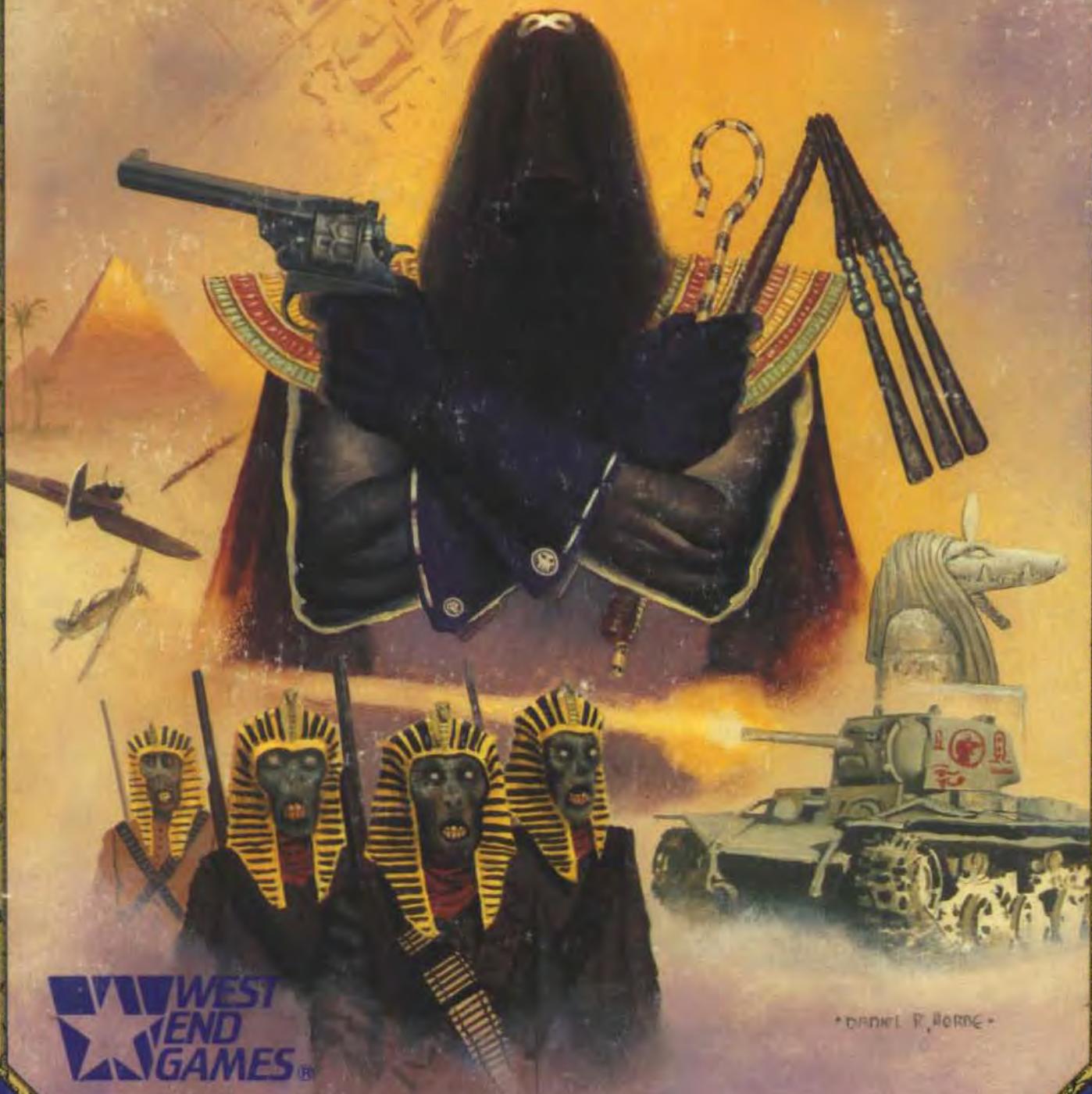


ZARG™

The Nile Empire™



WEST
END
GAMES®

• DANIEL P. HORNE •

THE SOURCEBOOK OF PULP REALITY

The Near Now ...

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

Africa and the Middle East have been invaded by raiders from another cosm — another reality. They have come to steal Earth's living energy ... to consume its possibilities. These Possibility Raiders have brought with them their own reality, and now portions of Africa have become someplace else.

The nefarious Dr. Mobius, Pharaoh of the new Nile Empire, has brought his pulp reality to Earth. Now parts of the Dark Continent and the Middle East have fallen to the invaders. Fantastic gizmos have become commonplace. The area has taken on a hard, gritty pulp feel. And the myths of ancient Egypt have become real.

Now a power-crazed supervillain controls a vast and spreading empire dedicated to the glories of ancient Egypt, and Africa has become a strange mix of Nile magic, weird science, and 1930s pulp fiction.

This is the realm of ...



Roleplaying the Possibility Wars™

The Nile Empire

The Sourcebook of Pulp Reality

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Introduction



You walk down a dark city street, circa 1938. Buildings rise above you, forming canyons of brick and steel reminiscent of the Manhattan skyline. A newspaper drifts by on a warm, fetid breeze, its headline screaming of war. The setting sun casts long shadows, and neon signs beckon out of the gathering dusk, calling you to come sample a variety of exotic and commonplace wares.

But not everything is as it seems.

The time is the Near Now, not 1938. You are walking along a Cairo street, not beneath New York skyscrapers. The newspaper describes not the opening battles of World War II, but the first shots of the Possibility Wars. The setting sun is a mechanical construct, and the neon signs flash hieroglyphic symbols, not English letters.

This is the Empire of the Nile, and you are a Storm Knight battling to save Earth from alien realities.

The Possibility Wars

Earth has been invaded. High Lords from different cosms — different realities — have come to our planet to plunder the power of the Earth itself. That is the situation in the Near Now of *Torg: Roleplaying the Possibility Wars*. Each High Lord has carved himself a piece of Earth and shaped the very fabric of reality across that area to match his own desires.

The continent of Africa has been invaded by a reality of pulp action and adventure. The technology is reminiscent of Earth's own in the 1930s, but it contains a level of "weird science" that makes fantastic devices possible. Worse, it is led by a fanatical, power-crazed High Lord who calls himself Dr. Mobius, Pharaoh of Egypt!

The Nile Empire is a realm where reality corresponds to the way the world works in pulp fiction. The mundane is replaced by two-fisted action, exotic locales, and exciting adventures. Heroes are good, villains are bad, and neutrals do not exist. Further, the heroes of the Nile are a mixture of costumed crimefighters, hard-nosed detectives, stealthy spies, brave adventurers, dedicated scientists, psychic investigators, and rough-and-tumble cowboys. The villains are master criminals, enemy agents, evil Nile priests and mages, occult horrors, and mad scientists. In the Nile realm and cosm, larger-than-life stunts are commonplace, and weird science is real.

From the Mediterranean Sea to Zaire, from Chad to Saudi Arabia, this reality has taken hold. Everywhere mighty Imperial armies fight to expand these borders. Everywhere the stelae creep slowly outward.

But for all his success, Mobius has not yet triumphed. Costumed heroes from Terra — Mobius' home cosm — have followed him to Earth, determined to end his reign of conquest and terror here, before it can spread further into the cosmverse. Sometimes it seems as if Mobius has nothing to do with the schemes and plans of the other invading High Lords. At other times, he seems firmly entwined in the games of conquest they play.

This is the situation in Africa. A new Nile Empire has arisen to bring back the glories of ancient Egypt. But the empire is an evil tool of a power-crazed madman who fancies himself a god. Besides battling the forces of Core Earth nations that oppose his plans of conquest, Mobius must also deal with the heroes of his own reality. No matter how these conflicts are resolved, they will have a profound and bloody effect on the Possibility Wars.

Important!

This sourcebook is a companion volume to *Torg: Roleplaying the Possibility Wars*. You must have the boxed set to use much of this book, as many of the concepts and rules are explained therein. Read the game books first, then come back to this book for details on the Nile Empire.

The Sourcebook

This sourcebook provides all the information and advice needed to design exciting campaigns and adventures set within the Nile Empire and the *Torg* universe. It describes the culture, religion, and world of pulp reality. It provides new character templates for players to use, new rules for equipment and axioms of the Nile Empire, and more.

The first section of the book contains source material on the Nile, complete with descriptions of the important regions and characters within the Empire, as well as notes on the realm's axioms and the makeup of Mobius' empire.

The second section features rules and other information for the game-master. These rules are additions to those found in *The Torg Rulebook* and other sourcebooks specifically designed for use in pulp reality. This section also contains a listing of creatures found in the realm, spells, and equipment.

The final section provides new character templates — ready made characters for your group to play. See *The Torg Rulebook* for details on how to customize them.

Now, the swirling sands beckon, and the adventure must begin ...





The Realm and Cosm



Chapter One

Out of the Storm



storm swept across Earth in April of the Near Now. Dark clouds of foreboding evil filled the sky, driven by foul, bitter

winds. Bloated with vile rain, the clouds gathered over Indonesia and North America, over France and Great Britain and Japan. And over Africa. Then, when the clouds were in place, the storm broke. Black rain splattered across the planet, and with it came the invaders, riding atop their terrible maelstrom bridges from their own cosmos to ours. The bridge that struck Africa connected to the cosm of Terra, opening a portal for the forces of Dr. Mobius. Thus, one group of Possibility Raiders attacked our world.

The Possibility Wars

The most valuable commodity in the cosmverse is an energy form called "possibility." This tangible power source makes all things possible, and it is sought after by those who have come to be known as the Possibility Raiders. Each group of Raiders comes from an alien cosm of differing reality, plundering cosm after cosm to sate their hunger for this precious energy.

When the Gaunt Man, High Lord of Orrorsh, discovered Earth, he found a world so saturated with Possibility energy as to make his goal of becoming Torg possible. But to take this powerful prize, the Gaunt Man needed help. He contacted other High Lords to assist him.

One of these High Lords was Dr. Mobius. It did not take much to convince Mobius to bring his loyal servants to Earth. And so the maelstrom bridges fell and parts of Africa were transformed.

Now, three months after the initial invasion, Mobius continues to extend his empire throughout Africa and the Middle East. The Possibility Wars are in full swing.

The Omegatron

"Have you ever pondered the concept of infinity, Dr. Flash?" Dr. Mobius asked his unwilling guest.

Dr. Flash slipped free from the fickle grasp of pain for a moment and pulled his head back, aiming the most menacing stare he could muster in the general direction of his hooded inquisitor. The chains which had bound his arms and legs for the last seven hours had finally begun to saw into his flesh, pulling a series of unfamiliar agonies from the shadowy recesses of his limbs. As Dr. Flash slowly sank back into the sea of pain, he began to notice a shrill whine screaming in the distance—a whine not entirely unakin to that of the bone saw he had heard in the neighborhood butcher shop as a child.

Suddenly animated, Mobius began speaking with uncharacteristic vigor. "Try to overcome your discomfort for a moment, Dr. Flash, and roll the idea about in your mind. Imagine a string of sand grains laid end-to-end stretching from here to the sun, or the vastness of the Nile River as seen through the eyes of the amoebas that explore its waters daily. Think of the lone pebble on the shores of the Red Sea and the single drop of blood fished from the river spilled during the First World War."

Dr. Flash tried to focus on what the madman was saying. Somewhere in his ranting was sure to be a clue on how to escape this trap. In the shadowy background Dr. Flash could see the robed priests of Khem standing



ready to serve their Pharaoh. There would be no help from them.

"Now, imagine a paradox so grand in scope that it dwarfs all such comparisons," Mobius continued. Your entire universe is one of those sand grain stepping stones to the stars. Everything you could ever hope to know is of less significance than the amoeba exploring the Nile. On the scale of the infinite, all the blood that will be shed during the Possibility Raids is scarcely equivalent to that single drop."

By now, Dr. Flash was having a problem sorting Mobius' sentences into their component words and the words into their component syllables. The whine was steadily growing louder, so loud now that Dr. Flash could feel the vibrations in the core of his upper molars. It was closer, bringing more pain upon its noisome whirl.

Where were the Mystery Men? Dr. Flash wondered suddenly. Surely they had noticed his absence! He remem-

bered when he joined that organization of costumed heroes. He remembered the pledge that bound them in their fight to end Mobius' evil empire. For him, he thought regrettably, the fight would soon be over.

"I guide your mind down such paths only to provide you with a fair glimpse of your future predicament," Mobius explained, caring little if his guest could hear his monologue or not. "Soon I shall subject you to the Omegatron, my own homage to the glory of eternity. Beneath its beacon, you will feel pain unlike any you have ever imagined. Over and over, your veins shall be torn from your flesh, your limbs ripped from their sockets, and your organs crushed to dust. And since the Omegatron draws its power from a tiny chunk of Eternium, your agony shall be without end. The machine will keep you alive for eons, constantly expanding the horizons of your pain and introducing whole new worlds of torture! Such is the penalty

for defying my rule!"

Mobius tossed Dr. Flash's boom belt into a corner, smiling beneath his hood at his brilliance. "You won't be teleporting out of my clutches this time, Dr. Flash." The Pharaoh signalled the priests and they began to busily manipulate a series of levers. The sounds assaulting Dr. Flash grew louder with each lever that was thrown, and the Omegatron moved into firing position.

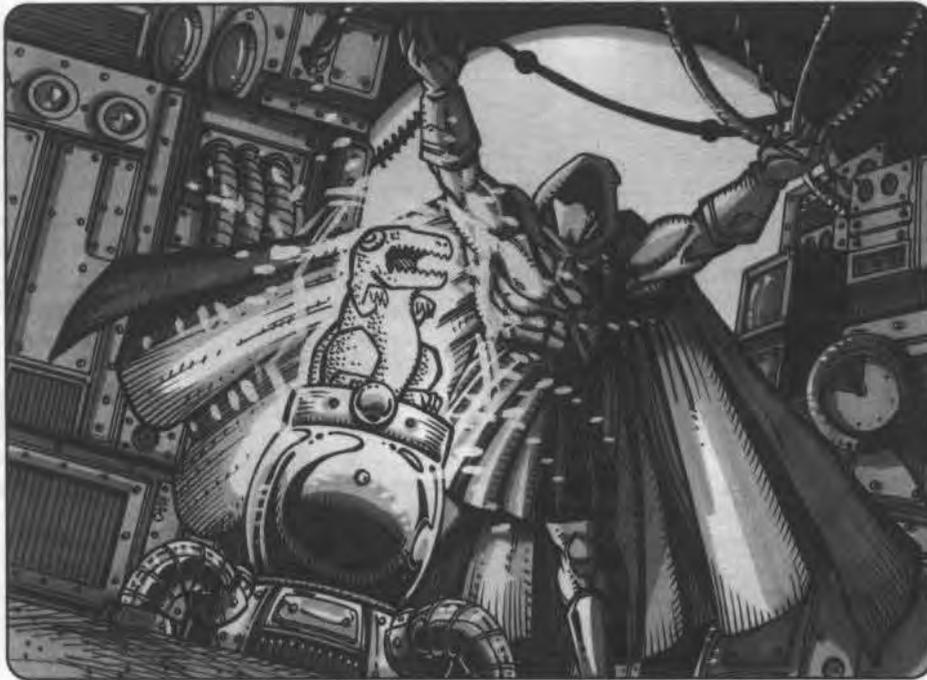
"I regret that I cannot stay to witness your demise — but as it will continue unabated for the next millenia, I'll be able to catch it at my convenience," the Pharaoh called over the noise as he turned to leave. "Oh and Dr. Flash," Mobius triumphantly screamed, "be thankful that I decided to treat you so mercifully!"

The Pharaoh's booming laughter at this final cruel jest was the only sound that Dr. Flash had heard in the last five minutes. It echoed throughout the temple, following Mobius as he exited but also remaining as a tell-tale sign of his pervading presence.

Now the whine of the Omegatron swam back into Dr. Flash's awareness. Soon its beams would snap on, and only the pain would remain. Forever and ever.

Dr. Flash forced his eyes to open. The priests regarded him with all the interest that a cook pays to boiling water. Gathering all the strength he could muster, Dr. Flash shouted above the painful noise.

"You should never have left me alive, Mobius," he warned. "I swear that someday I will escape and stop you here, in this cosm called Earth, before you can spread your evil any further through the cosmverse." But the only response to the hero's threat was increased pain as a priest twisted a dial. And the insane laughter that followed him into oblivion...



Francis Mao





Chapter Two

History of a High Lord

"Around noon, a legion of assistants and underlings began constructing the nightmarish labyrinth of wiring and apparatus as their master howled his approval. First, the capacitors were arrayed in smart rows, two score broad and four score thick, like nervous conscripts forming up for war. Then, a similar army of resistors formed at the opposite end of an electronic battlefield under the errant shadow of the vacuum tubes that punctuated the electrical landscape like steel skyscrapers on the Manhattan skyline. Once the resistors were in place, the master began the meticulous process of wiring his fiendish child into the net of batteries and generators that would provide the device with its electrical kiss of life, while the servants of the master focused and adjusted the hundreds of lenses and mirrors that would soon torture the odd misfortunate. And then came the cooling towers, and the mechanical infrastructure, and the Jacobs' ladders. And then the magnetic stabilizers, and the Grange-Jefferson neutro-conduits, and the polar flux inducers. By the third day of their labor, the master and his assistants were prepared for the heaps of gold and silicon which stood ready to line the machine's garish innards. And on the fourth day, they cut and polished the two dozen rubies which were soon to vibrate in harmony, their maddening chorus spurring on the rest of the machine's enslaved entrails to greater feats of malevolence. Finally, on the fifth day, the master was ready to place the final piece into his ghastly jigsaw puzzle — the dreaded Darkness Device, which was to sit at the horrible child's heart.

And then the master took the time to survey and savor his creation. On that day, Dr. Mobius looked upon the maelstrom bridge for the very first time."

— excerpted from "A Fist of Stone and a Heavy Heart" by D.W. Decker (from *Racy Tales of Conquest*, October, 1936)



Each of the conquering realities that have invaded Earth is overseen by a mysterious and powerful figure known as a High Lord. Long ago, the High Lords discovered the technology that made possible the horrible maelstrom bridges. Since then, they have been leaping from cosm to cosm absorbing valuable possibility energy and leaving a string of lifeless "husk worlds" in their wake. The ultimate goals of each of the High Lords vary, though they all share a disturbing willingness to use whatever means necessary to seek out and seize their booty.

Eventually, a High Lord known as the Gaunt Man noticed a cosm that proved to be the richest source of possibility energy that any of the High Lords had ever encountered. In fact, there was so much possibility energy available in this cosm that the Gaunt Man could never hope to absorb it all himself. So he offered other High Lords a piece of the pie if they would come and help him plunder. Six accepted the offer, and five established energy draining centers known as "realms" on the most possibility rich planet of the possibility rich cosm, a planet known to all as Earth!

The Empire of Dr. Mobius

One of the High Lords that accepted the Gaunt Man's offer was an idiosyncratic scientist known as Dr. Mobius, and the realm he established became known as the Nile Empire. Several thousand years old, Mobius was born



on a duplicate Earth known as Terra in a cosm in which reality resembles that of the pulp adventure stories of Earth's 1920s and '30s. Terra is a world on which bold heroes strike out into the unknown in search of adventure while fiendish villains endlessly plot future conquest only to be inevitably smitten down by their moralistic nemeses. In fact, Dr. Mobius himself is such a villain, a power-hungry mad scientist who finally escaped the masked heroes who continually thwarted his plans for conquest on the day he discovered the secret behind the maelstrom bridges and removed himself from his native cosm.

Like each of the other realms hastily slapped upon Earth, the Nile Empire operates under the reality axioms of its High Lord's home cosm rather than those of the untainted Earth cosm. At the instant these axioms were dropped in over Mobius' chosen landing point near Egypt, the local geography and history underwent a stunning transformation. The entire area was reshaped to resemble an environment carefully clipped from the pages of an old pulp magazine or the frames of an antiquated Saturday morning serial. Hidden tombs holding fantastic treasures sprang up and concealed themselves across the desert, while the legendary magic of the ancient Egyptian gods suddenly became a very real (and very potent) force. The residents, too, were transformed, many of them twisted by the axioms into Mobius' evil devotees.

Mobius and the Locals

Mobius chose to set up his realm around Egypt because he was originally a native of the Terran version of Egypt. After the axioms had done their work by transforming the regional locales and attitudes, it was easy for Mobius and his army of shocktroopers, wizards, and Egyptian priests from Terra to come to Earth and trick the Egyptians and nearby Arabs into believing that his sole aim was to re-establish a powerful Egyptian empire bent on restoring the glory of the ancient civilization. With an appropriate

display of power, it was easy for Mobius to convince the locals that ancient Egyptian civilization was far superior to that of contemporary Earth, and that it was Egypt's natural destiny to rule the world. In addition to those who were converted into Mobius' servitude by the axiom-wash, unconverted locals became caught up in a patriotic fervor and began to enlist in the Imperial army and volunteer their services by the thousands. Of course, none of Mobius' devotees are aware that their master is only interested in absorbing their inherent possibility energy, and using them to expand his boundaries and capture more converts and victims.

The Empire poses an immediate threat to the peoples of Africa and the Middle East, and a long term threat to virtually every living thing in the cosm. Mobius' quirky combination of ancient Egyptian might and magic, 1930's technology, and almost unbelievable "weird science" is strange enough to catch the opponents of the Empire off guard, and formidable enough to eliminate these opponents once they have lost the upper hand. But despite all of his advantages, Mobius has yet to completely eliminate his opposi-

tion. The nations bordering the Empire continue to bravely struggle against Mobius' shocktroopers, while a valiant band of rebels (made up of outsiders and those who were not converted by the axiom wash and chose not to accept Mobius' dreams of conquest) wages war against the High Lord from within his own borders.

