

# TORG

## ETERNITY

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# INTRODUCTION

Approximately 6,000 years ago, an advanced culture arose in a cosm other than that of Core Earth. This civilization, the Akashans, were peaceful explorers, who, after exploring their world and advancing their technology, discovered the means to manipulate Possibility Energy and travel between cosms. They sent expeditions to many cosms, ushering in a new golden age of exploration. Sometimes they met with violence. Other times they met with fear. Occasionally they made friends and established embassies to facilitate the exchange of knowledge, stories, legends, and myths. Each embassy maintained a link with its home cosm (Akasha) via a web-like network of what the Akashans called *tranquility bridges*.

The Akashans contacted many of Earth's proto-civilizations, including those developing along the Nile River in Egypt, along the Tigris and Euphrates rivers in Iraq, and along the Indus River in India. The Akashans visited the Americas as well, and contacted the Mexica (who later founded the Aztec Empire in central Mexico), the Mayans of the Yucatán Peninsula, the Andeans (who later became the Incas) and the Mound Builders and Pueblo of what would later become the southwestern United States. Since these interactions preceded the advent of writing, hints of the Akashans' existence survived only in legends. The folklore of many civilizations shared a common thread—generations of storytellers told stories of the *Space Gods*.

Shortly after the Akashans established their first centers of cultural exchange in other cosms, their precogs experienced a terrifying premonition—they saw the destruction of their own cosm. If the warnings were to be believed, their world would be annihilated in just a few years. To avoid this fate, the Akashans built a fleet of lifeboats. Each carried the sum total of Akashan knowledge and culture, the genetic makeup of every species from their world, and a small crew—a precious few who might survive the coming disaster. The lifeboats escaped to cosms such as Aysle and Core Earth, and the Akashan people breathed a collective sigh of relief. At least their culture would survive.

Then the Akashans began losing contact with their people in other cosms, and soon recorded the utter destruction of those cosms. Each lost cosm

sheltered an Akashan life boat—a fact that was not lost upon the Akashans. They tried cutting the bridges that linked besieged cosms to the network of tranquility bridges, but without effect. As each cosm came under attack, lifeboat captains invited local allies to gather what they could of their culture's records and come aboard. Each lifeboat then set out with as many passengers as possible, sailing not to another cosm, but to the nothingness between the cosms. They pulled up their bridges as they departed and hid themselves away, like turtles pulling their heads into their shells.

The obliteration of Akasha shook the cosmverse. Psychic emanations crossed between worlds and triggered massive earthquakes and floods. Akasha vanished in less than a day, and nearby cosms that knew of the Akashans would remember their fall in legends sung across the generations....

The Akashans floated alone in the Void, prisoners of a region with no axioms and no World Laws. Despite their advanced ability to manipulate Possibility Energy, they couldn't prevent it from seeping slowly away into the Void. Their people were doomed.

Unwilling to surrender in the face of extinction, the Akashans continued their research in the fields of psionics and biology. They devised a way to engineer a tree—powered by a volunteer who merged with the organism—which could impose and sustain reality locally. However, this plan needed knowledge the Akashans did not possess. Specifically, it needed knowledge of arcane and spiritual energy—something the Akashans had yet to master. After several rounds of delicate negotiations, the elves of Aysle worked with the Akashans to create the first reality trees, each powering a lifeboat, and allowing the Akashans to survive in the inky blackness of nothing.

They survived thus for thousands of years, until one day, not so long ago, their luck ran out.

## WHAT THE DELPHI COUNCIL KNOWS

Much of the basic story of the eventual fate of the Akashans is already known to the Delphi Council. One of the Council members is an Akashan

survivor, who's origin is a closely guarded secret, known only to Director Quinn Sebastian. However, additional information was obtained by a Wonder discovered near Ashland, Missouri. The Wonder, an unusual temple infested with a Nightmare Tree of Orrorsh, held pictographs which told the story of the fall of those the ancient North Americans called the "Mound Builders". For more details, see the adventure *The Burden of Glory*.

The Delphi Council now has the following formation about the fall of the Akashans.

The Akashans were a technologically and socially advanced civilization which resembled the Aztecs or Incas. They were so advanced they learned how to travel between worlds and explored other realities. However, they soon discovered an unstoppable Doom was headed towards their world. They used their knowledge of the cosmverse to flee their homeworld and set up colony sites in other cosms. Their ships—lifeboats that resembled Incan temples—traveled to different cosms and spread their culture to many civilizations. One of these worlds was Earth.

