Frenzy:** Once a Wound is done (either to the megalodon or anything else in the water) the creature becomes *Mindless* (immune to *intimidation* and *taunt*) and must All-Out Attack on its action each round.

- **Swim:** Move 18 in water.

- **Very Large:** These massive sharks are 20 meters long and weigh 60 tons. Attackers gain +4 to attack rolls due to its size and bulk.

COGEYE'S FATE

Cogeye's goal is not to confront the Storm Knights and fight to the death. Her goal is to escape and continue her work. The "bright island" had ignited her curiosity and was a well-equipped and isolated place to work. Once the platform has been lowered, or during the shark attack, Cogeye attempts to make her escape.

There is a second Zodiac boat tied to the rig by a loose line. If there is time, she pulls the boat in close. Otherwise she jumps into the water and swims out to the boat. If the characters attempt to thwart her escape, that is when she uses her miracles against them. Her focus is on creating a distraction so that she can get away.

She would be a valuable asset to turn over to the Delphi Council for intelligence on Baruk Kaah's expansion plans. If she's captured, *intimidation* or *persuasion* can coax Cogeye into telling her plans. How much she shares is based on the success of the roll.

On a Standard Success things the characters already suspected are clearly confirmed or refuted. A Good result provides information about Cogeye's plan to use mechanization to break away from the

Living Land. An Outstanding Success reveals that the Rustjaws are a renegade faction at odds with Baruk Kaah. Cogeye wants to uplift her people and learn about Core Earth. There are indications that she may be willing to organize additional resistance against Kaah.

If she escapes or is killed, some of the plan is discoverable on smartphone camera footage recorded by one of the (now deceased) members of the original rig crew. Everything is spoken in edeinos but can be translated by anyone who knows their language. A character searching for more information can make a Hard *computer* test (DN 14) to find the footage saved either on a phone or backed up on the main computer system. Since the rig worker did not understand what was being said, compare the *computer* skill success level to the *intimidation* success chart for results to see how much was filmed or omitted.

AFTER THE FIGHT

In the rough seas and high winds, if the team has lost one of the three tugboats or one or more lines are disconnected, the rig capsizes due to being top-heavy while the legs are up. In this situation the team has five rounds to take some kind of action to prevent capsizing (e.g., reattaching a severed line or lowering the legs).

INSPECTING THE BODIES

In the heat of battle the Storm knight may not have thought much about the modifications to the war-scarred. If the bodies are inspected, heroes easily notice the replaced jaws.

If anyone explores the crew quarters or offices it becomes clear that the edeinos have been living onboard for a week or two. There are signs of a struggle but no sign of the rig workers, unless the galley is thoroughly inspected. The sick bay has been used.

WAR-SCARRED
RUSTJAW

SUCCESS

The rig is secured. If the team successfully reclaims and moves the rig out of the way of the hurricane, the Delphi Council asks the team to rename the platform for redeployment as the original offshore base. The team just secured an asset worth over \$200 million.

- **One or more edeinos escape:** Surviving members of the Rustjaw clan move into the bayous and swamps along the coast and plan their next move. If Cogeye is killed and word of her work gets back

to other Gotaks, she becomes a folk hero and others may seek to replicate her work.

- **All edeinos are eliminated:** The team has not only acquired a valuable asset, but it has kept the rig move secret. This is an important step forward in thwarting the spread of the Living Land.

- **Cogeye is captured and all other edeinos are captured or eliminated:** The Delphi Council is exceptionally pleased with the Storm Knight's work. They begin the process to flip Cogeye and possibly the Rustjaw edeinos. When the platform is set up in its final location, the team gets word from Troy, the Cajun chef, that they are invited for a crawfish boil. The Council grants the team time for rest and relaxation. The team can negotiate a "favor" promised by Quinn Sebastian.

FAILURE

The rig capsizes or is substantially destroyed. The Delphi Council is disappointed in the team. This was an asset worth over \$200 million and of substantial strategic value to resisting Baruk Kaah. Countless other platforms have already been lost to the destruction caused by being inside the Living Land zone. This reflects badly on the team and means they have heavy oversight on their next mission "to ensure everything is done right."

Additionally, Cogeye or other edeinos escape. The Rustjaw clan grows and seeks out its own territory in Core Earth. The incursion of Rustjaw edeinos into North America employs vehicles and increasingly more technology as they learn. This is a wild-card faction that could help or hinder the fight against Baruk Kaah, whatever is to their advantage.

**"THEY USE GUNS?! LIKE THEY
WEREN'T BAD ENOUGH WITH
JUST POINTY STICKS."**

-ZHI ZHANG

THREATS AND VEHICLES

COGEYE

Cogeye is a potentially important renegade leader. Her vision is to uplift the edeinos by adapting to Core Earth and claiming territory for her Rustjaw clan. In order to do so she seeks to understand technology, specifically mechanization, in order to escape Baruk Kaah's influence. She has used rudimentary mechanical knowledge to modify the elite war-scarred who have joined her. This fusing of metal with living tissue is cursed in the eyes of Lanala, so her new clansmen cannot return to the Living Land where their modified bodies would crumble. She is not necessarily opposed to an alliance against Baruk Kaah, but her loyalty is to whatever is best for her Rustjaw clan.

Attributes: Charisma 7, Dexterity, 9, Mind 10, Spirit 11, Strength 10

Skills: Dodge 10, faith 14, find 8, fire weapons 10, intimidation 13, maneuver 11, melee weapons 11, reality 12, survival 9, unarmed combat 11

Move: 9; **Tough:** 14 (4); **Shock:** 11; **Wounds:** 3

Equipment: .45 Colt automatic (Damage 13), Kevlar vest (Armor +4)

Perks: Miracles (*bless, curse, ward enemy*)

Possibilities: 3

Special Abilities:

- **Bite/Claws:** Damage Strength +2 (12).

WAR-SCARRED RUSTJAW

These former members of the Redjaw clan have been modified by Cogeye, who has worked to fuse metal into their bodies and form an offshoot clan known as the Rustjaws. Rustjaws are easily identified by their metallic maws, sharp metal teeth, and the rusty saliva that has stained it all red.

Attributes: Charisma 8, Dexterity 10 (-1), Mind 9, Spirit 11, Strength 12

Skills: Beast riding 12, dodge 12, faith 12, find 8, fire weapons 12, intimidation 12, maneuver 12, melee weapons 14, stealth 12, survival 8, tracking 8, trick 11, unarmed combat 13

Move: 11; **Tough:** 16 (4); **Shock:** 11; **Wounds:** 1

Equipment: .308 Hunting Rifle (Damage 13), Kevlar vest (Armor +4)

Perks: Star Eyes, Whip Tail