The Tale of Dr. Mobius

Mobius was born on Terra almost three thousand years ago in the ancient Egyptian city of Karnak. Mobius, then known as Sutenhotep, was the illegitimate son of the powerful and evil Pharaoh Amat-Ra. Something about young Sutenhotep must have caught his father's eye, for the Pharaoh risked scandal by bringing the child into his home and raising the boy as a legitimate son. Sutenhotep's father dodged the inevitable scandal by murdering both his wife and the boy's true mother, the only two persons who could have proved the boy's illegitimacy. Then he brought him to the royal palace in Thebes.

The Terran Cosm

The planet Terra is nearly identical to the Earth of the 1930s. The most noteworthy difference, of course, is the presence of the strange "pulp" heroes and villains who endlessly clash in epic battles that rage across the planet. These mysterious figures have been active on Terra for years. The first of the masked pulp heroes, a man known as El Spectro, was a swashbuckler in 18th century Spain.

The Terran cosm presents an ideal backdrop for gamemasters who wish to run a "pure" pulp campaign, uncomplicated by the Possibility Wars. To run such a game, use the *Torg* system augmented by the world rules in chapter six. Players may choose

any of the Terran Expatriate character templates or design their own using the rules found in *Torg* and in this sourcebook. Your local library has plenty of reference books on the 1930s to get you started (and, if you're lucky, a collection of pulp magazines). Up through the 30s, the history of Terra is basically identical to that of Earth. All of the important historical figures alive on Earth during the 30s (Roosevelt, Hitler, Stalin, etc.) have counterparts living on Terra today. Because of the roundabout connections Mobius has established with his maelstrom bridges, the gateway between Terra and Earth is almost impossible to cross.



When Sutenhotep came of age, he decided to study the discipline of astronomy under the aegis of wise Kerkeremtis, the vizier and astronomer to the royal court. During this apprenticeship, Kerkeremtis constantly lectured the young Egyptian on the value and power of the scientific arts, a lesson the youth would remember for the rest of his life. Sutenhotep later added mathematics, medicine, and history to his academic repertoire. His classmate in these studies was his half-brother, the Pharaoh's legitimate son, Toth. They grew as friends and brothers — and as rivals as well.

After Kerkeremtis pronounced the young men ready, Sutenhotep began serving as an advisor to Toth, who was made general of the Egyptian armies as part of his training to one day take his father's place as Pharaoh. Sutenhotep proved so valuable in this role that he was later granted a generalship of his own. Sutenhotep led the Egyptian legions that joined with Toth's and conquered the land of the lower Hittites, a feat which turned both men into popular heroes. It was decided that when Toth became Pharaoh, Sutenhotep would be named grand court vizier, a very prestigious post that would have adequately satisfied the ambitions of any lesser man. But Sutenhotep had never seen himself as a mere advisor. He decided he would stop at nothing until he himself sat upon the Egyptian throne.

Just before Kerkeremtis' death, Sutenhotep had a falling out with his old mentor. Kerkeremtis had finally recognized the evil that was beginning to brew in his former pupil's soul. The old man laughed at Sutenhotep's dreams of conquest. "Fools who would conquer," Kerkeremtis said, "are outwitted most frequently by their own ignorance." As the old man was on his deathbed, Sutenhotep promised his former teacher that he would one day prove himself by conquering eternity itself. This promise was just as responsible for Sutenhotep's lust for conquest as the young man's evil ambitions. Fulfilling the promise, and thus proving himself superior to Kerkeremtis, the wisest man he had ever met, became Sutenhotep's deadly obsession. And since the religion of the Egyptians

declared the Pharaoh of the people a divine immortal being who would walk with the gods at the end of his lifetime, Sutenhotep believed that he could fulfill his promise by toppling Amat-Ra and seizing the Egyptian throne.

His popularity as a war hero and as leader of his troops gave Sutenhotep the followers he needed to set his daring plans into action. With his followers in place, Sutenhotep removed the first obstacle to the throne of Egypt — his older half-brother, Toth. The assassination was direct and inelegant, but it worked. Toth, the beloved of Amat-Ra, was dead.

The legions loyal to Amat-Ra rose in angry retribution and defeated Sutenhotep and his followers in an epic battle on the plains outside of Thebes. Sutenhotep and his followers were banished to the sun-baked desert for their treachery, where they lived in hardship for the next 15 years.

In the desert, Sutenhotep and his minions eventually met up with a vast tribe of wandering nomads, who the would-be Pharaoh quickly enlisted into his ranks by using his knowledge of the scientific disciplines to perform impressive "miracles." With the nomads at his side, Sutenhotep now had the strength he would need to return to Egypt and shatter Amat-Ra's legions.

Sutenhotep's return to Egypt proved far more fruitful than he dreamed. The young conqueror's nomad army crushed Amat-Ra's legions and pillaged the royal capital, while the Egyptians under Sutenhotep's command gathered and exterminated Amat-Ra's top supporters and advisors. When Sutenhotep captured the Pharaoh in the royal palace, he decided to honor his father with a special tribute. He ordered the royal priests to mummify the Pharaoh with all of the pomp and ceremony befitting his station. But they were to do this while he still lived.

Sutenhotep's treasured victory ultimately proved empty. Amat-Ra pronounced a horrible curse upon his son as the priests worked the mummifying magic upon their former ruler. Even as the procedure slowly and painfully killed him, Amat-Ra spoke the words that Sutenhotep would

never forget. And before the new Pharaoh had finished rebuilding the royal palace, the curse began to take its toll. Conquering legions became cowering conscripts, rich crop fields became a blighted wasteland, and the usually oblivious peasants became an ugly, disillusioned mob. By the time the mob became angry enough to turn upon its newly-crowned leader, none of Sutenhotep's minions could stand in its way. The "Wicked Pharaoh," as the people had come to call him, ended his brief reign with his blood spilled out over the floors of the royal palace, his dream of eternal life apparently shattered.

But Sutenhotep's story does not end here. Shortly after his death, Sutenhotep's few remaining followers collected and magically mummified his remains, entombing their former master in an underground vault on the small island of Khem, in the central Pacific Ocean.

Centuries passed and the world changed; but almost three thousand years later, Sutenhotep remained undiscovered in his subterranean mausoleum. In fact, the entire island of Khem somehow managed to remain isolated from the outside world. Three thousand years later, Khem was still populated entirely by the descendants of Sutenhotep's original followers, who steadfastly clung to their ancient Egyptian customs across the intervening millennia, waiting for the day they could resurrect the master of their ancestors.

And eventually, that day came. The configuration of planets that the followers used to perform the secret resurrection ritual comes only once every thousand years. Before the day the descendants of Sutenhotep's original followers revived their ancient master, the ritual had never before been performed.

Shortly after he arose, Sutenhotep left Khem to explore the new world. He finally found himself in America. In accordance with the philosophy of Kerkeremtis, he began catching up on the amazing scientific advances of the last three thousand years.

Once he had mastered the new science, Sutenhotep began to rekindle his dreams of conquest. He remained obsessed with the promise he had



made to Kerkeremtis. Without a major ancient Egyptian civilization on Terra, there was not nearly enough spiritual power invested in the ancient beliefs for him to achieve immortality simply by seizing the Egyptian throne. But the unbelievable breakthroughs the intervening millennia had brought to the scientific arts led him to believe he could now conquer eternity through the application of raw technology. Sutenhotep quickly discovered that to learn and experiment in the modern world, however, he would need riches. And to get these riches, he turned to simple crime. Inspired by the legions of "pulp villains" who had sprung up all over Terra, Sutenhotep created the hooded guise of Dr. Mobius as the perfect cornerstone around which to construct a vast criminal empire.

During his stint as an arch-villain, Dr. Mobius frequently pitted his scientific knowledge and fantastic gizmos against a wide assortment of Terran heroes, the so-called Mystery Men. Many of Mobius' criminal machinations failed at the hands of the heroes, though his criminal empire easily

proved profitable enough to finance his continuing experiments into the nature of infinity. Before long, Mobius had earned a planetwide reputation as a formidable master criminal.

It was during one of his frequent clashes with the heroes of Terra that Dr. Mobius discovered the clues which put him on the trail of the Kefertiri Idol. Great power was attributed to this artifact, and the legends of Terra proclaimed that it was a gift from a Place Beyond. What interested Mobius, besides the talk of power, was that the idol was connected to tales of his patron deity, Sebek.

Sebek, the crocodile-headed god, assisted Set in the murder of Osiris, the Divine Ruler of Egypt. Later, disenchanted with his place as subordinate to Set, Sebek went in search of the legendary Place Beyond called Kefertiri. Sebek disappeared, but eventually a sign from him appeared on Terra. It was a crocodile-headed idol made of black obsidian. Miracles and powers were attributed to its few appearances in history during Mobius' death sleep, and the villain desired it as his own. In

his egocentric ideology, Mobius saw the Kefertiri Idol as a sign from his deity, a sign that must have been sent to Terra for his use.

Mobius discovered the idol in a hidden grotto beneath the Great Pyramid of Giza. The black stone idol spoke to Mobius, claiming to be Sebek and promising him great power. So began the unholy alliance that turned Mobius into a High Lord. He returned to the island of Khem. There, he used promises of a return to the ancient glory of the Egyptian Empire to rally the descendants of his followers into the organized and efficient army he would later use to conquer another world. He built a great structure in honor of Sebek — a platform that contained the seven sarcophagi of the great Pharaohs of Egypt, including the mummified remains of Amat-Ra. The seventh sarcophagus — that of Sutenhotep — was the only one that was empty, placed as a tribute to Mobius' former self. In the middle of the sarcophagi he placed the Kefertiri Idol.



Returning to Khem with the Darkness Device, Mobius led his followers into the cosmverse. There they raided an unsuspecting world and set up The First Empire. Draining it of its possibility energy, Mobius launched attack after attack until he reached Earth — The Tenth Empire.

With the power of the Kefertiri Idol, Mobius has positioned Khem in a pocket cosm between Terra and Earth. A maelstrom bridge, shrunk considerably after the initial invasion of Earth to save energy, is hidden in a large Chinese puzzle cabinet which Mobius keeps in his royal palace at Thebes as a convenient escape hatch. The Terran end of the Bridge comes down in any of a number of the Pharaoh's secret hideouts, and rumors persist that it randomly changes its location on Terra. Mobius still frequently travels to Khem and uses the island as a staging area for his war machine. Several unused tanks and aircraft are stored here to the bewilderment of the cultists that remained behind, most of whom maintain the practices of ancient Egypt and are still completely unfamiliar with modern technology. If Mobius ever needs to call on these reinforcements, he can effortlessly re-expand the maelstrom bridge.

Although Mobius is the newest High Lord among the Possibility Raiders who have invaded Earth, his relentless personal drive has allowed him to gain a level of power and expertise that rivals that of the High Lords who have been active eons longer. For the past 30 years Mobius and his followers have effortlessly skipped from cosm to cosm, re-establishing their Empire in each and draining away the valuable possibility energy of the inhabitants. To the heroes of Terra, it appeared as though Mobius had simply vanished off the face of the planet. In fact, he has gone on to become even more dangerous than he ever was before.

The Pharaoh's Personality

Dr. Mobius is a very shrewd man, and his scientific genius is without equal. But in many respects, Mobius is

like a spoiled child. His arrogance and overconfidence are both legendary among the brotherhood of Terran heroes.

Mobius' analytical mind is constantly evaluating his current situation and evolving a set of contingency plans in case his current scheme runs aground. His actions are usually planned out in enough detail that if you were to stop and ask him how far he was from accomplishing an objective, he could give you an estimate down to the hour.

There is no doubt about the fact that Mobius is a capable commander and an inspiring leader; but he tends to mistreat and disrespect his underlings, a trait which prevents both their loyalty and effectiveness from hitting their true peak potentials.

Goals and Ambitions

Here, in order of importance, are all the objectives Mobius currently hopes to accomplish. Since Mobius' goals are those of the entire Nile Empire, quite a few adventures set in and around the Nile will find the Storm Knights trying to prevent Mobius' minions from achieving one of these ends.

1. Achieve Immortality. Mobius plans to achieve this goal by eventually double-crossing the other High Lords and grabbing Earth's possibility energy for himself. If some other means of accomplishing this end should reveal itself, Mobius would certainly show interest.

2. Increase Personal Power. Of course, Mobius is interested in expanding his power base and placing new resources at his disposal. He is especially interested in gaining more leverage against the other High Lords operating on Earth.

3. Expand the Boundaries of the Empire. The larger the Empire grows and the further the stela bounds are pushed back, the more possibility energy Mobius absorbs. Most of Mobius' plans involve accomplishing this goal because of its high priority and accessibility.

4. Discover and Acquire Eternity Shards and Artifacts. Eternity shards and objects bring their bearer instant power. Many such artifacts are scat-

Dr. Mobius

alias Sutenhotep/Madib Al-Hebssa

DEX 8 MIN 23
STR 9 CHA 24
TOU 9 SPI 21
PER 16

Skills: reality 25, dodge 12, fire combat 9, lock picking 12, melee weapons 9, stealth 18, unarmed combat 9, air vehicles 17, Egyptian religion 19, evidence analysis 18, hieroglyphics 20, land vehicles 17, language 18, scholar (eternity shards) 18, scholar (mythology) 18, trick 19, space vehicles 17, water vehicles 17, hypnosis 26, meditation 24*, medicine 25, science 32, test 25, weird science 37, charm 25, persuasion 28, taunt 25, faith (Egyptian religion) 24, intimidation 23.

Possibilities: 60 (or more if he has recently tapped his Darkness Device; see page 88 of *The Torg Rulebook*).

Inclination: Evil.

Equipment: .455 Webley Revolver; damage 17, range 3-10/15/40. Ruling staves.

**Meditation* is an ancient Egyptian version of the skill listed on page 55 of *The Torg World Book*.

tered among the hidden tombs and grottos of Egypt. Mobius uses eternity artifacts to create the element Eternium.

5. Remove the Curse of Amat-Ra. The curse his father placed upon him over three thousand years ago haunts Mobius to this day. If a means of removing the curse should present itself, Mobius would certainly take notice.

6. Solve the Mystery of the Tiles. Shortly after Mobius arrived on Earth and began scouting the planet, he noticed some unusual energy emanations in various locations across the planet. At several of these locations, Mobius discovered some mysterious mosaic tiles. The tiles are many times



older than the Earth and are clearly not a product of any technology in the cosm. Their exact significance remains a mystery. See the *Relics of Power* adventure trilogy for more details.

7. Explore the Ancient Mysteries of Earth's Egypt. When the axiom wash flooded over Egypt, a great many of the region's ancient legends became literal truth. Some of these legends prescribe formulas for acquiring great personal power or solving some of the universe's fundamental mysteries. Since the ancient Egypt of Earth is not completely identical to that of Terra, Mobius is unaware of many of these legends and is currently trying to ferret them out.

8. Weaken the Other High Lords. This goal has the lowest priority, but Mobius would certainly be interested in discovering and implementing an item or situation which does not increase his own power or better his position, but weakens that of his rivals.

The Curse of Amat-Ra

The curse that Pharaoh Amat-Ra placed on Mobius over three thousand years ago is still in effect, though its potency has faded a bit over the millennia. The curse currently affects Mobius in two ways.

First, it siphons off a substantial portion of the possibility energy he is absorbing from Earth. Mobius is not even sure that the missing energy is the result of the curse. He currently believes that the power drain is being caused by a hidden fault in his equipment. This energy is redirected back into the Empire, causing additional transformations of the land and more artifacts to be created, artifacts which are both valuable and dangerous to Mobius.

Second, whenever Mobius himself is personally involved in a dramatic encounter of any kind, he automatically suffers a setback at some point

during that encounter. If the encounter does not involve combat or a dramatic skill resolution, the definition of "setback" is up to the gamemaster, as is the exact timing of the setback in all cases. Also, Mobius may draw Possibilities from his Darkness Device only every other round of combat. He is arrogant enough to believe that will prove of little consequence in combat.

Mobius and the High Lords

Mobius does not trust any of the other High Lords operating on Earth, but he is occasionally willing to work with them, if a temporary alliance will suit his purposes. Here are Mobius' thoughts on each of his rivals

Baruk Kaah (The Living Land)

Mobius has an uneasy alliance with Baruk Kaah and his tribesmen, and this is the strongest affiliation he has made with any of the other High Lords. The two rulers often share information and occasionally swap resources. Mobius has chosen Baruk Kaah as his ally since he sees the lizard man as the weakest threat to his empire. Mobius tends to underestimate those who have little understanding of the scientific arts.

Kanawa (Nippon Tech)

Mobius especially distrusts Kanawa and his technological reality. So far, the mysterious Kanawa has played his cards very close to his chest and remains behind the scenes, making Dr. Mobius very nervous.

Pella Ardinay (Aysle)

Mobius sees Lady Pella Ardinay as an indirect threat to him, and a direct threat to Antipope Jean Malraux I. Eventually the Nile Empire and Aysle must clash, but for now the fantasy realm is a mixed blessing.

Thratchen (Orrorsh)

Mobius knows that Thratchen is not a true High Lord, and that the demon is buried in a struggle that is well over his head. But Mobius fears that Thratchen is only fronting for the legendary cunning of the Gaunt Man. Mobius is willing to probe, to challenge the edges of the Gaunt Man's authority, but he has no desire for a direct confrontation with Orrorsh.

Jean Malraux I (Cyberpapacy)

Antipope Jean Malraux is Mobius' most hated and distrusted adversary. The two had met long before they were both summoned by the Gaunt Man and almost went to war in another cosm, during the time of the Sixth Empire. Of course, this was before Malraux's reality changed. Any sort of alliance between these two is unlikely.





Chapter Three

Structure of the Empire



Each time Mobius enters a new cosm in search of possibility energy, he and his followers seize military control of a fairly isolated region and set up their Empire. In their historical accounts, Mobius and his lackeys refer to each of the cosms they have plundered in the past as a separate empire, and number these empires in chronological order. Since Earth is the tenth cosm that Mobius has invaded, the Nile Empire on Earth is known to Mobius and his men as the Tenth Empire.

Mobius' traveling empire has a rigid bureaucratic government because Mobius has found that this structure allows for the most efficient command and control among both his followers and the cosm natives, and thus allows for the most efficient transfer of possibility energy. The structure of the government was outlined by Mobius himself during the First Empire. The government of the Empire is seven-tiered.

Levels of Government

Level One: The Pharaoh (Dr. Mobius)

At the very top of the government, of course, sits Dr. Mobius. Mobius has absolute authority, including the power to overrule a decision made by any of his underlings. The officials of the Empire recognize the Pharaoh as

the rightful owner of all the land bounded by the stela, though Mobius frequently sells plots of land and businesses back to favored natives in order to keep the local economy functioning (Mobius depends upon the local economy to support his armies and underlings).

In addition, the taxes that are collected from native laborers and businessmen each month are placed directly into Mobius' personal coffers. He then sees that appropriate funds are distributed to each of his advisors and underlings. This direct control over the Imperial treasury is an important means of limiting the power of the lesser officials and discouraging rebellion.

Mobius also has direct control over Super-Battlegroup Mobius, a branch of the Imperial Army that answers only to him.

Level Two: Pharaoh's Personal Advisors

Just below Mobius on the Imperial totem are his five personal advisors. Most of the advisors do not really have the authority to overrule the decisions made by those below them, but Mobius places a great deal of trust in his advisors and often acts upon their wishes. Most of the advisors are extremely loyal to their master and live in large palaces in the Imperial capital. Mobius meets with several of them daily. With the exception of Bannerman, all of the personal advisors were brought over from Khem. The five advisors are Ahkemeses, Rama-Tet, Muab, Teth-Net, and Felix Bannerman.



Ahkemeses (the High Priest)

As High Priest, it is Ahkemeses' responsibility to interpret religious omens that may impact the Empire and advise the Pharaoh on all religious matters. He is the head of the religious hierarchy.

Ahkemeses is a cold and cruel man. He is loyal to Mobius, but is not above breaking the rules of his religion or purposefully misinterpreting omens if it suits his purposes or his master's.

Ahkemeses: DEX 8, STR 9, TOU 9, PER 13, MIN 13, CHA 15, SPI 20.

Skills: reality 25, dodge 9, melee weapons 9, Egyptian religion 18, hieroglyphics 19, language 16, scholar (mythic lore) 18, trick 16, test 15, willpower 19, persuasion 19, taunt 15, faith (Egyptian) 25, focus 27, intimidation 23.

Inclination: Evil.

Possibilities: 19.

Equipment: Staff of Horus, Staff of Ra (ceremonial staves which have no intrinsic mystical properties), ritual costume.

Rama-Tet (the Vizier)

Rama-Tet advises Mobius on all matters and heads the College of Mathematicians. Rama is old, evil, and rational. His moves are always very calculated. He is more interested in himself than Mobius. But for now, serving Mobius is the easiest way for him to accomplish his own goals — personal power and riches.