Unfortunately, the Doom followed, which destroyed the cosms the Akashans had fled to one-by-one. In an effort to save the worlds that had welcomed them, the Akashans took a small number of locals and withdrew to the space between cosms. Unfortunately, most of those worlds were still destroyed. Two of those saved were the cosms of Earth and Aysle.

The vessels drifted in the nothingness between realities, but the Akashans soon discovered that the Void was leeching energy from them, dooming everyone to a slow death. The Akashans worked with the elves of Aysle to blend technology, magic, psionics, and miracles, to create the first reality trees, biotech organisms that could maintain the Akashan's reality and allow them to survive in the Void.

Before they left, the Akashans gave the elves a means to contact them if their cosm were to one day be in danger of falling prey to the Doom.

Millenia later, the elves found themselves on the verge of destruction at the hands of a dark figure wielding sword and wand. The elves called to the Akashans but they did not respond for the elves were not faced with destruction by the Doom.

## AKASHAN COMPTROLLER

The heroes may have acquired an Akashan comptroller, from the adventure *The Burden of Glory*, which controlled devices and doors inside the corrupted lifeboat that had become a Wonder in the Living Land. That comptroller will not function for the Observatory in Act 2, nor for any of the Cradles in Acts 3 to 5. Those structures were built thousands of years ago.

However, it will have some limited functionality in Act 7, as detailed there.

To save themselves, the elves told the Dark One of the Akashan's location, and he passed this information to his master, the Gaunt Man.

The Gaunt Man attacked the Akashan fleet, and annihilated them. However, he also somehow corrupted their bio-technology, twisting the reality trees and creating shambling undead that are connected to the reality they grow from.

However, a single lifeboat apparently survived. A fact only learned by the Storm Knights in Missouri. This secret has been classified to the highest level, for if the Gaunt Man should ever discover his error, it could doom the Akashans...and leave Earth utterly alone against the Reality Raiders.

### THE DESTINY MAP, POSSIBILITY CHALICE, AND FOREVER CITY

Although the Akashans knew they were doomed, they never lost hope that a cosm would one day contact them and perhaps share knowledge that would help them safely rejoin the cosmverse. The Akashans established an automated base—known as an Observatory—on Earth's moon, to monitor the developing civilizations of our world. They hoped that the people of Earth, upon advancing enough to reach the moon, would soon also possess the ability to cross between universes.

Upon sensing individuals from an advanced civilization, the Observatory would activate three *Cradles of Life*, secret caches hidden beneath the

surface on different continents. Each contains a clue which, when combined, form a map that shows the location of an object called the Possibility Chalice. By activating this relic in a secret location known as the Plaza of the Signal Fire, the people of Earth would gain the ability to travel to the Forever City, the Akashans' capital and flagship, which floats in the space between the cosms. Unfortunately, the Forever City now is only inhabited by the minions of the Gaunt Man.

Then, seven invading realities crashed onto Core Earth, forever altering the planet's fate. One of the invading realities, the Living Land, featured Wonders that appeared or disappeared randomly. Most were relics of dead civilizations. The Observatory's massive reality warp became caught up with that of the Living Land, and the base now finds itself on Earth, perched atop a waterfall and surrounded by steaming jungle.

### THE PLAYERS

The Wonder was soon discovered in quick succession by exploration teams from both the Nile Empire and from Honoki Biomedical, a subsidiary of Kanawa Corporation. Kanawa agents subsequently captured some Nile shocktroopers and delivered them to the Honōki field scientists investigating the effects of the Contagion on creatures from the Living Land. Pierre de Vris, a cyberknight servant of Cyberpope Malraux who infiltrated the research company about a month earlier, witnessed the agents returning with the Nile shocktroopers. He hacked Honoki's computer network and learned of their discovery in the jungle. Divine inspiration led him to realize that this discovery could be of immense importance. He is about to extract himself with the information he has gathered.

### ADVENTURE SYNOPSIS

Relics of Power starts in the second half of Year One of the Possibility Wars, after the Cyberpapacy gains control of Brazil, and after the death of Kranod, the High Lord of Tharkold, but before the Abnormal attack on Sydney. However, the first two acts of this adventure do not specifically hinge on these events, so the Game Master is free to set this part of