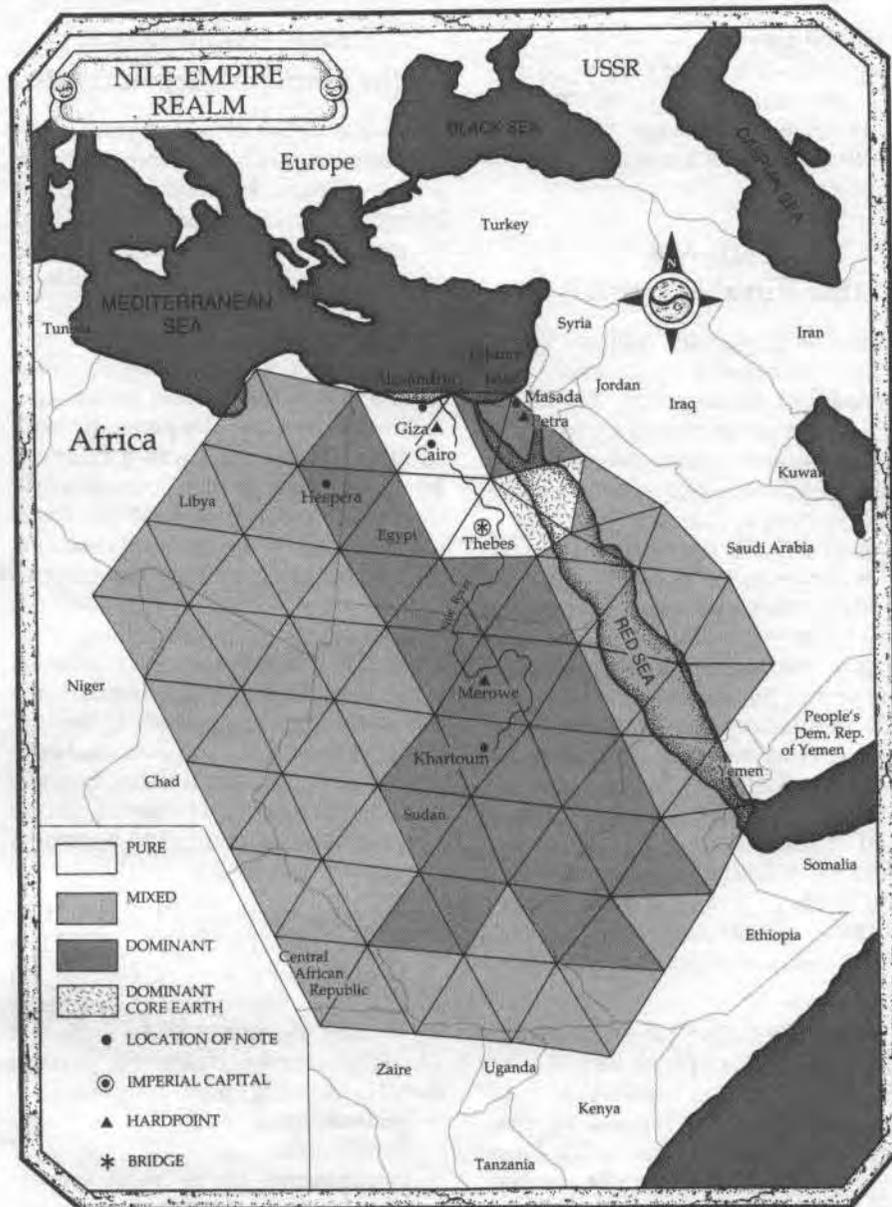
Rama-Tet: DEX 11, STR 6, TOU 8, PER 19, MIN 18, CHA 11, SPI 12.

Skills: reality 20, dodge 14, stealth 15, alteration magic 24, divination magic 22, hieroglyphics 21, language 20, mathematics 25, scholar (demonology) 20, apportation magic 19, conjuration magic 20, medicine 20, test 20, willpower 21, charm 12, persuasion 13, taunt 12, faith (Egyptian religion) 16, intimidation 14.

Inclination: Evil.

Possibilities: 19.

Equipment: Wand of Bes (+1 bonus modifier to all apportation and conjuration magic), gold and ivory



regalia of office, numerous small mummified animal parts used as charms.

Muab (the Royal Builder)

Although he is technically a royal advisor, Mobius rarely consults Muab on matters of state. As Royal Builder, it is Muab's responsibility to plan and supervise new construction that will benefit the Empire. Muab personally designs and builds the massive monument to the Pharaoh that is constructed in each cosm Mobius plunders, and oversees the Society of Engineers.

Muab is far more obsessed with his work than serving Mobius. He remains

loyal because working for Mobius gives him access to tremendous resources which he can use to design and construct his masterpieces.

Muab: DEX 9, STR 10, TOU 12, PER 12, MIN 19, CHA 10, SPI 9.

Skills: reality 14, beast riding 11, dodge 13, fire combat 13, energy weapons 10, melee weapon 10, missile weapon 11, unarmed combat 11, alteration magic 18, divination magic 19, first aid 14, hieroglyphics 14, language 15, scholar (archeology) 15, scholar (chemistry) 15, scholar (physics) 14, trick 13, engineering 27, hypnosis 22, test 22, weird science 23, willpower 23, charm 13, persuasion 13.

Inclination: Evil.

Possibilities: 21.

Equipment: Cap of office, .38 revolver (damage value 14), ceremonial dagger (STR+2, damage value 12), enchanted belt which acts as armor +5 (armor value 17).

Teth-Net (the Royal Marshall)

Teth-Net is Mobius' military advisor. He personally commands the independent Battlegroup Teth-Net and has been empowered by Mobius to seize temporary control over any of the military forces commanded by the Overgovernors. Among Teth-Net's responsibilities is the coordination of the Overgovernors' Battlegroups.

Teth is a very quiet man. He speaks only to discuss military matters and strategy. Although he is extremely loyal to his master, Mobius has secretly guaranteed his loyalty by implanting a tiny weird science gizmo in his brain. All Mobius need do is twist a jewel on one of his rings and a radio signal will be emitted that activates the device in Teth's head, flooding his brain with poison and killing him instantly. Absolutely no one but Mobius is aware of the implant's existence.

Teth-Net: DEX 13, STR 11, TOU 14, PER 13, MIN 12, CHA 12, SPI 12.

Skills: reality 15, acrobatics 14, beast riding 20, energy weapons 14, fire combat 19, heavy weapons 15, long jumping 15, maneuver 19, melee weapons 20, missile weapons 20, prestidigitation 14, running 14, stealth 16, swimming 14, unarmed combat 18, find 17, first aid 15, hieroglyphics 14, language 14, scholar (military history) 17, tracking 18, trick 16, survival 15, test 15, willpower 19, charm 13, persuasion 13, taunt 14, faith (Egyptian religion) 16, intimidation 17.

Inclination: Evil.

Possibilities: 24.

Equipment: .455 Webley revolver (damage value 17), bandolier of spare ammo, marshall's headdress, aviator glasses, discipline stick (also useful as club STR+3, damage value 14), belt with hieroglyphs of battle honors, over 110 symbols stretching back to the First Empire. The latest commemorates the destruction of much of the Israeli armored force in the Battle of Tel Aviv.

Felix Bannerman (the Imperial Accountant)

As the Imperial Accountant, Felix Bannerman advises Mobius on economic matters. He also oversees the Imperial treasury and mint (it was Bannerman who invented the system of coinage which has lasted through all 10 of the Empire's incarnations).

Bannerman was a small time hustler on Terra who just happened to have an unequalled mind for finance. Before he permanently joined up with Mobius, Bannerman was a financial advisor to many of Terra's underworld bosses and pulp villains. As an official of the Empire, he is a bit nervous around Mobius and his Egyptian cronies.

Bannerman is a fast-talking con-artist. He's not particularly loyal to Mobius, and occasionally skims funds out of the Imperial coffers. Mobius is aware of these transgressions, but does not do anything about them; Bannerman remains extremely useful, and he is not ambitious enough to become a threat.

Felix Bannerman: DEX 9, STR 8, TOU 8, PER 13, MIN 10, CHA 13, SPI 11.

Skills: reality 12, fire combat 10, stealth 10, hieroglyphics 14, language 16, scholar (business) 19, trick 16, test 14, willpower 14, charm 16, persuasion 17, faith (Egyptian religion) 13.

Inclination: Evil.

Possibilities: 15.

Equipment: Large gum eraser, lucky rabbit's foot he got from a gangster, slide-rule tie clip (the slide rule actually works), cuff links which can be fired up to a range of five meters, whereupon the link fragments (damage value 15), old-fashioned (even by Nile standards) watch and chain.

Level Three: The Overgovernors

In each cosm in which it has been founded, the Nile Empire has been much too large for Dr. Mobius to oversee all its affairs himself. For that reason, Mobius created the Overgovernors.

After the Empire is established in a new cosm, it is divided into 10 roughly

equal regions. Each of these regions is overseen by a special official known as an Overgovernor. The Overgovernor handles all of the day-to-day activities in his or her region, allowing the Pharaoh to concentrate on problems which confront the entire Empire. Overgovernors have the right to appoint any advisors or assistants they deem necessary and select the governors who operate in their regions. Technically, Overgovernors are responsible for every event and activity within their regions, though they hardly have absolute authority — Mobius and his advisors frequently step on them when it is expedient.

The Overgovernors are appointed directly by Dr. Mobius. Although the average Overgovernor remains in office for many years and some have held their posts throughout all 10 empires, the roster changes when incompetence comes to light or whenever Mobius wishes.

Mobius calls together all 10 of the Overgovernors every eight weeks for a discussion of the current state of the Empire. The site of this meeting alternates between the opulent palaces each of the Overgovernors maintains in his or her home region.

In addition to administrative responsibilities, each Overgovernor serves as commander-in-chief of an Imperial Battlegroup and has authority over all garrisons stationed in his or her home region. The Overgovernors also frequently serve as Mobius' personal operatives. It is not uncommon for an Overgovernor and retinue to be temporarily dispatched on a mission carrying him or her outside the bounds of the Empire.

Perhaps the most valuable privilege held by the Overgovernors stems from the fact that Mobius finds them useful enough to use the Darkness Device to slow their natural aging processes, a perk they share with the Imperial Advisors.

Madib Al-Hebpsa

Al-Hebpsa is actually Dr. Mobius himself, without the hood and robe. This is why Mobius has maintained his costumed alter ego. By maintaining a dual identity within the council of Overgovernors, he catches wind of





Francis Mao

any plots against him long before they are carried out. Only Rama-tet is aware that Madib and the Pharaoh are one and the same (Mobius does not know that Rama is aware of his secret). Janya Paterksi and Sesetek are both aware that Mobius is actually one of the Overgovernors, but neither knows which.

Janya Paterksi

On Terra, Janya gained notoriety as an expert spy and mistress of dirty tricks, although she never seems to directly involve herself in any of her operations ... at least not those which are discovered. She efficiently and quietly plans, coordinates resources, and launches dozens of operations a year. She is the only Overgovernor that Nippon Tech fears, and in her clashes with clandestine Kanawa operations, she has emerged victorious five times for every two she has lost. Rumors say she arranged the death of the original Wraith, if he did indeed ever die.

Experienced and savvy, she has

plenty of contacts throughout all of the regions of the Empire, and other Overgovernors avail themselves of her services when discretion or plausible deniability are important. Her importance to Mobius has been evidenced by the fact that she has received the benefits of the Darkness Device more often than any other Overgovernor except Sestet.

Janya Paterksi: DEX 11, STR 8, TOU 8, PER 14, MIN 12, CHA 14, SPI 8.

Skills: reality 9, fire combat 13, lock picking 13, melee weapons 13, prestidigitation 15, stealth 16, unarmed combat 12, air vehicles 16, disguise 19*, evidence analysis 20, hieroglyphics 16, land vehicles 15, language 16, scholar (master criminal) 20, scholar (streetwise) 19, trick 18, water vehicles 17, science 15, test 16, willpower 14, charm 16, persuasion 17, faith (Egyptian religion) 13.

**Disguise* is the same as the skill listed on page 54 of *The Torg World Book*.

Inclination: Evil.

Possibilities: 17.

Equipment: Cigarette holder, cigarettes (Triple Gold brand), 9mm P38 (damage value 15), several sets of identity papers, expensive jewelry, most notably a diadem from the ancient court of Amat-Ra on Terra.

Wu Han

Wu Han is an insidious master criminal whom Dr. Mobius frequently teamed with on Terra. Before he left Terra for good, Mobius offered Wu Han a place in his Empire.

Wu Han is fond of riddles and enigmas. In addition to being an expert strategist, he is also a brilliant scientist. For now Wu Han is loyal to Mobius, though he certainly has his own personal agenda. It is doubtful that Wu Han would ever openly rebel against Mobius, though he would certainly leave and strike off on his own if the opportunity for greater power arose elsewhere.

Since the fiasco of the Destiny Map (see the first adventure in the *Relics of Power* trilogy), Wu Han has fallen from Mobius' favor. He is determined to



Wu Han

When? When was the nightmare going to end?

My knuckles turned white as I pulled myself above the iron bar and back into the long sloping corridor. As my eyes cleared the edge of the pit, I could see the three doors — the end! In the back of my mind I could hear Jean, panting and screaming in her agony, cursing my name for failing to keep my promise, cursing me for not being there.

"Just a bit farther now, Mr. Murdock. Ms. Lincoln is waiting for you."

Even the makeshift wirelasses strung down the corridors cap-

tured the touch of glee in the madman's voice. Here, Wu Han was in his element. Watching me suffer, hearing Jean suffer, and knowing what this terrible dilemma was doing to my sanity.

I was at the end. I had survived the fire, the electricity, and the wild monsters in Wu Han's dark death maze. Now, all I had to do was choose the right door. One led to Wu Han and Jean. The others led to death.

— excerpted from "The Death Chambers of Wu Han" by Adam Axelrod, *Strange Stories* (February, 1938)

regain the Pharaoh's favor, at least until the unfavorable attention is redirected to another Overgovernor. The attributes and skills below reflect Wu Han's effort to improve himself after *The Destiny Map* adventure.

Wu Han: DEX 8, STR 7, TOU 7, PER 13, MIN 14, CHA 13, SPI 7.

Skills: reality 16, fire combat 9, stealth 9, melee combat 10, unarmed combat 10, hieroglyphics 14, language 14, scholar (master criminal) 16, trick 16, test 15, willpower 18, weird science 16, charm 16, persuasion 16, intimidation 9.

Inclination: Evil.

Possibilities: 14.

Equipment: Robes lined with microtubes connected to pouches of Jensi Lotus powder which can knock out most opponents (damage value 12, +9 shock points of damage if any damage is scored). The powder ignores any armor which is not airtight. Jensi Lotus powder is a contact poison to which Wu Han has spent seven years building an immunity, only recently building a tolerance to where the poison was safe to use. Wu Han keeps eight pouches filled with the powder. Wu Han is usually working on or carrying some kind of concealed gizmo.

Lord Milton Avery

Lord Milton Avery was a cunning and skillful jewel thief on Terra, and another of Mobius' frequent allies. To the citizens of Terra, Avery was known as a famous swashbuckling actor. Few were aware he was also a master criminal. During one of his burglaries, Avery discovered the truth about Mobius and the Darkness Device and smoothly blackmailed the arch-fiend into making him a part of the Nile Empire. At first, Mobius resented Avery's interference, but he has since come to respect the man's skill and natural leadership.

Over his years in the Empire, Avery has been using his position to accumulate a vast personal fortune. He never steals from Mobius or the Imperial treasury, he simply locates and acquires local items of value during his spare time. Avery is basically loyal to Mobius, though if the price were right, he might betray his master out of greed.

Avery has a strong, perhaps even suicidal, desire to steal the diadem of Amat-Ra from Janya Paterksi.

Lord Milton Avery: DEX 10, STR 8, TOU 8, PER 11, MIN 9, CHA 14, SPI 12.

Skills: reality 16, beast riding 12, fire combat 11, lockpicking 16, stealth 18, unarmed combat 12, disguise* 16,

hieroglyphics 13, language 12, scholar (master criminal) 16, scholar (streetwise) 13, first aid 12, land vehicles 14, trick 12, water vehicles 13, artist (actor) 13, test 11, willpower 12, charm 16, persuasion 17, faith (Egyptian religion) 13.

**Disguise* is the same as the skill listed on page 54 of *The Torg World Book*.

Inclination: Evil.

Possibilities: 15.

Equipment: Monocle (discrete, two piece lens which can expand into a jeweler's glass), lockpicks sewn into his impeccably tailored suits (which also contain numerous secret pockets), 9mm P38 (damage value 15) concealed in an impossibly slim holster (weird science tech 26), favorable review of his last film folded in his (visible) jacket pocket, wristwatch which forms a glass-cutting tool, and the finest cologne available.

The Red Hand (aka Michael Mayhew)

The Red Hand was another of Mobius' Terran allies. Beside his crimson zoot suit, fedora, and mask, the Red Hand's claim to fame in the world of villainy is his amazing electro-gun, a pistol that shoots a bolt of electricity which, according to author C. Michael Stone, is "as powerful as a lightning bolt hurled from Olympus."

The Hand joined Mobius for kicks. He became an arch-villain for the sheer sport of it on Terra, and he joined Mobius for similar reasons. Mobius recruited him because of his scientific genius and willingness to personally test his own experiments. The Hand remains loyal to Mobius and the Empire, but if he ever found a greater thrill or challenge elsewhere, he'd take it in an instant.

The Red Hand (Michael Mayhew): DEX 11, STR 8, TOU 8, PER 12, MIN 15, CHA 13, SPI 8.

Skills: reality 9, acrobatics 10, dodge 13, fire combat 14, long jumping 11, maneuver 11, stealth 10, unarmed combat 13, air vehicles 13, hieroglyphics 16, language 16, find 15, land vehicles 14, tracking 15, trick 14, science 19, test 19, weird science 22, willpower 19, charm 14, persuasion 17, taunt 16,



The Red Hand

"Now my good man, the money or your life, the necklace or your wife!"

The Red Hand was into his usual schtick, poking the electro-gun around and threatening everyone. It's obvious he's not in this for the money; he just loves the sheersport of it. And tonight's victims weren't disappointing him. In fact, the Hand was having so much fun he didn't notice me peering down from the skylight. I've worked hard enough getting here. Now, I think, it's time for me to have a bit of fun myself.

— from "The Five Fingers of the Red Hand" by C. Michael Stone. *The Wraith* #102 (January, 1936)

faith (Egyptian religion) 10, intimidation 11.

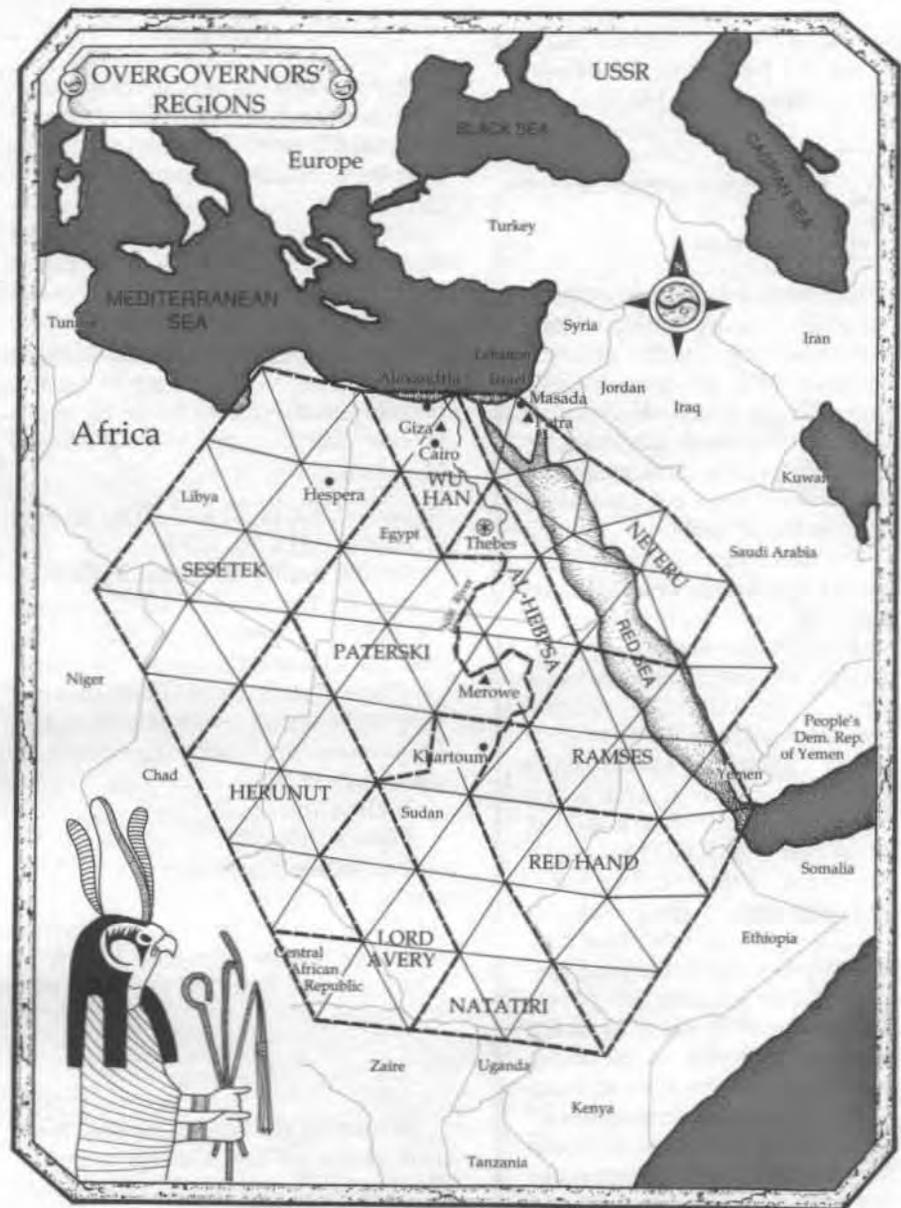
Inclination: Evil.

Possibilities: 22.

Equipment: Costume; electro-gun, damage value 23, range 3-15/60/150. Inside the costume are a small set of tools, wires, capacitors and resistors. The zoot suit has an armored breastplate (+4/armor value 12) which, when a film is ripped off the inside, can be used as a circuit-board when scientific inspiration strikes.

Natatiri

Natatiri was a young house girl in the service of the noble of Khem who formerly held her post as Overgovernor. After a long love affair with the former Overgovernor, she finally assassinated him for insulting her honor. Dr. Mobius was so impressed with the girl's stamina and pluck that he appointed her as her former lover's replacement, a move he has never regretted. Natatiri's domain is always one of the most formidably managed in the entire Empire. So far her only indulgence has been to collect statuary from all over the Empire (and



beyond if possible). Natatiri has a strong love of sculpture, and fancies herself to be quite a sculptor. She is quite good, not that anyone around her could safely take an opposite point of view.

Natatiri is very crafty and headstrong. She is secretly beginning to hatch a plot against Mobius, hoping to seize the post of High Lord for herself. Currently, she is trying to seduce Neteru over to her side. The attributes and skills below include the increase she obtained from the first time Mobius allowed her to draw Possibilities from the Darkness Device, and are therefore higher than noted in *The Torg World Book*.

Natatiri: DEX 9, STR 7, TOU 9, PER 13, MIN 11, CHA 15, SPI 8.

Skills: reality 14, acrobatics 11, dodge 11, fire combat 10, melee weapon 10, stealth 10, unarmed combat 10, Egyptian religion 13, hieroglyphics 13, scholar (art history) 14, scholar (psychology) 14, trick 15, artist (sculpture) 12, test 13, willpower 18, charm 18, persuasion 18, taunt 18, faith (Egyptian) 12, intimidation 12.

Inclination: Evil.

Possibilities: 20.

Equipment: Clothing of gold and silk weave, hollow earrings and bracelets containing antidotes to a variety of poisons (because you just cannot tell about these other Overgovernors),



girdle made by a mathematician and engineer to her exact dimensions (TOU+5/armor value 14).

Eternium

Eternium is an element of pure possibility energy distilled down from eternity shards (atomic number 772, atomic weight 1611.022). Its synthesis is one of Mobius' proudest accomplishments. In its pure form, eternium resembles a glowing blue rock with swirls of red.

Eternium has two main functions. First, it is the crucial ingredient of the "reality bombs" which Mobius uses to temporarily alter the reality axioms of an area in preparation for an invasion. And second, a chip of eternium is capable of functioning as an infinite power source when properly connected to a gadget or gizmo. All charge-using power components connected to an appropriate chip of eternium can draw energy from that chip forever, with no recharging necessary. The greater the power requirements of the gizmo, the larger the chunk of eternium needed to power it (a component with an adventure cost of 1 or 2 might require a piece of eternium the size of a bottlecap, while one with an adventure cost of 6 or 8 might need a piece the size of a golf ball). Eternium has thousands of other potential uses which Mobius is only beginning to discover.

Since the amount of eternium that Mobius can synthesize directly corresponds to the number of eternity shards he can recover, and since such objects are quite rare, there is presently not very much eternium to go around. Most of the element that is synthesized is used to create the vital reality bombs.

Ramses

Ramses is a powerful young warrior, and one of Dr. Mobius' most devoted followers. He believes the Nile Empire is restoring the glory to ancient Egypt and its gods.

Ramses is beginning to suspect Natatiri of treachery, but he needs more proof before bringing his suspicions to Mobius. Ramses knows Natatiri is now popular with his Pharaoh, and angering Mobius is a poor — and possibly final — career move. He hopes to one day become Mobius' Royal Marshall.

Ramses: DEX 11, STR 12, TOU 10, PER 9, MIN 9, CHA 10, SPI 8.

Skills: reality 10, beast riding 13, dodge 16, fire combat 13, maneuver 13, melee weapons 14, missile weapons 14, unarmed combat 13, hieroglyphics 11, scholar (military history) 18, trick 11, test 12, willpower 14, charm 11, persuasion 15, faith (Egyptian) 10, intimidation 12.

Inclination: Evil.

Possibilities: 20.

Equipment: field armor (TOU+6/armor value 16), ceremonial armor (TOU+4/armor value 14), .455 Webley (damage value 17), hieroglyph of honor for the Battle of the Blue Nile (Ethiopia).

Neteru

Neteru is the youngest and most ambitious of the Overgovernors. During the Eighth Empire he was only a major in the Imperial Army. He received his current post by demonstrating the incompetence of his predecessor to Dr. Mobius. The two then fought an honor duel to the death, a duel won by Neteru.

Neteru remains quite loyal to Mobius, but he is a very ambitious young man who is determined to make a name for himself. His aspires to a post at least as high as Royal Advisor. Natatiri is currently attempting to seduce him into joining her plot against Mobius.

Neteru: DEX 11, STR 12, TOU 9, PER 9, MIN 12, CHA 9, SPI 10.

Skills: reality 13, dodge 14, fire combat 13, heavy weapons 12, maneuver 12, melee weapons 16, missile

weapons 13, stealth 12, unarmed combat 13, find 11, hieroglyphics 10, language 16, scholar (military history) 10, trick 11, test 16, willpower 14, charm 10, persuasion 12, faith (Egyptian religion) 13, intimidation 15.

Inclination: Evil

Possibilities: 18

Sesetek

Sesetek is the oldest and wisest of the Overgovernors. He was once a member of the priesthood and was appointed to the post of Overgovernor at the advice of Ahkemeses, to whom he remains a close personal friend and ally. Sesetek is very loyal to Mobius — even more so than the High Priest. But in his age, he lacks the energy to truly carry out his duties. While he has had his age reduced several times by the Darkness Device, Sesetek apparently is not favored by the black idol. The last two treatments have barely reduced his age. A firm believer in the immortality of Egyptian afterlife, the aging has ceased to worry Sesetek. Mobius has expressed a bit of concern that Sesetek is spending too much time preparing for the hereafter and not enough attention to events in his region. Most observers consider him to be next Overgovernor to fall.

Sesetek: DEX 8, STR 8, TOU 8, PER 10, MIN 10, CHA 12, SPI 19.

Skills: reality 21, dodge 9, unarmed combat 9, disguise 19*, hieroglyphics 13, language 13, scholar (theology) 15, scholar (history) 14, trick 11, test 14, willpower 14, charm 16, persuasion 14, taunt 15, faith (Egyptian) 24, focus 20, intimidation 20.

Inclination: Evil.

Possibilities: 45.

Equipment: Lapis-lazuli scarab, a talisman of the Nile Empire (two months decay time; see page 99 of *The Torg Rulebook*). He has a charm of spirit armor in the shape of his patron god Sebek; the charm substitutes Sesetek's *Spirit* for his *Toughness* when absorbing damage in combat. Any shock damage taken is applied to his *Spirit* as well; it takes 19 shock points to knock out the Overgovernor. Any wounds taken are applied to his body.



Herunut

Herunut is an extremely capable administrator, having held the post of Overgovernor since the First Empire. Although he remains loyal to Dr. Mobius, Herunut is beginning to doubt his role in the Empire. Over the years he has seen a great deal of killing and suffering and little of the glory Mobius has promised. In short, his Inclination is beginning to revert to Good. If the Storm Knights or any other rebels could get to him, he would make a powerful ally.

Herunut has recently (during the period of the Ninth Empire) discovered a love for flying. He often hosts feasts for aces and other pilots who have performed deeds of aeronautical daring.

Herunut: DEX 8, STR 8, TOU 12, PER 11, MIN 11, CHA 14, SPI 14.

Skills: reality 19, fire combat 9, unarmed combat 12, air vehicles 13, evidence analysis 15, hieroglyphics 14, language 16, scholar (business) 17, scholar (political science) 16, trick 14, test 12, willpower 17, charm 19, persuasion 15, faith (Egyptian) 16, intimidation 17.

Inclination: Evil (shifting toward Good).

Possibilities: 26.

Equipment: Aviator's jacket from Major Khufu-tet, leading ace of the Ninth Empire. Khufu-tet recorded three kills against the Israelis before being downed in this, the Tenth Empire. Herunut is secretly funding a search for the pilot. In his dining hall is a full scale model of the *Spirit of Cincinnati*, the plane the Terran Charles Lindbergh used to cross the Atlantic.

Level Four: Overgovernors' Advisors

Below the level of Overgovernor, the Imperial bureaucracy is very informal, a necessity considering the fact that the entire Empire is packed up ever four or five years and redeposited in a whole other cosm. The Overgovernors have the power to create any subservient posts they feel are



Bob Dvorak

necessary in their regions, and to fill those posts as they see fit. Each Overgovernor maintains a different roster of advisors and officials. Here is a list of commonly appointed positions.

Captain of the Regional Guard: basically, a trumped up bodyguard.

Director of Operations: the man who fills this post oversees intelligence and procurement operations in the region.

Grand Governor: Overgovernors who do not have time to meet with the Governors operating in their region appoint a Grand Governor, who meets with the lesser Governors and reports to the Overgovernor.

Liaison: Overgovernors frequently appoint liaisons to other Overgovernors or to the royal court.

Regional Adjudicator: each Overgovernor is responsible for dispensing justice to the cosm natives in his or her region. Most do not have time to fulfill this responsibility and appoint a wide variety of magistrates and judges who operate out of individual cities and towns. These lesser officials are usually overseen by a Regional Adjudicator who reports back to the Overgovernor.

Regional Educator: this is basically a regional head of propaganda. It is his or her responsibility to keep the locals in line and happy.

Regional Marshall: some Overgovernors appoint a Regional Marshall to help oversee their Battlegroups and coordinate all military activity within the region.

Regional Steward: the man or woman filling this post keeps track of resource expenditures and the regional budget.

Regional Tax Collector: these officers make sure all of the region's citizens pay their taxes, and are responsible for turning over the correct tax revenues to Felix Bannerman.

Scribe: some Overgovernors appoint special scribes to record all their words and deeds.

In addition, each region is assigned a local head of the Council of Mathematicians and a Regional High Priest, both of whom serve the Overgovernor.

Level Four is the highest level where one would find a number of cosm natives filling important positions. Obviously, only natives who have somehow won the favor of an Overgovernor are appointed to such positions.

A tiny handful of Overgovernor Advisors were appointed directly by Dr. Mobius. Most such advisors are small-time pulp villains from Terra who Mobius recruited into the Empire, though Mobius occasionally as-



signs a more trusted underling to work directly under an Overgovernor of whom he has reason to be suspicious.

Level Five: Governors

Each important sub-region within one of the 10 larger regions has its own Governor who acts as the Overgovernor's representative in that region. "Important sub-regions" are almost always towns or cities.

Governors carry out all of the Overgovernor's responsibilities (taxation, justice, etc.) on a local level, except they have no authority over any of the region's military forces. Many Governors are cosm natives who are loyal to their Overgovernors.

Level Six: Governors' Advisors

Like Overgovernors, local Governors have the power to appoint as many advisors or lesser officials as they like, in whatever capacities they feel are necessary. Nearly all Governors' Advisors are cosm natives. Typical posts include: Governor's Steward, Governor's Liaison, Constabulary Adjutant (a sort of liaison with the

local military garrison), and Head of City Resources.

Level Seven: Bureaucrats

Bureaucrats are the lowest ranking officials of the Empire. They are responsible for the routine work that keeps the Empire functioning. Bureaucrats are appointed directly by the local governors.

Typical Bureaucrat posts include: City Director of Waste Management, Neighborhood Tax Collector, and City Livery Officer. Again, almost all Bureaucrats are cosm natives.

Why do Mobius' Followers Serve Him?

Most of the Empire's top-ranked officials were originally members of the Cult of Khem, the descendants of the followers of Sutenhotep in Terra's ancient Egypt. Most of the cultists continue to show strong loyalty to Mobius for two reasons.

First, over the three thousand years that he was entombed beneath Khem,

Mobius slowly acquired a religious awe in the eyes of his people. He is now seen by most of the cultists as a divine being who speaks the word of their gods, though not all of the cultists feel this way. Many rightly believe that he is a mere mortal, albeit a powerful one.

And second, Mobius has promised the cultists that his true aim is to absorb enough possibility energy into the Darkness Device to return the glory of ancient Egypt to Terra. Most of the cultists believe that Mobius intends to literally "turn back the clock" and move all of Terra more than three thousand years back into the past. Of course, this is not Mobius' true intention at all, and a few of the cultists have realized it (*most* of the Overgovernors realize that Mobius does not intend to use the possibility energy he is absorbing in this fashion).

Many of the natives of Earth's Egypt and its surrounding territories have chosen to follow Mobius because he has convinced them that he is trying to build an empire based upon the ideals of ancient Egypt on present day Earth. Mobius has appealed to the Egyptian's nationalism and promised to make their homeland the most powerful nation on Earth. Few of the region's natives believe that Mobius is connected with the other invaders who have appeared on the planet, and fewer still realize that he poses a grave danger to every living thing in the area. Almost no one realizes that Mobius is killing them by draining their possibility energies.

New Territories and Conquered Nations

As the stelae bounds are pushed back and the Nile Empire expanded, Mobius decides on a case-by-case basis which Overgovernor has dominion over the new lands. Usually, the lands are added to the region of the adjacent Overgovernor who captured them. No matter how large the Empire grows, there are never more than 10 regions.

After an entire nation is conquered by the Nile Empire, it is customary for the leader of the conquered people to be brought before the Pharaoh in irons during a special victory celebration held at the Royal Palace in

Thebes. During the celebration, the goods and resources for which the conquered land is best known are displayed before the Pharaoh, along with any cultural treasures found in the conquered region (artifacts are presented, newly captured slaves demonstrate sacred dances and read regional literature, etc.).

The Pharaoh also uses the occasion of the victory celebration to reward the Battlegroup commanders who were instrumental in the conquest, and to distribute newly-captured slaves to the heroes of the campaign.

The Imperial Military

The Imperial shocktrooper is the workhorse of the Nile army. Shocktroopers wear white skirts, sandals, and an Egyptian headdress. They are usually bare-chested, but each has a shawl for cold weather.

Most shocktroopers are enslaved cosm natives (on Earth, though, most shocktroopers serve Mobius willingly for the reasons noted above). Most officers are Khem cultists. There are two enlisted ranks in the Imperial Army: footsoldier and veteran.



Footsoldier Shocktrooper: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 9.

Skills: beast riding 10, fire combat 10, heavy weapons: 10, unarmed combat 10, climbing 10, willpower 10.

Equipment: Schmeisser, damage value 17; bayonet/knife, damage value 13; two grenades, damage value 14; field kit.

Veteran Shocktrooper: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 9.

Skills: beast riding 11, fire combat 12, heavy weapons: 12, unarmed combat 12, climbing 10, find 9, first aid 9, tracking 9, trick 9, survival 9, test 9, willpower 12, taunt 9, faith (Egyptian) 12, intimidation 12.

Equipment: KK81, damage value 19; two grenades, damage value 14; bayonet/knife, damage value 13; field kit.

Infantry Organization

The smallest unit in the Imperial Army is a *squad* consisting of 10 men.

In addition to the normal equipment issued to each soldier, every squad is equipped with a Kocha machinegun. Squads are under the command of enlisted veterans.

Four squads make up a *platoon*. Platoons are commanded by lieutenants, the lowest ranking Imperial officers.

Three platoons make up a *company*. In addition to the equipment belonging to its platoons, each company has an attached mortar group consisting of five 81mm mortars. Companies are commanded by officers known as veteran lieutenants.

Four companies make up a *battalion*. Each battalion has an attached artillery group consisting of five 81mm mortars and five 105mm howitzers. Battalions are commanded by field majors.

Three battalions comprise a *wing*. The wing is the largest pure infantry formation in the Imperial Army. Wings are commanded by officers known as overmajors.

unit. Tank platoons are commanded by veteran lieutenants.

Three tank platoons make up a *tank company*. Tank companies are frequently attached to infantry battalions. Note that some tank platoons are not part of any tank company, and are themselves independently attached to an infantry company or battalion. Tank companies are commanded by field majors. Platoons containing Aperehens are rarely mixed with those containing Kheperas in a single tank company.

The largest armor unit in the Imperial Army is the *tank force* made up of four tank companies. Tank forces are never directly attached to a single infantry unit; they rove, sometimes supporting one unit and sometimes another. Tank forces are commanded by overmajors. The tank companies comprising all tank forces are exclusively made up of Kheperas. All Aperehen companies remain independent and are attached to infantry units.

Armor Organization

The smallest armor unit in the Imperial army, the *tank platoon*, is made up of four tanks. There are both Aperehen and Khepera platoons, but the two tanks are never mixed in a single

Artillery Organization

In addition to the mortar and howitzer groups attached directly to infantry battalions, there are a number of independent artillery groups known as *batteries*. Each battery is commanded by a field major and contains 10 105mm

Origin of the Imperial Army

Mobius has a lot of tanks, planes and heavy equipment at his disposal. Mobius and the Empire have been active at cosm-raiding for nearly 30 years. Most of the army's heavy equipment was brought across the maelstrom bridge to Earth from Mobius' staging area on the island of Khem. In each cosm he invades, Mobius sets up factories to build more heavy equipment for the next invasion. Approximately 25 percent of the Empire's military equipment was built during the First Empire or earlier. Before Mobius and his followers set off on their first raid they spent two years preparing. During this time, Mobius designed the prototypes for most of the Empire's tanks, planes, and guns.



Allen Nunn

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howitzers and 10 155mm howitzers. Like tank forces, batteries are assigned to support individual infantry units on a case-by-case basis.

Airpower Organization

The smallest air unit is the *squadron* made up of 12 aircraft. Paket fighters, Nekata bombers and Herusent dive bombers are all organized into squadrons, which are commanded by field majors.

Three squadrons are sometimes organized into a unit known as an air *wing*. Air wings are commanded by overmajors. All Nekata squadrons are organized into wings.

Most air units are independent and ordered to support various infantry units, depending upon the current situation. Some squadrons are directly attached to infantry battalions and wings.

The Imperial Battlegroup

Battlegroups are the large overarching formations that form the basic strategic maneuver element of the Imperial Army. There are 11 Imperial Battlegroups: one overseen by each of the Overgovernors, and one commanded

The Rule of Law in the Nile Empire

There really is no organized justice system within the Nile Empire. If a citizen is accused of a crime, he or she is taken to a magistrate who decides guilt or innocence and hands down an appropriate sentence. Sentences usually range from imprisonment in the Land of the Dead to death, depending upon the seriousness of the crime. Harsher magistrates often come up with more unusual punishments (cut the hands off thieves, etc.).

by Teth-net, the Imperial Marshall.

Every Imperial military unit not serving as a garrison is attached to a Battlegroup. As more soldiers are recruited and more units mustered, each Battlegroup expands (the Battlegroups usually expand in equal proportions, though Overgovernors who are temporarily out of favor often get short-changed).

Currently, a full strength Battlegroup consists of four infantry wings (one of the wings is equipped with Aaka personnel carriers and is considered mobile; the same wing has an attached company of Kheperas), three tank forces (all equipped with Kheperas), two independent Aperehen tank companies, two Paket air wings, one Herusent air wing, and three artillery batteries.

Battlegroups are given the designation "Battlegroup XYZ," where XYZ is the name of the Battlegroup's commander (i.e. Battlegroup Wu Han, Battlegroup Ramses, etc.).

Super Battlegroup Mobius

The largest Battlegroup in the Imperial Army, Super Battlegroup Mobius, is under the command of the Pharaoh himself. The Super Battlegroup consists of six infantry wings (three of the wings are equipped with Aaka personnel carriers and are considered mobile; two of the wings have an attached company of Kheperas), four tank forces (all equipped with Kheperas), four independent Aperehen tank companies, three Paket air wings, two Herusent air wings, two Nekata air wings, and five artillery batteries.

Gospog

Mobius also counts among his collected forces a number of second-planting gospog. At present, approximately 50 of the creatures exist within the Empire (Mobius' gospog resemble mummies, see chapter xx).

In and around the Nile Empire, the gospog are probably the most feared of Mobius' minions. They are under

the direct command of the Pharaoh himself, and are usually dispatched to perform important missions and services.

Garrisons

The only military groupings not attached to Battlegroups are the garrison units that police the cosm natives and maintain order in the Empire's interior. Garrison units are almost always infantry battalions, though the occasional armor unit crops up on garrison duty.

Dr. Mobius likes to deploy garrisons on a 1:100 ratio. Thus, one infantry battalion (500 men) will be stationed in a region for every 50,000 natives living in that region. Local garrisons fall under the command of the appropriate Overgovernor.

Garrison troops are not as well trained as shocktroopers, being more easily swayed by the enemy.

Garrison Trooper: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 9.

Skills: fire combat 10, heavy weapons 10, unarmed combat 10, climbing 10.

Inclination: Evil.

Equipment: Schmeisser, damage value 17; or 7.92 KAR, damage value 19.

Moving the Stelae

Mobius expands the borders of the Empire through simple conquest. Once a region is conquered, a special team of scientists is sent in to plant new stelae. Mobius' stelae resemble idols of the Egyptian god Horus sitting atop huge stone obelisks. Everything from street signs to distance markers are also made to look like the obelisks, hiding the stelae through sheer numbers.

The Imperial Battlegroups are the expeditionary forces used for conquering nearby surrounding territories. Most campaigns aiming to expand the borders of the Empire are conceived by Mobius himself, who then orders the appropriate Overgovernors to mobilize their Battlegroups. During





periods of idleness, however, it is not uncommon for an Overgovernor to launch an attack on his or her own initiative. If such an effort succeeds, the Overgovernor can look forward to great rewards from the Pharaoh, while failure prompts punishment.

Reality Bombs

Mobius' men and equipment must obviously leave the stelae bounds in order to invade enemy territory and expand the Imperial holdings. But how do Mobius' armies, equipped with vintage 1930's and '40's equipment augmented only by the occasional weird science gizmo, stand up to the mighty weapons of modern day Earth? Surely, a small force of Core Earthers armed with Apache gunships and M1 tanks could repulse an entire Imperial Battlegroup!

Mobius has solved this problem by creating the amazing "reality bombs." Just before they are about to invade an area, Mobius' men detonate a reality bomb in the vicinity of the invasion site. The bombs are either dropped out of aircraft or planted and detonated by teams of commandos. When the bomb explodes, a temporary axiom-wash converts everything within a two mile

radius into a *pure zone* that conforms to the Terran/Empire axiom set. This effect lasts for approximately three hours. Thus, once a reality bomb explodes, any weaponry and equipment with a Technological rating greater than 21 ceases to function, placing Mobius' men and the Core Earthers on equal technological footing. By the time the effect of the bomb has worn off, Mobius' men have usually had plenty of time to overrun the opposition and set up new stelae. Many of the nations that border the Empire are well aware of the reality bombs and have begun digging antique tanks and equipment out of mothballs and prepping them for defense against an invasion from the Nile.

Mobius oversees the construction of most of the reality bombs himself. Since each bomb needs a tiny piece of eternium to function, there is a very finite limit to the number of bombs Mobius can build. Currently, the Mobius' men can produce the bombs at a rate of approximately five per week.

Note that there is no physical explosion when a reality bomb is detonated, simply a harmless bright flash, followed by a pattern of silver streaks slowly cascading down from the sky.

Tallying the Spoils

"Did you know that the soldiers of ancient Egypt used to cut off the right hand of every enemy they killed in battle. Every night, the hands were collected by the officers and given to mathematicians who would use them to tally up an exact casualty count."

— "General Alfred F. Dunhill's Great Moments in the History of Organized Warfare: Startling Facts", from *Racy Tales of Conquest* (November, 1931)

The soldiers of the Nile Empire continue this grisly practice. Detailed tallies of casualties, resources captured, and enemies encountered are taken by officers after each battle and sent to both the Battlegroup commander and Dr. Mobius himself. Mobius has Felix Bannerman pore over such reports and look for evidence of the Overgovernors lying about casualties or secreting away spoils in preparation for a plot.





Chapter Four

Cities of Adventure



The Nile Empire has cities full of gangsters, Bedouins, crooked cops and valiant detectives, shopkeepers, heartless industrialists serving Mobius, barnstorming pilots, desperate criminals, priestesses, smugglers and the occasional weird scientist. Villains and heroes constantly battle for the control of the cities. Reporters and pulp authors chronicle the continuing struggle for the soul of the cities.

In the descriptions below, the major cities of the Nile are covered in brief. In these descriptions are game-master characters and locations specific to the city, although you can adapt some of the locations for other cities if you wish. At the end of the city files are a list of locations which can be found in any city. In a sense, they are location templates which you may modify to make distinctive from city to city.

Urban Profile of the Nile Empire

Approximately 40 percent of the Egyptian residents of the Empire live in the farming communities along the banks of the Nile. The other 60 percent live in urban areas.

The axiom wash has converted the Egyptian cities into highly romanticized versions of themselves, circa 1939 — winding narrow streets, crude stone huts, frequent mysterious travelers, etc. Look to late-night movies for inspiration.

The city dwellers in the Empire have a wide variety of occupations. Just about every trade or profession practiced on Earth during the 1930s is rep-

resented. The vast majority of the urban citizens ultimately work for the Imperial government, but, again, Mobius has sold a few scattered businesses back to wealthy, favored Earth people. Approximately 10 percent of the Empire's manufacturing industry, 15 percent of its packing industry, and 30 percent of its merchants are independent. Nearly 100 percent of the Empire's entertainment industry is in the hands of independent businessmen. Saloons (which sell only overpriced "legal" liquor), movie theaters, and dance halls are all fairly common in large cities.

The typical city in the Empire consists of a large business district abutting a sprawl of middle class dwellings. The upper class residents of the city live in posh villas built on the highest plateaus in the city. The lower class residents of each city usually live in a romanticized "ghetto" located near the business district.

Each year, when the farmers leave their communities on the banks of the Nile, all of the cities become greatly overcrowded and undergo an economic crunch. During these months, all prices climb by 50 percent across the entire Empire.

Each Imperial city is overseen by a governor, who comes under the jurisdiction of the regional Overgovernor, and contains at least one temple. Larger sized cities all contain one of the Empire's nine principle temples.

Since rebellion is hardly unheard of, Dr. Mobius keeps a strong military presence in each city in the Empire (these are garrisons, see chapter three). The frequent targets of angry rebels are the wealthy independent businessmen, who are seen as "collaborators."

In general, the cities of the Empire fall into one of three size categories: "Large" cities are those with a popula-



tion in excess of 200,000; "Average" cities are those with a population ranging from 80,000 to 200,000; and "Lesser" cities are those with populations of less than 80,000.

City Descriptions

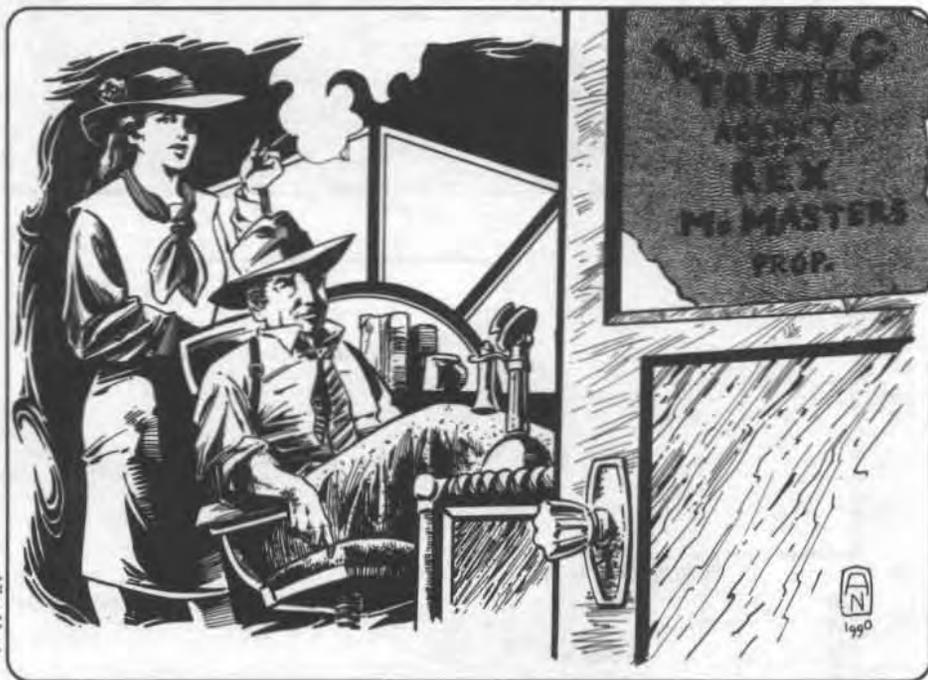
The descriptions below give a brief overview of the important cities in the Nile Empire. The specific locations also include an adventure hook to help you jump-start an adventure, or to add the location to your campaign.

Cairo

Within the Empire, Cairo is unique. The axiom wash had a very odd effect on the city and its immediate environs, transforming the entire area into a sprawling mass of urban corruption. Something about the city seemed to attract every gangster and criminal in North Africa. Currently, Cairo is covertly ruled by a wide variety of gangs and syndicates that make their money from bootlegging, prostitution, and illegal gambling. Citizens from all over the Empire constantly flock to Cairo to partake in its pleasures, all of which are almost unheard of elsewhere. In short, the city is a peculiar Arabic-influenced version of the big city found in a typical gangster movie.

The situation is so bad in Cairo that Mobius has decided to leave the city to itself. The garrison troops he kept deploying to clean up the city were losing their war against the criminals, who have proved harmless enough to the general welfare of the Empire as long as they are left undisturbed. This is not to say that there is no military presence within the city at all — the usual garrisons are still present. The troops simply turn their heads away from all the corruption. Dr. Mobius has found Cairo a convenient dumping ground for those Imperial officials who he cannot trust but cannot remove due to their political connections.

Cairo is also legendary for its vast black market. If an item or commodity is available for sale anywhere in the Nile, it can be found for sale within the



Allen Nunnis

city limits. For a significantly higher fee, Storm Knights or gamemaster characters can purchase items not normally sold anywhere else, even a few weird science prototypes.

Geographically, Cairo is arrayed as a thin strip along the east bank of the Nile. The south section, known as "Old Cairo", is a seedy nightmare of twisted streets and battered buildings and is home to the poorest citizens in the entire Empire. Central Cairo forms a huge nightlife district, while the north quarters the Imperial garrison and houses the Grand Temple of Isis. Unlike everything else in the city, the Imperial garrison takes the temple and those visiting it very seriously. The gangsters have learned to leave the area alone.

Just outside of Cairo are the Great Sphinx and the Great Pyramid. Mobius maintains a large presence at each of these sites, searching these artifacts for ancient mysteries.

The Cairo Clarion

The Cairo Clarion is an underground newspaper which is editorially opposed to the rule of Dr. Mobius. It operates out of the basement of the Arish Warehouse on a Cairo side-street, with a staff of three and a hand-

operated press.

A door to the right of the entrance of the warehouse leads down a winding staircase. At the foot of the stairs is a metal door which opens to the basement offices of *The Clarion*. The office consists of one large room housing the printing press, composing tables, and a single staff writer's desk. To the left is a wooden door leading to the editor's office, which at one time was used for the storage of coal. It has a small window leading to the street, a large desk, and a number of filing cabinets stuffed with papers.

The printing press is hand-operated, and prone to breakdowns. It is potentially the most vulnerable target for sabotage.

The Clarion has published editorials against Mobius and the vast bureaucracy he oversees. It has also attacked the operations of gangster Ali Bejjar, owner of a number of gambling parlors in Cairo. Bejjar has stated that he will allow the paper to operate for as long as it "amuses him." He keeps an eye on the paper's activities through a spy planted among the staff.

Suleiman Hassan: DEX 8, STR 8, TOU 8, PER 10, MIN 10, CHA 9, SPI 8.

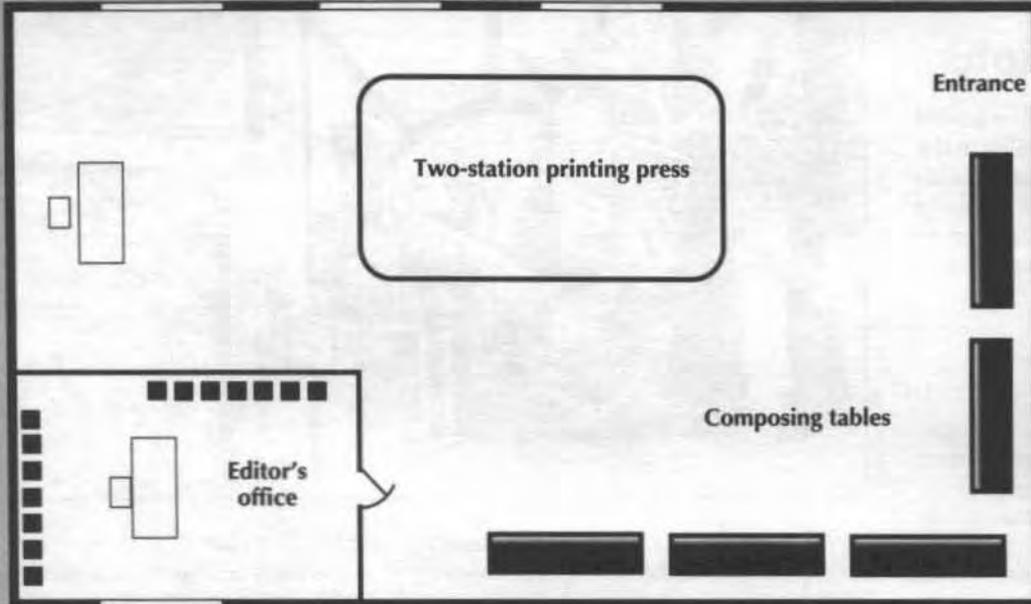
Skills: maneuver 10, evidence analysis 13, scholar (business) 12, scholar (journalism) 12, trick 14, artist (writing) 14, test 14, charm 11, persua-



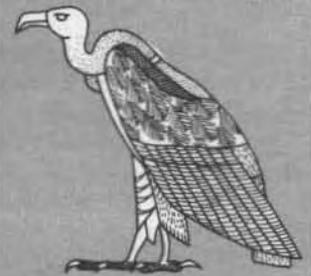


Nile Empire Map 3
The Cairo Clarion

Floor Plan



Entrance
Stairs to street



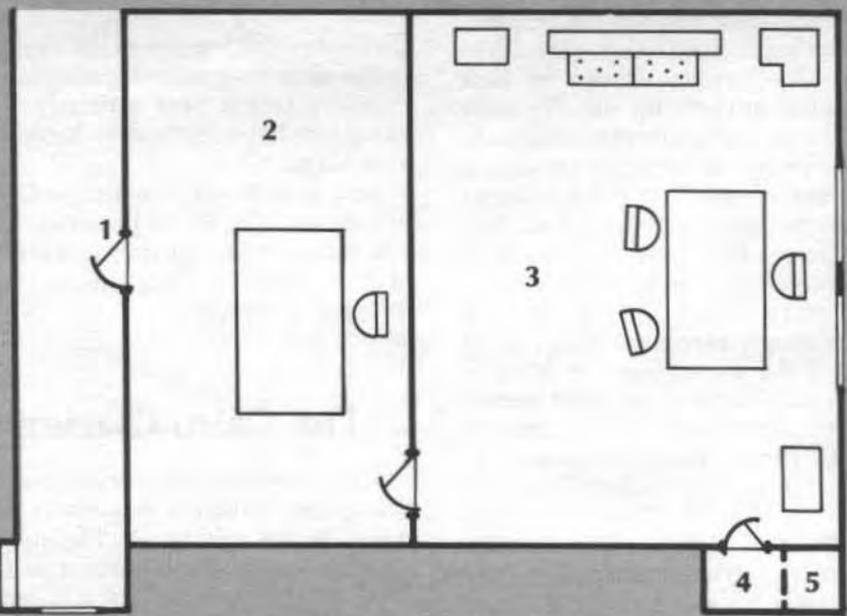
Jacqueline M. Evans/Cathleen Hunter



Nile Empire Map 4
The Living Truth Agency



1. Main entrance from corridor
2. Outer office
3. Inner office
4. Closet
5. Secret closet, containing Silver Scarab's gear



Bernadette G. Cahill/Cathleen Hunter



Cairo Gamemaster Characters

Here are a few gamemaster characters headquartered in Cairo who might prove useful in adventures:

Donald "Doc" Dunfy: DEX 7, STR 7, TOU 7, PER 14, MIN 14, CHA 8, SPI 8.

Skills: hieroglyphics 15, language 15, trick 16, science 17, test 16, weird science 17, charm 12, persuasion 9, faith (atheist) 13.

Inclination: Evil.

Equipment: White labcoat, rumpled wool tie. Rarely carries much gear with him, although he usually believes he has just the item he needs on him. On a roll of 20 or better he actually has the item he believes he has, otherwise he produces a crushed wad of Dentley's gum, receipts for NTN4 Intensifiers, or equally useful items.

Description: Doc Dunfy lives in the basement of a small hovel located in the central city. He is famous throughout Cairo and its environs for his scientific genius. Gangsters all over the city frequently hire Dunfy to build amazing weird science gizmos, or develop plans involving the use of gizmos. In the gang war that grips the city, Dunfy has remained completely neutral. He will help the gangsters of either side, as long as the price is right. Dunfy is personable enough on a one-on-one basis, and projects the personality of a harried professor more than he does of an evil mastermind. The core of his evil is that he does not care what sort of misery his gizmos cause, as long as he gets to build them — and gets paid for them.

Dunfy is also the most notable black marketeer of scientific apparatus in the entire Empire.

If the Storm Knights are looking to buy technological components, Dunfy should be their first and last stop. You can assume he has almost any piece of technological equipment for sale. Knights are advised to deal with Dunfy straight, however, as so many powerful gangsters have come to rely on his unique talents that there would be hell to pay if anyone started giving him trouble.

Alif "Mad Dog" Bayan: DEX 8, STR 8, TOU 9, PER 12, MIN 12, CHA 12, SPI 14.

Skills: reality 16, fire combat 11, unarmed combat 11, hieroglyphics 15, trick 13, test 14, willpower 15, charm 13, persuasion 15, faith (Egyptian) 15, intimidation 17.

Possibilities: 16.

Inclination: Evil.

Equipment: Never carries a weapon in his own place; packs .38 revolver (damage value 14) with a weird science Kolveg Biolock targeting device, giving the pistol a +5 bonus modifier (to hit only) which has given Bayan an unjustified reputation as a devastating shot.

Description: Bayan is one of Cairo's most notorious mobsters. He and his gang control a string of 11 night clubs in the central city. His followers currently number about 60.

Bayan and his men have a secret hideout beneath the City of the Dead, a vast collection of graveyards and mausoleums on the northeast outskirts of town. Right now, he has an uneasy truce with most of the other syndicates in town, but he and his men are ready for action at the first sign of trouble.

sion 11, taunt 10, intimidation 9.

Inclination: Good.

Possibility Potential: some (25).

Equipment: printing press, Tech 20, TOU 9.

Description: Suleiman Hassan is the editor of *The Cairo Clarion*. He was a member of the Egyptian upper class until Mobius' takeover, at which point he and his wife were turned out of their home and it was given over to Bejjar's mob. Unable to strike back directly, Hassan set up *The Clarion* offices in a building he had once owned. A shrewd analyst of the machinations in Cairo, he is unfortunately blind to the designs of his wife.

Goals: To keep the newspaper running; to overthrow the rule of the gangsters in Cairo; to reclaim his status as a noble.

Nespera Hassan: DEX 8, STR 8, TOU 8, PER 12, MIN 12, CHA 11, SPI 7.

Skills: reality 8, maneuver 9, land vehicles 13, scholar (journalism) 13, trick 13, artist (graphics, page layout) 13, test 13, charm 14, persuasion 14, taunt 13, intimidation 8.

Inclination: Evil.

Possibilities: 10.

Description: Nespera Hassan is the wife of Suleiman Hassan, and does much of the layout for *The Cairo Clarion*. Secretly, she blames her husband for the loss of their home and position. She is in the employ of Ali Bejjar, feeding him information on the paper's activities in the belief that he will reward her by letting her return to her mansion.

Goals: To reclaim her wealth and position in society; to get useful information to Bejjar; to keep her husband from finding out about her deal with Bejjar.

Ghazi Rafek: DEX 10, STR 10, TOU 9, PER 10, MIN 10, CHA 9, SPI 8.

Skills: reality 9, dodge 12, fire combat 12, heavy weapons 11, maneuver 12, unarmed combat 12, evidence analysis 13, land vehicles 11, trick 12, artist (writer) 12, test 12, charm 11, persuasion 11, taunt 10, intimidation 11.

Inclination: Good.

Possibilities: 10.

Description: Ghazi Rafek is a former member of the Egyptian military



who deserted shortly after Mobius' takeover, disgusted with the High Lord's talk of reviving the nation's past glories rather than looking forward to the future. Rafek met Suleiman Hassan at a small protest rally against the gangsters' dominance of Cairo, and saved the editor's life when Bejjar's henchmen attacked the crowd. He went on to become the staff reporter at *The Clarion*. He harbors some suspicion about Nespera Hassan, but does not have enough evidence, and fears the effect the revelation of her betrayal might have on Suleiman.

Goals: To keep *The Clarion* operating; to eventually return to the armed forces when Mobius has been deposed; to protect Suleiman Hassan from harm.

The Cairo Clarion can serve as an important source of information for Storm Knights or pulp heroes in the Nile. News about the whereabouts of weird scientists or shocktrooper units throughout the Nile Empire can often

be had through Hassan or Rafek, both of whom have a network of connections throughout Cairo. In addition, Rafek will willingly act as a guide for Storm Knights unfamiliar with the city.

Clarion Adventure Hook

Suleiman Hassan has given the Storm Knights important information: the leader of an elite Imperial shocktrooper unit has run up huge gambling debts, and is willing to sell the security plans for a "weird science" research center. This could set up a major coup for the Storm Knights, but there's one hitch. Unknown to anyone, Nespera Hassan has informed Ali Bejjar, whose men are even now stalking the shocktrooper, and have no compunction about gunning down any Storm Knights who get in the way.

Can the Storm Knights prevent the shocktrooper's murder and recover the plans?

The Living Truth Agency

The Living Truth Agency is the Cairo office of private eye Rex McMasters and his assistant, the lovely Sadi Bel-Adda. No case is too big or too small, and though McMaster's inclination is good, he has fostered a reputation for working both sides of the law.

The agency is located on the second floor of the Nabib Building, which also houses a cut-rate apothecary shop and a health clinic. Making a left at the top of the stairs, the Living Truth Agency is the first door on the right (the words "Living Truth Agency, Rex McMasters, Prop." are written in gold on the door). Entering, you find yourself in an outer office, with a desk and chair, a telephone, and a typewriter. Behind the desk sits Sadi Bel-Adda, McMaster's partner and an adept magician.



Behind her desk is the door to McMaster's office. The office features a set of filing cabinets, with McMaster's desk and chair up against the windows that look out onto the street. A ratty old couch rests against the left wall, and on the right is a closet.

A twist of the hook in the back of that closet opens a secret panel to a second closet, where McMasters hides his greatest secret. When night falls, he dons the distinctive costume of The Silver Scarab, and armed with his Scarab's Sting (an electro-gun), he battles the criminals that dominate the city.

The Living Truth Agency is a likely stop-off for the Storm Knight unsure of how to proceed in his mission. If McMasters can't suggest a course of action, Sadi, with her mastery of divination magic, can often find the true path. McMasters has been retained by everyone from Storm Knights to Overgovernor Wu Han himself. (One of the few jobs at which he failed — he was hired to capture The Silver Scarab.)

McMasters often accepts jobs from criminals in order to gain information, which The Silver Scarab can then put to use against the mobs.

Rex McMasters: DEX 10, STR 10, TOU 10, PER 12, MIN 10, CHA 8, SPI 8.

Skills: reality 11, acrobatics 12, dodge 12, fire combat 13, lockpicking 11, long jumping 11, maneuver 13, melee weapons 12, running 12, stealth 13, unarmed combat 12, climbing 11, evidence analysis 15, find 14, trick 13, test 12, weird science 13, charm 10, taunt 10, intimidation 11.

Inclination: Good.

Possibilities: 12.

Equipment (as Rex McMasters): .45 Colt automatic (damage value 16).

Equipment (as Silver Scarab): Scarab's Sting electro-blast pistol, Tech 27, damage value 19 (stun damage), ammo 15, range 3-10/25/50; hemp rope; Scarab-Cruiser (land vehicle), Tech 22, speed 160/100/13, passengers 2, TOU 23, power source: internal combustion engine. Weaponry: twin mounted net-guns, Tech 22, ammo 3, range 4-8/15/25. Net requires *Strength* action against a difficulty of 15 to free oneself.

Goals: To overthrow Mobius and bring him back to Terra to face justice; to battle the criminal gangs which control Cairo.

Description: McMasters had been a private eye on Terra before Mobius' invasion of the Earth cosm. While on Terra, he witnessed a gangland shooting that wiped out a shopkeeper and his family. Angered at the law's inability to apprehend the murderers, McMasters fashioned a silver and red costume and a primitive version of the Scarab's Sting and captured them himself. Shortly after this, he met Sadi Bel-Adda, who was using her powers to help the police. The two became friends and confidants, and the partnership has continued to this day. McMasters has vowed never to take a life except in defense of his own or another's.

Sadi Bel-Adda: DEX 10, STR 8, TOU 7, PER 12, MIN 12, CHA 9, SPI 9.

Skills: reality 11, acrobatics 12, dodge 12, maneuver 11, prestidigitation 12, running 11, stealth 13, unarmed combat 13, climbing 11, divination magic 15, trick 14, conjuration magic 15, test 14, willpower 13, charm 10, persuasion 11, taunt 10, intimidation 11.

Arcane Knowledges: dark 1, earth 1, folk 2, living forces 2, light 2.

Inclination: Good.

Possibilities: 19.

Goals: To aid McMasters in his fight against crime; to eventually return to Terra and get McMasters to marry her.

Description: Sadi Bel-Adda is the daughter of an Egyptian detective and a French mistress of the mystic arts. As she grew to adulthood, she found she had an aptitude for both pursuits — she used divination magic to track down criminals and conjuration magic to keep them at bay. When these failed, she could rely on the athletic and combat skills taught to her by her father. Eventually, she gained no small measure of fame aiding the police, particularly in kidnapping cases. It was during one of these investigations that she met and teamed with McMasters. She is the only one who knows he is secretly The Silver Scarab.

The Omegatron

Perhaps Dr. Mobius' most sinister creation is the infamous Omegatron, a horrible torture device he keeps in the sub-basement of the Royal Palace. The Omegatron is powered by a large chunk of eternium, allowing it to endlessly revive its victims after torturing them into unconsciousness. Without rescue, a victim of the Omegatron is doomed to eternal torture. In fact, several victims are particularly nasty rebels Mobius had captured during the earlier incarnations of the Empire. They remain inside the device, tortured to this day. Some have been inside for more than 20 years!

In game terms, the Omegatron has *intimidation* skill value of 25, usable only for interrogation purposes. It has a damage value of 22. Once the victim has taken his fourth wound, the machine reconstitutes the victim, returning him to a single wound. Once wounded on the Omegatron, a victim is never completely healed while attached to the machine.

Destroying the Omegatron would be a significant blow to Mobius' image and ability to cause fear; doing so is worth an automatic glory result, just as if the Storm Knights had successfully played a *glory* card.

Silver Scarab Adventure Hook

While on nightly patrol, The Silver Scarab is given a shocking bit of news from an informer — the religious cult Sisters of the Serpent has hatched a plot to assassinate Overgovernor Natatiri, the first step in their plans to sow chaos throughout the Nile Empire.

Though the Scarab has no great love for Natatiri, he knows her death could lead to a bloody conflict between other





Francis Mao

Overgovernors vying for her territory, something which could cost countless innocent lives. As bizarre as it seems, the Scarab must try to save the life of a henchman of Mobius—but he can't do it alone. He sends Sadi Bel-Adda to recruit Storm Knights to aid him.

But is there really a plot to kill Natatiri? Or is this just a fiendish plot to lure The Silver Scarab into a trap?

Thebes/Luxor

Thebes is the typical large Egyptian city with its special distinction being that it houses the Imperial capital. Dr. Mobius keeps an opulent palace in Thebes, and the headquarters of both the College of Mathematicians and the Society of Engineers can be found here. Thebes also houses the Grand Temple of Osiris, and the headquarters of Super Battlegroup Mobius, which quarters itself in a field just outside the city limits when it is not in action.

Physically, Thebes stretches along the west bank of the Nile, across the river from Luxor. Before the axiom wash it was two separate cities that have now joined together to form a vast capital. The city is famous for the donkeys its residents use for transport.

Just a few kilometers from Thebes is the Valley of the Kings, named for the many rulers entombed by the Earth Egyptians. Among the famous kings buried here are Tutankhamen (the famous "King Tut"), Ramses VI, Ramses IX, and Thutmose III. Mobius has a large force of priests and mathematicians scouring over the tombs looking for insights into some of the ancient Earth Egyptian mysteries.

Luxor sits across the Nile from Thebes, forming the twin city capital of the Nile Empire. Resting in the middle of a vast agricultural plain. Luxor is famous for its vegetable market. Luxor is also the camel capital of the Empire, and there are beasts of all descriptions for sale here.

Luxor's most notable feature, however, is certainly the enormous Grand Temple of Ra, the first major building constructed by Muab after he arrived on Earth. Covering over 72,000 square feet, the temple is built out of solid marble, with sandstone trim inlaid with lapis lazuli. The temple is most famous for the gigantic artificial sun suspended on posts above it. The sun is a giant gizmo built by Dr. Mobius that actually gives off enormous quantities of light and heat. When astronomers deem it to be an auspicious day, the sun is raised and activated at dawn and lowered one hour after sundown

that evening (thus Karnak, Luxor, and Thebes remain lighted for an extra hour every day). The sun rises to a height of 40 miles while crossing the sky, allowing the entire Empire to see two suns during the day. At its lowest intensity, temperatures rise 10 degrees above normal during the day, and at the maximum it raises temperatures by 30 degrees. The sun has been used in military campaigns, where the behemoth structure has been launched into position and then fired up to create high noon in the dead of night.

The sun's most sinister feature is its ability to fire a powerful energy bolt capable of destroying entire towns from over 100 miles away. It has an explosive burst radius (in meters) of 0-1500/2500/4000, damage value 55, and range (in miles) of 0-60/100/150. The sun only builds up enough energy to fire one such bolt a month, but the six gargantuan Khemfer capacitors can each hold one charge. Only Mobius himself is capable of firing the horrible weapon, as he has built an engramometer helmet into the firing circuitry; the helmet is programmed to recognize the thought patterns of one person, and one person only. Dr. Mobius could reprogram the engramometer for someone else, but there is no one else the High Lord trusts enough.

Ambassador from Nippon Tech

Ambassador Syn Mizufune: DEX 8, STR 8, TOU 8, PER 12, MIN 12, CHA 11, SPI 7.

Skills: reality 9, maneuver 9, evidence analysis 14, language 13, scholar 13, trick 15, meditating 14, test 15, willpower 13, charm 13, persuasion 13, taunt 15, intimidation 9.

Inclination: Evil.

Possibilities: 15.

Equipment: Button-recorder worn as part of vest or coat, Tech 24, range 10. Captures all sights and sounds in an 180-degree radius of wearer and beams signal back to a receiving center in Kanawa Headquarters. Enables superiors to monitor Mizufune's activities and those of people he has dealings with. A button-recorder is included on each of Mizufune's suits.



He is not aware of their existence (*find difficulty of 20*).

Ornate gold ring with concealed needle, poisoned with riprincide, Tech 8, damage value 24. One of the most ancient weapons of assassination is still one of the most effective. Mizufune wears a gold ring with a large emerald inset in it. The emerald can be slid aside to reveal a small, sharp needle coated with riprincide, an undetectable poison that causes complete muscle paralysis and death.

Derringer, Tech 19, range 15, damage value 13, ammo 6. Mizufune carries a derringer concealed in an inner pocket sewn into the left sleeve of his jacket. While its damage value is not as high as larger weapons, the ability to keep it concealed until a crucial moment adds an interesting twist to most negotiations.

Goals: To serve the Nippon Technocracy by spying on the doings of Dr. Mobius and reporting back on his findings; to maintain an outwardly friendly relationship with Mobius, despite a lack of respect for the High Lord.

Description: Ambassador Syn Mizufune replaced the Core Earth ambassador from Japan shortly after the Nippon Technocracy lowered their maelstrom bridge. Mizufune was a resident of Nippon's home cosm, but tries to behave like a Core Earther except when in the presence of Mobius, his advisors, or an Overgovernor. Mizufune is in his mid-40s, with graying hair, impeccable taste in suits, and the ability to feign ignorance when it profits him to do so. His feelings toward Mobius reflect those of Kanawa: while he has some respect for the High Lord's scientific arsenal, he regards him as a bumbler with delusions of grandeur who is intent on marching into the past. Mizufune treats Mobius with an exaggerated politeness to conceal his contempt.

Hari Soto: DEX 11, STR 8, TOU 9, PER 10, MIN 10, CHA 10, SPI 8.

Skills: reality 10, acrobatics 12, dodge 12, lockpicking 12, maneuver 13, martial arts (ninjitsu) 13, prestidigitation 13, melee weapons 14, stealth 13, climbing 12, disguise 11, find 13, trick 13, test 13, charm 12, persuasion 12, taunt 12, intimidation

11.

Inclination: Good.

Possibilities: 10.

Equipment: Throwing stars, Tech 7, STR+3/damage value 11, range 3-5/10/15. 9mm Beretta, Tech 22, damage value 15. Wireless sending and receiving set, Tech 24, TOU 5, range unlimited. Soto carries a miniaturized sending and receiving set which has been surgically implanted under the thumbnail of his right hand. Messages are sent by putting pressure on the nail, and received as a very mild electric current which causes slight vibrations of the nail. This implant was given to him by the Rauru Block prior to his departure for the Nile Empire. Mizufune is not aware of its existence.

Goals: To aid the members of the Rauru Block by obstructing the plans of Nippon Tech and the Nile Empire; to maintain the deception that he is a loyal citizen of Nippon Tech.

Description: Hari Soto is Mizufune's top aide. He is in his mid-20s, with an athletic build, a sharp mind, and a talent for deception. He is secretly an employee of the Rauru Block (a anti-Kanawa organization in Nippon Tech), assigned to keep an eye on the doings of Mizufune and the Nile Empire. Like his nominal boss, the ambassador, he has reason to wish to foment dissent in Mobius' territory.

The rest of the retinue is a security force made up of Ninja Guardians. Other specialists are shipped in from Nippon Tech as the need arises.

Ninja Guardian: DEX 13, STR 11, TOU 10, PER 11, MIN 8, CHA 9, SPI 10.

Skills: acrobatics 16, dodge 15, fire combat 14, maneuver 15, melee weapons 15, missile weapons 15, long-jumping 15, running 15, stealth 18, unarmed combat 15, trick 12, test 12, taunt 12, intimidation 13.

Inclination: Evil.

Possibility Potential: Some (35).

Equipment: Throwing stars, Tech 7, STR+3/damage value 14, range 3-5/10/15. Shimsi Sword, Tech 10, STR+5/damage value 16. Uzi, damage value 17.

Goals: To serve Nippon Tech and protect the life of Ambassador Mizufune (for as long as the money is good).

Nippon Tech Adventure Hook

Aware of Mobius' need for money, Mizufune offers to purchase a shipment of "weird science" gizmos, including a number of prototype particle-beam weapons, for a vast amount of gold. (Nippon Tech is hoping to dismantle the equipment and see just how far Mobius' technology has progressed.) Mobius is reluctant, but his coffers are too low not to agree (and, he reasons, he can always double-cross Nippon after he has received their payment).

Soto, aware of Mizufune's plan, knows it could pose a threat to the Rauru Block, but cannot stop it himself. In disguise, he contacts a group of Storm Knights. If they can interrupt the transfer and capture the shipment and the gold, they will have dealt a serious blow to Mobius' finances, and perhaps taken the first step on the road to finding ways to counter the weapons.

Karnak

Karnak is an average-sized city which suddenly sprang up around the small village which rested on the site before the axiom wash. Along with its sudden appearance, it is distinguished by the presence of the Grand Temple of Ptah, which was restored to a physical glory greater than it had ever known in Core Earth. As of now the Grand Temple stands empty, its brilliant, polished stone dazzling in daylight. The appearance of the temple belies the feeling it produces by those who get close; the temple does not seem to welcome the living. Any character who enters the temple, (or even stands upon the steps) is subject to an *intimidation* attempt (value 18) for every room or corridor entered. The first setback result causes two shock points from the strain of fear, the next causes the character to flee the temple until the next dawn. The good souls in Karnak leave the temple alone, and will advise Storm Knights to do the same.



Khartoum

Next to Cairo, Khartoum is the largest city in the Empire. Although it was not in the original area blanketed by Mobius' invasion, it was captured during the first assault Mobius launched. Khartoum is actually three cities in one: Khartoum, Khartoum North, and Omdurman, all connected by bridges. Within the Empire, Khartoum is most noteworthy for its large train station (Khartoum is the hub of the rail network Mobius built across the Empire) built by Muab himself in the style of the ancient Earth Egyptians, and the Grand Temple of Horus. Khartoum is the regional capital of Overgovernor Natatire.

The other tidbit that makes Khartoum interesting is the ancient Earth legend of a magical fire opal hidden somewhere beneath its streets. The opal is said to give its bearer fantastic mind control powers. Mobius uncovered the legend shortly after his invasion and has had a team of mathematicians stationed in Khartoum looking for the opal for months.

Khartoum is also the headquarters of the *Nile Newsday*, the most widely-read newspaper in the realm. *Newsday* employs Mary Ann McKay, a popular reporter who (discretely) opposes Mobius.

Memphis

Memphis is currently a lesser city, but it is rapidly growing in size. In the ancient Egypt of Earth, Memphis was once a grand capital that eventually fell into ruins, but the axiom wash has since restored its glory.

Memphis is most famous for its small "Chinatown" built by its Overgovernor, Wu Han. Memphis also houses the Grand Temple of Nephthys. Memphis is the home of the young heroes, the *Teen Team*.

The Temple of Wadjet

Temples to Wadjet exist in Luxor and Cairo, and perhaps underground in other cities, but *the* Temple of Wadjet

is in Memphis. The Temple is the headquarters for a religious cult whose power rivals that of Sebek, Dr. Mobius' deity. The worship of Wadjet, the Cobra Goddess, has flourished since Mobius dropped his maelstrom bridge, and those of evil inclination rose to power and prominence. Most critical to the Possibility Wars is the fact that the goddess (or at least her priestesses) have an uncanny knack for selecting stormers or those with a high probability of becoming stormers. The Sisters of the Serpent have more possibility-rated characters than you would expect in a population a thousand times as large as theirs.

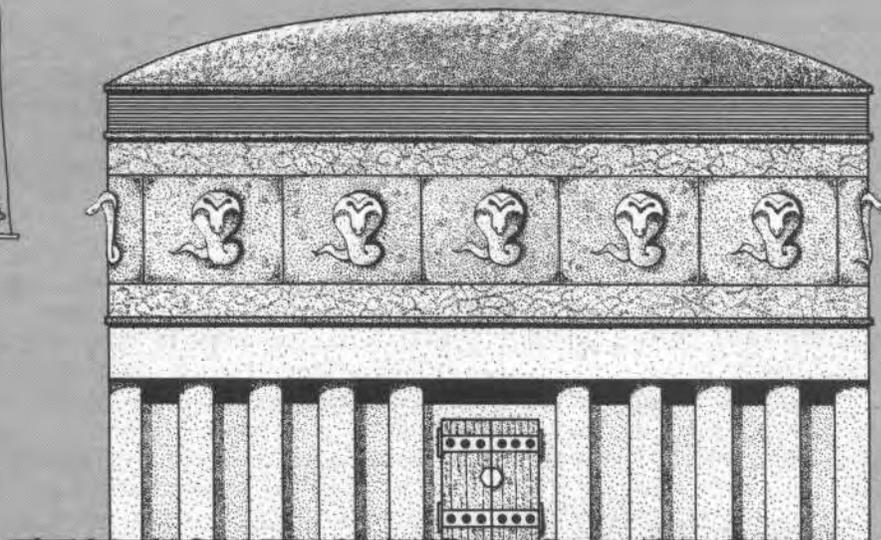
The temple is two stories tall, and appears from the outside to be unguarded. This is not so, for it is wisely said, "The eyes of the serpent are everywhere." The ornate sphinxes which line all four sides of the building have primitive television cameras mounted inside which send pictures of any trespassers to the second-floor security center.

There is only one entrance to the building, a huge golden door with the



Nile Empire Map 5

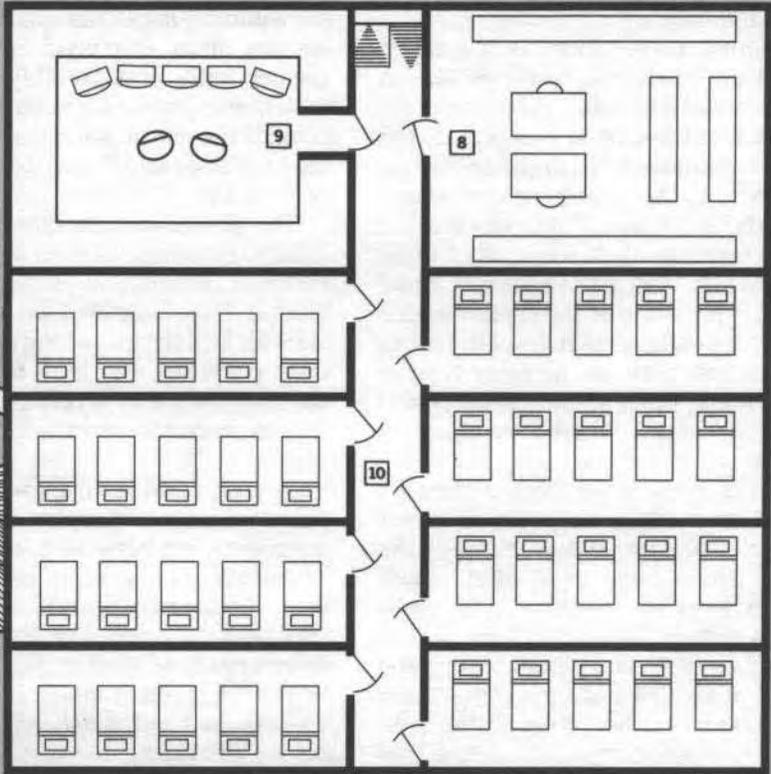
The Temple of Wadjet, Exterior



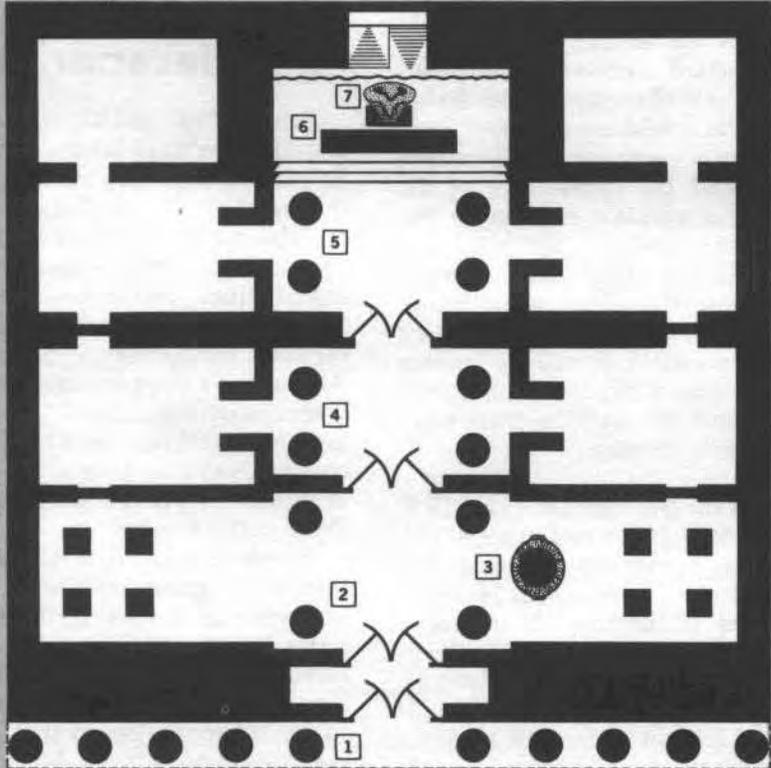


Nile Empire Map 6
The Temple of Wadjet

Second Floor



First Floor



- 1. Main Entrance
- 2. Outer Sanctum
- 3. Cauldron of Asp's Blood
- 4. Inner Sanctum
- 5. Sanctum Sanctorum
- 6. Altar
- 7. Stone Cobra Head
- 8. Library
- 9. Security Room
- 10. Living Quarters



Cathleen Hunter



figure of a serpent inlaid upon it. Opening it, one finds one's self in a short corridor leading to a set of wooden doors.

Behind these doors is the outer sanctum, where cult members come to be anointed with the blood of the cobra. After this blessing is completed, the devotee can walk through another set of doors to the inner sanctum, where their faith is tested. This room is filled with serpents of all sorts, all of them poisonous. The devotee must tread warily, for some of the snakes in this room are natural enemies of the cobra (those that prey on the same type of insects and small rodents as the cobra) and will attack when they smell its scent.

If the devotee survives, a third set of doors leads to the sanctum sanctorum. This room is dominated by the great stone head of Wadjet which hangs over the massive altar dedicated to him. The stone of the altar is scorched in several places. Within the head of Wadjet sits a priestess of the cult, who watches through the jeweled eyes of the serpent to ensure that no infidels enter. If someone should make it this far, there are twin mounted flame-throwers (damage value 20; once hit the jellied gasoline sticks to a character, continuing to do damage value 18 for five more rounds, or until the flames are extinguished; roll for damage total each round) in the mouth of the idol which can incinerate any intruder.

Behind the idol is a black curtain, and behind the curtain is a staircase leading to the second level. The second level features the security room, living quarters for the priestesses and a library of arcane lore.

The temple is the domain of the Sisters of the Serpent, a group of Wadjet worshippers. There is no accurate estimate of just how big the cult is, but there are always at least 20 sisters living in the temple.

There are no males residing in the temple, although there are male worshippers of the cobra goddess. The priestesses are considered to be "Daughters of Wadjet." Once a year a male worshipper is selected to be the groom for the consummation of a "marriage" of one of the daughters. The priestesses invoke the power of

Wadjet to bless the marriage on the couples' wedding night; if the daughter of Wadjet survives the blessing and the wedding night, her spiritual powers are often enhanced, giving her greater faith, and possibly miracles which she previously could not invoke. If the groom survives the blessing of Wadjet and the wedding night, he is lucky.

The priestesses are fanatics, dedicated to the spread of their sect and the eventual domination of the Earth by Wadjet. They have decided to cooperate with Mobius for as long as it serves their purposes, but look forward to the day they can wrest rule of the Empire from him and the followers of Sebek.

Mobius is, of course, aware of the potential for treachery on the part of the sisters, but believes that stormers of evil inclination serve his purpose well, if indirectly. There is also the cost involved of operating against the worshippers of Wadjet; the only spy who ever made it inside the temple was exposed and sacrificed to Wadjet before providing Mobius with any useful information.

If the High Lord ever hears rumors that the serpent staff, a relic kept in the library at the temple, is actually an eternity shard of great power, then his attitude toward the sisters will change — Mobius would use whatever force necessary to get the shard. The sisters understand the importance of the shard, and maintain secrecy the best they can.

The Sisters of the Serpent could make powerful allies for a Storm Knight opposing Mobius (providing you can successfully use the "enemy of my enemy is my friend" rationale with them), but trusting them completely is ill-advised.

Sister of the Serpent: DEX 12, STR 7, TOU 7, PER 10, MIN 10, CHA 9, SPI 11.

Skills: reality 13 (if possibility rated), dodge 14, maneuver 14, melee weapons 15, stealth 13, unarmed combat 14, divination magic 12, Egyptian religion 11, evidence analysis 11, find 11, first aid 12, conjuration magic 12, test 12, taunt 12, faith 14, focus 13, intimidation 14.

Inclination: Evil.

Possibility Potential: some (16), 4 Possibilities for average sister.

Goal: To spread the word of Wadjet by whatever means possible; to gain control of the Nile Empire and eventually all of Core Earth.

Equipment: All Sisters of the Serpent carry a "Serpent's Tooth," a wickedly sharp stiletto, damage value STR+5/damage value 12.

Sisters of the Serpent Adventure Hook

Seeking to get her hands on the Serpent Staff, a female Storm Knight ventured into the temple in disguise and was captured. She is sentenced to be sacrificed to the cobra goddess at the conjunction of the appropriate planets, which is in three days. That gives her fellow Storm Knights two days to free her from the Sisters of the Serpent. To make things more complicated, the local Overgovernor has decided, on his own initiative, to try and take the Staff from the priestesses. This could provide the Storm Knights with a crucial diversion — it could also get them killed in the crossfire.

Alexandria

Behind Cairo and Khartoum, Alexandria is the third largest city in the Empire. Its most famous landmark is the grand lighthouse that sits on Pharos Island. Under Mobius' axioms, the lighthouse has been restored to working condition, and is now being used for the purpose for which it was designed centuries ago. Among Alexandria's other landmarks are the large eastern terminus of Mobius' rail line, the Grand Temple of Nut, and the opulent summer palace sometimes occupied by Ahkemeses, the High Priest of the Empire.

A curious presence in Alexandria is that of the grand colosseum, which now rests on the site of the once famous Roman museum. Wu Han has recently begun holding Roman-style gladiatorial combats and chariots races in the coliseum, games that are frequently attended by Dr. Mobius himself.



The Ur Guild Building

The Ur Guild Building in Alexandria is a masterpiece of ancient architecture — a medium-sized pyramid on the outskirts of the city, seemingly without a means of entrance. In truth, it has four doors, slabs which rise when the proper stone is pushed. There is one door built into each face of the pyramid (*find* difficulty 18) — members may enter through any door they wish, but guild law requires that they exit through the eastern door. This is because Ur legend has it that the three architects of Ra's temple were murdered within its confines, and died at the eastern door as the sun rose before them.

The four doors open upon a huge triangular chamber, with each wall lined with books on mathematics. In the center of the chamber is a triangular table, at which the Guild members sit during their meetings. The guild leader sits at the apex of the triangle.

Guild members believe that mathematics is the only true religion, and have used their magical abilities to surpass known math and engineering theories to find answers others could not.

Guild members are enormously proud of their work, and very clanish. They make use of secret handshakes and phrases to identify each other. Mobius values them highly, and showers benefits upon them.

The vast majority of guild members are loyal to Mobius, because he finances their studies and their construction projects. Most guild members have been with Mobius since the First Empire, and are quite accomplished. Their aging membership is occasionally supplemented by new members, but magical and miraculous methods have kept many guild members in the prime of health.

Should Storm Knights cultivate a disenchanted guild member, he would be a valuable ally. He could easily figure the locations of secret doors and passages, or point out the best spot to place explosives to destroy a building, as well as the magics which a guild member may employ.

Typical Ur Guild Member: DEX 8, STR 8, TOU 8, PER 12, MIN 12, CHA 9, SPI 9.

Skills: reality 11 (if possibility rated), maneuver 9, alteration magic 13, divination magic 13, evidence analysis 14, find 13, hieroglyphics 13, mathematics 15, scholar 14, trick 14, appotation magic 13, conjuration magic 13, science 14, test 13, taunt 10, intimidation 10.

Inclination: Evil.

Possibility Potential: some (45), 12 if rated.

Goals: To attain complete mastery of mathematics and engineering, completely transcending all current beliefs on those subjects.

Ur Guild Adventure Hook

The Storm Knights have watched with distress the construction of Mobius' new fortress in Luxor. It is intended to serve as a new headquarters for Super Battlegroup Mobius, as well as a "weird science" research station for an as yet unknown secret project. Numerous attempts by Storm Knights to cripple the fortress have ended in failure. The only answer seems to be a raid on the Ur Guild Headquarters in an attempt to steal the plans of the fortress and (with luck) find a weak spot.

Basic City Locations

The locations below exist in all of the above cities. Some may be more opulent than others, or perhaps more secretive, but a Storm Knight who is looking hard can find them.

Gin Joint

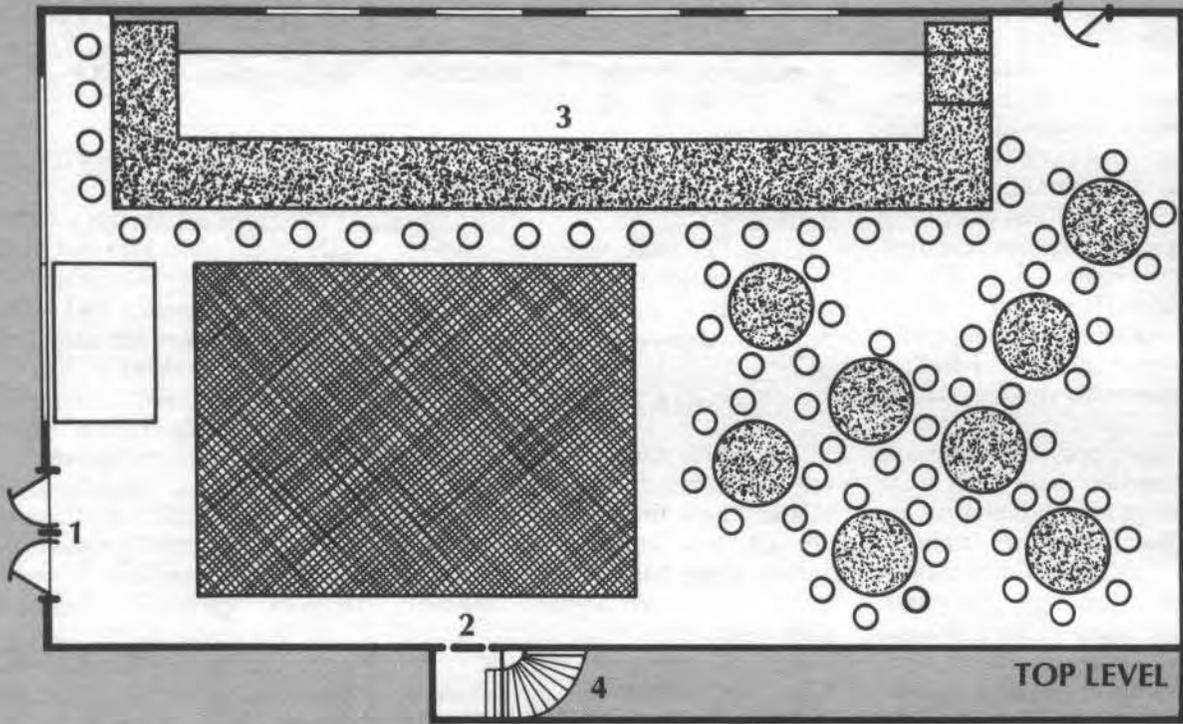
The typical gin joint, a fixture in the city of Cairo, is laid out along these lines. One enters from the street into a large room, usually thick with smoke. Along the entire left wall runs a bar, with stools in front of it, and shelves stocked with liquor on the wall behind it. Occasionally, there are a few tables and chairs toward the rear.

To the right, there is a concealed entrance (*find* difficulty 10) which leads down a carpeted staircase to the lower level. This is where "preferred customers" (gangsters, Empire officers, etc.) go to drink, or indulge other habits. Booths line one side of the lower bar, with opulent cushions and glass tables, and there are tables and chairs in the rear. There is a piano on the left as you enter. The lighting is dim, provided by small candles in the booths and a chandelier.

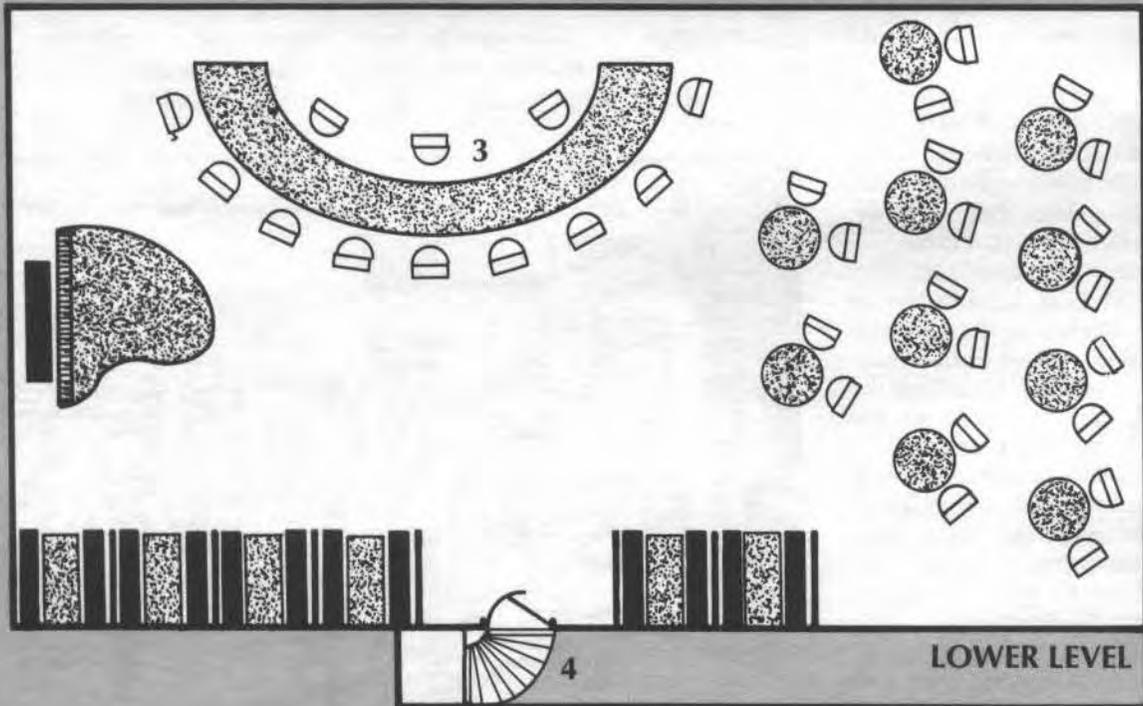




Nile Empire Map 7
The Gin Joint



TOP LEVEL



LOWER LEVEL

KEY

- 1. Entrance from street
- 2. Concealed entrance to lower level
- 3. Bar
- 4. Stairs



Bartenders and drunken patrons make good sources of information for a Storm Knight — but keep your voice low, you never know who might be listening. If you can gain the trust of the bar's owner and be admitted to the lower level, you can find shady characters looking for someone to do a risky job, and arms merchants willing to sell you the equipment you'll need — for a hefty fee.

Gin joints make good starting points for adventures, since the information flows like the liquor, and is only a little more expensive. If you have a Soldier of Fortune in need of work, this is the first place he should go.

Typical Bar Owner: DEX 9, STR 8, TOU 8, PER 10, MIN 11, CHA 11, SPI 9.

Skills: dodge 10, fire combat 11, maneuver 10, scholar (business) 12, trick 12, test 12, willpower 12, charm 12, persuasion 13, taunt 13, intimidation 11.

Inclination: Evil.

Possibility Potential: some (40).

Equipment: .38 revolver, damage value 14.

Goals: To turn a profit; to avoid trouble with the shocktroopers or the big gangs.

Typical Bartender: DEX 9, STR 9, TOU 9, PER 10, MIN 10, CHA 11, SPI 8.

Skills: maneuver 10, dodge 10, fire combat 10, melee weapons 10, first aid 11, land vehicles 11, trick 11, test 11, willpower 11, charm 12, persuasion 12, taunt 12, intimidation 9.

Inclination: Evil.

Possibility Potential: Some (60).

Equipment: A bartender usually has a club behind the bar within easy reach, damage STR+3/value 12.

Goals: To make a few extra bucks on the side whenever possible, providing it won't cost him his job.

Gin Joint Adventure Hook

The search for a vast treasure trove requires that the Storm Knights travel to the Land of the Dead. But Mobius has passed a new law requiring signed authorization from him before any traveler is permitted to enter that area. That means the Storm Knights must find a forger — one expert enough to

fool the most wary shocktrooper, and willing to risk his life to help.

And they must do it without letting the gangsters know what they're doing, lest they inform the authorities.

Horus House

Horus House is a chain of shelters, the Nile Empire's equivalent of a Salvation Army branch. They are located in every major city of the Empire, commonly in the poorer sections of town. There are two entrances to the shelters. The first opens into a large cafeteria, the second into the shelter's used goods store.

To the right of the cafeteria is a long opening in the wall that links the kitchen with the dining area. A metallic shelf runs along the length of this opening, and patrons can run their trays along this as they get their food. The kitchen is mid-sized, and features two large stoves, a bank of sinks, a large refrigerator, and a counter for food preparation.

To the rear of the cafeteria is a door leading to the sleeping area. Hard metal cots line both walls, with thin mattresses and no pillows and a single, worn blanket on each bed. A door on the right leads to a storage closet, where cleaning supplies, broken chairs, and torn bedding are kept.

Horus House stays solvent by selling used clothes and goods (tools, camping equipment, etc.). It can be a very useful place for a Storm Knight looking to get equipped on the cheap. It can also serve as a source of information (the poor hear many interesting things) or as a place to hide out for a while.

Horus House Administrator: DEX 9, STR 8, TOU 8 PER 10, MIN 10, CHA 11, SPI 10.

Skills: maneuver 10, first aid 11, scholar 11 (public administration), test 11, charm 13, persuasion 12, taunt 12.

Inclination: Good.

Possibility Potential: some (35).

Goals: To keep the shelter on its feet financially; to care for the sick and the underprivileged.

Horus House Adventure Hook

While hiding out from the forces of the Empire in the Khartoum Horus House, a Storm Knight meets an old, grizzled, seemingly insane man. With slurred speech, the old man tells the Storm Knight that he was once one of Mobius' top "weird scientists." But too many of his projects failed and he fell out of favor. Before he could be executed for incompetence, he escaped and fled to the slums of the city. There his fear and anxiety sent him on a drinking binge, and he ended up in Horus House. He is sure the Empire's men are searching for him everywhere, because he had a hand in the design of Mobius' artificial sun. Why, he knows every detail of its construction. Well, most of the details.

He offers to design a schematic of the sun if the Storm Knight will get him to safety. If he agrees, the Storm Knight will rapidly discover that the old man isn't paranoid — people *are* out to get him.

Mummification Parlor

With the revival of the "old" Egyptian religions under Mobius' rule, the idea of life after death through the process of mummification has returned to the fore. It is a process available only to the nobility (although there are rumors that enemies of the state have been mummified alive as punishment).

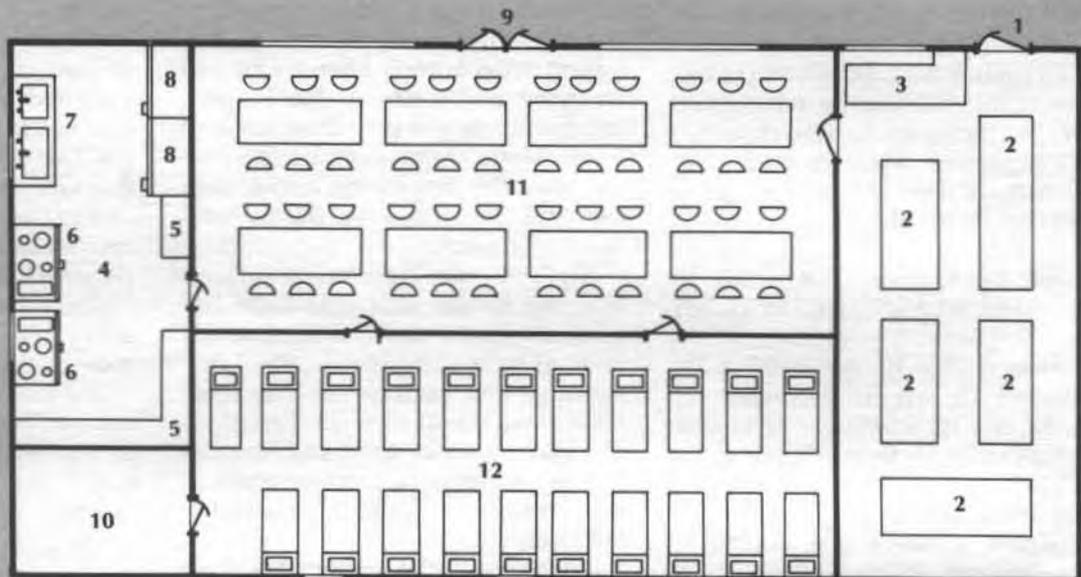
The standard mummification parlor consists of a large main chamber, and two smaller adjacent chambers in which the materials for the process are stored. The main chamber is dominated by the altar on which the corpses rest during the procedure. Golden urns on either side of the altar collect the blood as it is drained from the body (it is later sprinkled on the ground outside to make the soil fertile). On the right side of the room is a smaller altar upon which the bandages are stacked, to be blessed by the high priest. An attendant then takes the bandages to the opposite side of the room, where a cauldron containing the preservatives is kept. The bandages are dipped in the chemicals before being applied to the body.





**Nile Empire Map 8
Horus House**

- | | | |
|--|---------------------------------|-------------------|
| 1. Street entrance to used goods store | 5. Counter | 10. Closet |
| 2. Tables of goods | 6. Stoves | 11. Cafeteria |
| 3. Sales counter | 7. Sink | 12. Sleeping area |
| 4. Kitchen | 8. Refrigerator | |
| | 9. Street entrance to cafeteria | |



Bernadette G. Cahill

The two side chambers can be reached through iron gates which are kept locked. Only the priest has the keys needed to unlock these rooms.

The bandages are kept in the right-hand chamber, the preservatives (in powder form) in the left. There are no windows in the parlor, to prevent sunlight from speeding the process of decay in either the body or the preservatives.

Mummification parlors are usually staffed by a priest and a single attendant. After the process is completed, the two act as guards for one evening over the mummy and the goods intended to accompany him into the afterlife, until both body and booty are transferred to the tomb. (These goods often include food, clothing, gold and personal papers. Thieves consider the parlors the weak link in the funereal chain, and often attempt to loot the sites.)

A mummification parlor could be the destination of a Storm Knight if an important piece of information (a map or other document, perhaps even an eternity shard) are included among

the corpse's effects. A Storm Knight who has been captured in the commission of an act of "blasphemy" (defiling a tomb or temple, etc.), could be sent to a mummification parlor for the first step in eternal damnation.

Priest: DEX 8, STR 7, TOU 7, PER 14, MIN 14, CHA 8, SPI 14.

Skills: reality 15, maneuver 10, melee weapons 10, hieroglyphics 15, Egyptian religion 15, trick 15, medicine 15, test 15, persuasion 11, taunt 10, focus 16, faith 18, intimidation 15.

Inclination: Evil.

Possibilities: 6.

Equipment: The priest carries a ceremonial dagger which is traditionally used to make the incision for bleeding the corpse, damage STR+3/damage value 10.

Goals: To protect his subjects and their goods from theft or violation; to preside over the revivification of a mummy.

Attendant: DEX 8, STR 9, TOU 9, PER 9, MIN 8, CHA 9, SPI 11.

Skills: dodge 10, maneuver 10, melee weapons 11, science 10, trick 10,

test 11, willpower 10, taunt 11, faith 14, intimidate 13.

Inclination: Evil.

Possibility Potential: some (70).

Equipment: Daggers, STR+3/damage value 12; short swords, STR+4/damage value 13.

Goals: To serve the high priest faithfully in all things.

Mummification Parlor Main Entrance: TOU 16, lock picking difficulty 21.

Iron Gates: TOU 14, lock picking difficulty 19.

**Mummification Parlor
Adventure Hooks**

An Egyptian nobleman, Hasi Fasaud, has died, and in accordance with tradition, is being mummified. Fasaud was unaware that the simple sculpture he requested be buried with him has within it a rock containing the mineral lesleiate. This is a rare and extremely valuable element which, in the hands of those with a *Spirit* of 12 or





to Luxor and raid the mummification parlor to steal the sculpture.

Noble's Tomb

A noble's tomb in the Nile Empire is typically some form of pyramid. The single entrance is camouflaged (*find* difficulty 16), although Ur Guild members can spot them easily. The entrance opens on to a tunnel which leads underground — the pyramid itself is solid stone.

At the end of the tunnel is a stone door with an iron ring in it (TOU 21). It would seem that tremendous strength would be needed to move it. In truth, one of the stones along the wall can be shifted to reveal a lock with rods projecting from it. You must push the correct rods in the correct sequence for the door to open (*find* difficulty 17, *lock picking* difficulty 20).

Behind this door is another long tunnel, with three chambers on either

side. In each of these chambers are collected the goods the deceased will take with him into the afterlife: clothing, gold, food, works of art, gizmos, etc.

At the end of the tunnel is another stone door, again with a push-rod lock. This opens to a large chamber, in the center of which is the sarcophagus of the deceased, usually inlaid with gold, occasionally solid silver or gold. Along the walls are murals depicting the deceased's path through life and on to the next level.

Poorer nobles settle for having human security guards protect their tombs, usually with regular patrols around the perimeter of the pyramid. Richer nobles, and those closer to Mobius, outfit their final resting places with gizmos — electric eyes around the perimeter and in each doorway, and (in the biggest and best tombs) automatic armament rigged to the alarm system in each corridor and in the burial chamber.

Electric Eyes: Tech 22, *find* 10, TOU 8.

Push-Rod Locks: Tech 18, TOU 11, *lock picking* difficulty 20.

Maxim Machineguns: Tech 19, damage value 23.

Noble's Tomb Adventure Hook

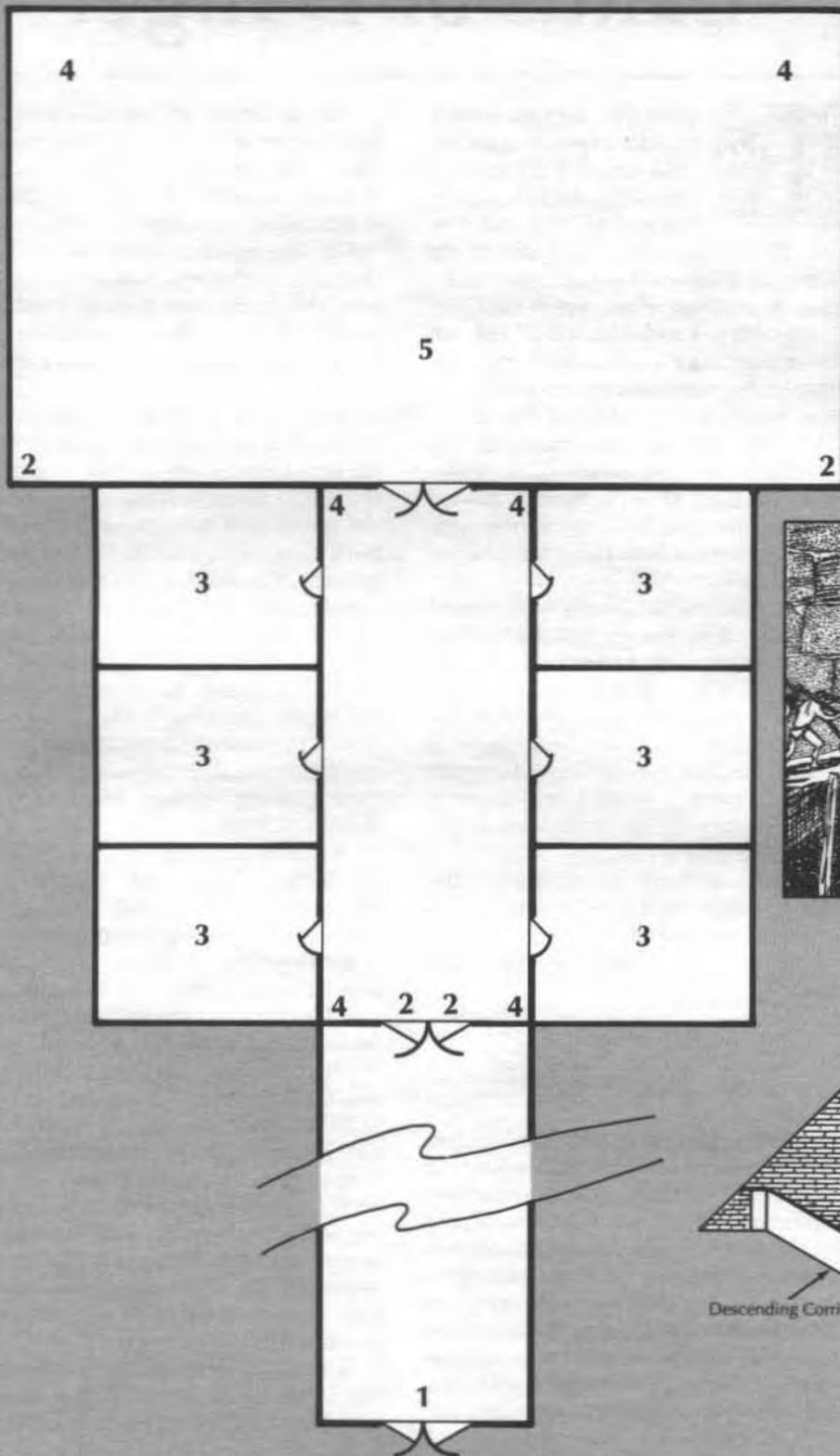
The map to a cache of weird science gizmos was part of the goods sent to be entombed with late noble Abu Ben-Kaseir, and his wife, Kali. The goods have already been installed in the tomb, which is a nightmare of security, virtually impossible to break into.

But there has been a delay in transporting the mummies due to a lack of land vehicles (the local Overgovernor has requisitioned them for an invasion of a neighboring territory). If the Storm Knights can successfully get in the mummification parlor and take the places of the mummies, they can then attempt to break *out* of, rather than into, the tomb (hopefully with the map in their possession).



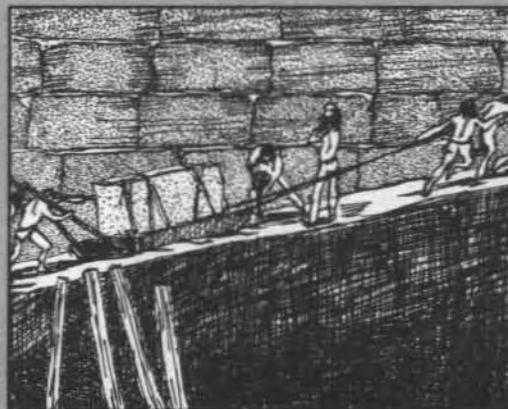


Nile Empire Map 10
The Noble's Tomb

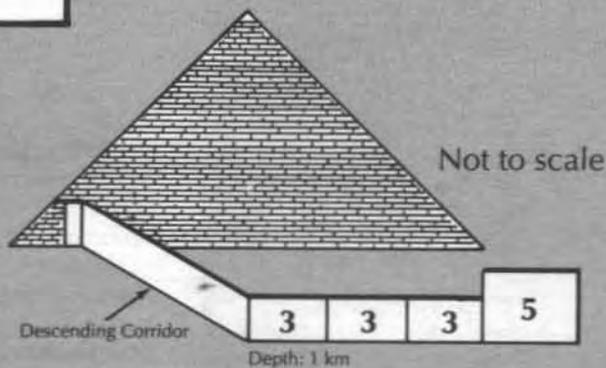


FLOOR PLAN

- 1. Ground level entrance
- 2. Electric eyes
- 3. Storage chambers of goods
- 4. Automatic machine guns
- 5. Burial chamber



SIDE VIEW SCHEMATIC





Chapter Five

Lands of Danger



Recently, Egypt was a rapidly expanding industrial nation built upon a tiny strip of fertile land in the middle of a vast desert. The axiom wash that came in the wake of Mobius' invasion, however, had a startling effect upon the local geography: suddenly, all of the ancient Egyptian monuments were restored to near-pristine condition — the wind-swept walls of the Great Pyramid at Giza smoothed flat, the cracks in the vast statues of the Pharaoh Ramses at Abu Simbel sealed themselves, and the Great Sphinx near the bank of the Nile reclaimed its former majesty.

In addition, the axiom wash forced a series of secret grottos and tombs into being which had not existed before. All of the legends of the ancient cultures inhabiting the region became reality along with all the imaginary places detailed in those legends. Egypt is now a place of wonder and mystery again, every bit as enchanted as the ancient legends claim.

Below are brief descriptions of the major areas of the Nile Empire. In these descriptions are gamemaster characters and locations specific to the area.

The Nile Basin

For thousands of years, the Nile has kept the people of Egypt alive. Resting at the heart of the nation, the river has brought fertile farmland to the center of the desert, and a source of food and resources to those who dwell along its banks. In fact, the Nile is also responsible for much of the Egyptian culture: many of the death and renewal precepts of the Egyptian religion are based upon the Nile's flood and recede cycle.

The axiom wash that followed Dr. Mobius over the maelstrom bridge played havoc with the Nile, tearing down in minutes feats it took modern engineering decades to accomplish. All of the modern breakwaters and drainage ditches that had accumulated over the years were instantly obliterated by the new reality, restoring the river to its state of more than a thousand years ago.

Every July, the Nile begins to rise over its banks, striking a peak around the middle of September. By this time, the entire basin is flooded except for the towns and villages, which are all built on great mounds. During these months, the residents of the farming communities on the river bank migrate from their homes into the larger cities to escape the rising floodwaters. Then, in October, the waters begin to fall again, reaching a low in March. Sometime around December, the farmers return to their homes and begin their growing season. Harvest is in April and May.

A typical farming community along the banks of the river consists of a series of pre-fabricated corrugated metal shacks strung around a central stone building. Approximately 1,000 people live in each of these communities. During the growing season, they leave their homes every morning at dawn and spend the next 11 hours in the fields. About 75 percent of the farming communities are owned by the Imperial government and their output goes directly into the Imperial coffers. The government provides for the workers who farm and live in these areas. The other 25 percent of the farms were sold back to rich, favored cosm natives, who are free to sell their output to private citizens.

The Nile is also teeming with wildlife. Of particular note to gamemasters are the crocodiles and asps which live



The Crypt of Ka-Mutef

Ka-Mutef was a sorcerer in the time of Ramses II. Though powerful and influential, he craved more — he wished to dominate his Pharaoh and so control all of Egypt.

To this end he used his powers to break the will of a beautiful female apprentice and turn her into a seductress, the better to beguile Ramses. The ruse worked — Ramses was captivated by the girl, and slowly came more and more under the influence of his wizard.

But Ka-Mutef's spell over the girl needed periodic renewal. One night while he performed the rites over her, they were interrupted by Ramses, who got the mistaken impression that Ka-Mutef was seeking to steal her love. Insane with jealousy, Ramses ordered Ka-Mutef mummified alive — a horrible

death. Now free of his spell, the girl cast a curse upon the sorcerer, so that even in death he would no find peace.

Ka-Mutef suffered the punishment of Ramses and was entombed in a crypt in a remote section of the Sahara. Though his body is in death, his spirit has not moved on to the next plane, but waits impatiently for someone to open the tomb and allow him to return to a semblance of life.

The crypt is buried under a good deal of sand, but also happens to be located in an area currently being excavated by Mobius' shocktrooper units, making it likely that it may be uncovered someday. Its design is simple; a heavy stone door without a handle (opening it would require some kind of lever and enough men to lift the stone).

Inside is a single, small chamber with a table on which Ka-Mutef's mummy "rests." No goods for the next life were buried with him, as he had been damned by his Pharaoh.

If he is freed, Ka-Mutef might put his increased strength and his lingering sorcerous skill to work for Mobius, with an eye on someday taking control of the Empire. He might also set himself against Mobius, with the same aim in mind.

Ka-Mutef: DEX 6, STR 15, TOU 15 (8 against fire), PER 10, MIN 10, CHA 3, SPI 7.

Skills: unarmed combat 11, maneuver 7, trick 11, test 13, conjuration magic 14, alteration magic 13, fear 10, taunt 7, intimidate 13, faith (Egyptian) 14, reality 11.

along its banks (see chapter twelve).

Also worth mentioning are the six famous cataracts, the waterfalls and rapids which break the placid flow of the Nile. The cataracts played an important role in the development of the ancient Egyptian culture by preventing the large tribes that developed in the fertile lands in the south of Africa from using the Nile as an invasion route from which to crush the Egyptians. In the wake of the axiom wash, it is once again impossible to pilot large watercraft over the cataracts. Piloting a small boat through a cataract requires four *water vehicles* totals; the first three are at difficulty 8, the last at difficulty 13. Failing any of the first three means the boat capsizes; passengers must make a *swimming* total of 12 to reach the shore safely. Failing the final roll (or failing to swim to the safety of the shore) means the boat was washed into rocks — the boat and its passengers are all hit with a damage value of 20.

The Desert Steppes

Most of the territories occupied by the Empire are overrun by the vast Sahara Desert. The axiom wash has made the portion of the Sahara encapsulated by the stela bounds even more dangerous than its Core Earth counterpart. The difficulty number of all *survival* rolls made within the Nile Empire Sahara are increased by 3. On the average, there is an oasis within the Sahara every 20 miles. Finding the nearest oasis requires a *survival* total of 15 (which includes the +3 modifier mentioned above). If a party traveling in the desert ends its day of travel without stopping at an oasis, the difficulty numbers of all its survival rolls are increased by 3 during the next day.

The desert steppes are home to a wide variety of Arabic nomadic tribes. Some of the tribes are friendly and oppose Dr. Mobius, while others are dangerous and mischievous. Most tribes range in size from 50 to 1,000 members and are equipped with

camels, swords, and rudimentary firearms such as flintlock rifles.

The open desert is also home to a great number of the secret crypts and tombs that have sprung up in the wake of the axiom wash. The only clues to the existence of these grottos can be found carefully buried in ancient Egyptian scrolls and inscriptions.

Typical Nomad Tribesman: DEX 8, STR 9, TOU 10, PER 8, MIN 8, CHA 8, SPI 9.

Skills: beast riding 9, fire combat 9, melee combat 9, unarmed combat 9, survival 13.

Inclination: 50 percent of all nomads are Good, 50 percent Evil.

Possibility Potential: Some (55).

The Oasis of Firrah

Deep within the Sahara desert, surrounded by the burning sands and howling winds that have made the place a terror to travelers, there sits the stuff of myth: a huge oasis, suppos-



edly over two kilometers wide and 300 fathoms deep, encircled by lush greenery that could not survive for a moment in the hostile environment beyond.

According to the legend, the oasis was discovered once by an Arab trader named Bela Firrah. In a trade known for its cutthroats, he was a particularly odious man, given to cruel treatment of his servants and heartless business practices. Anything of worth for miles around belonged to Firrah and bore his name, but there was one thing he could not purchase: a reliable source of water for his supply caravans that crossed the great desert. Oases were few, and in the worst seasons, often bone-dry, and many a camel and its driver died parched from thirst.

Then Firrah's agents began to bring back reports of a body of water in the middle of the wasteland, not far from the caravan trails and with enough water to serve the needs of travelers for centuries. Firrah decided that the oasis must belong to him alone, and hired mercenaries to find and secure it for him.

Party after party were sent in, but none returned. Firrah's aides began to question whether there was such an oasis, or if so, if the water might somehow be cursed. Firrah, a practical man, scoffed at this, and decided to lead his next caravan personally and find the oasis.

The stories of what happened next are unclear in many respects. But it is said that along the way Firrah found the bodies of the earlier parties, all with their water flasks full, their trails a great circle, as if the sun had driven them mad. After many days of traveling, Firrah's party came in sight of the oasis. They whipped their camels into a gallop, but as they drew near, a fierce sandstorm arose. Blinded, their mounts in a panic, Firrah's men fled into the desert, never to be seen again. Firrah himself struggled to the water's edge, reached out and touched the sparkling blue liquid ...

Firrah's body was found the next day by a nomadic tribe. His skeleton gleamed in the sun, the bones blasted clean by the force of the sandstorm. One finger was stretched toward the pool, a pool the nomads would not drink from out of fear.

The oasis now bears Firrah's name,

and a wealth of legends. The tribesmen say that a fortune in gold lies at the bottom of the water, and that the desert spirits act to protect the oasis' secret. But it may well be that the whole legend of Firrah is a fable, meant to frighten people away from the waters, which may serve as a cover for some diabolical Mobius experiment.

Hespera

Hespera is a small island that rests in the middle of a large lake in Libya, both of which were created by the axiom wash. According to the ancient Earth legends, Hespera was home of the Amazons of ancient Greece. When the Nile Empire axioms overran it, all of these legends came true, and the small run-down villages that dotted the island suddenly changed into a majestic city constructed in the style of architecture used by the ancient Greeks. The axiom wash also killed off all of the male residents of Hespera, causing the native females to flee the island.

At the same time all of this was happening in Libya, the new axiom set was also taking its toll on young Hippolyta Kosmos, an archaeological researcher stationed in Alexandria who was a direct descendent of the woman who became Queen Hippolyta of the Amazonian legends. At the time Hespera was converted, a strange obsession with the legends of the Amazons arose in Hippolyta several hundred miles away. Before long, the axioms had convinced the young woman that it was her destiny to gather together a new tribe of Amazons and return to the island, which she did, drawing her recruits from among the battered and mistreated women of the Empire's eastern and central cities.

One of the most interesting legends surrounding the ancient Amazons was that of the mighty Flame of Power which burned in a huge brass brazier on Hespera. While it burns, the flame is said to give the Amazons amazing physical powers, a legend which Hippolyta and her followers found to be true shortly after they arrived on the island.

Hippolyta and her followers currently run Hespera as an independent city-state in the manner of the ancient

Greek city-states. Dr. Mobius and the outside world are, so far, completely unaware of the Amazons' existence, and Hippolyta would like to keep it that way. She sees Mobius as a horrible threat, but doesn't want to risk extermination by becoming involved in the war against him. If she could be swayed, however, she and her warriors would make powerful allies (the Amazons are currently about 500 strong). Hippolyta's ultimate aim is to set up Hespera as a free island where the oppressed women of the world can come to take refuge against the men who abuse them.

Hippolyta Kosmos: DEX 14, STR 16, TOU 13, PER 12, MIN 11, CHA 16, SPI 12.

Skills: reality 17, beast riding 15, melee combat 17, unarmed combat 16, charm 17, persuasion 17, faith (ancient Greek mythos) 16.

Inclination: Good.

Possibilities: 25.

Equipment: enchanted metal breastplate and helmet, TOU+9/armor value 22; enchanted spear "Needle of the Just", STR+4/damage value 20 (max damage value of 22), +5 bonus modifier to hit any character of Evil Inclination, or character who threatens or wrongs any Amazon, has *focus* 15 only for the following miracles: bless, cure disease, healing, ritual of hope, refresh; Amazon sword forged from the Flame of Power, STR+6/damage value 22 (max damage value of 25).

Typical Amazon: use the Amazon template for the typical Amazon's attributes. Typical Amazons have *beast riding*, *unarmed combat*, and *melee combat* all with skill adds of 2.

Weird Science Research Center

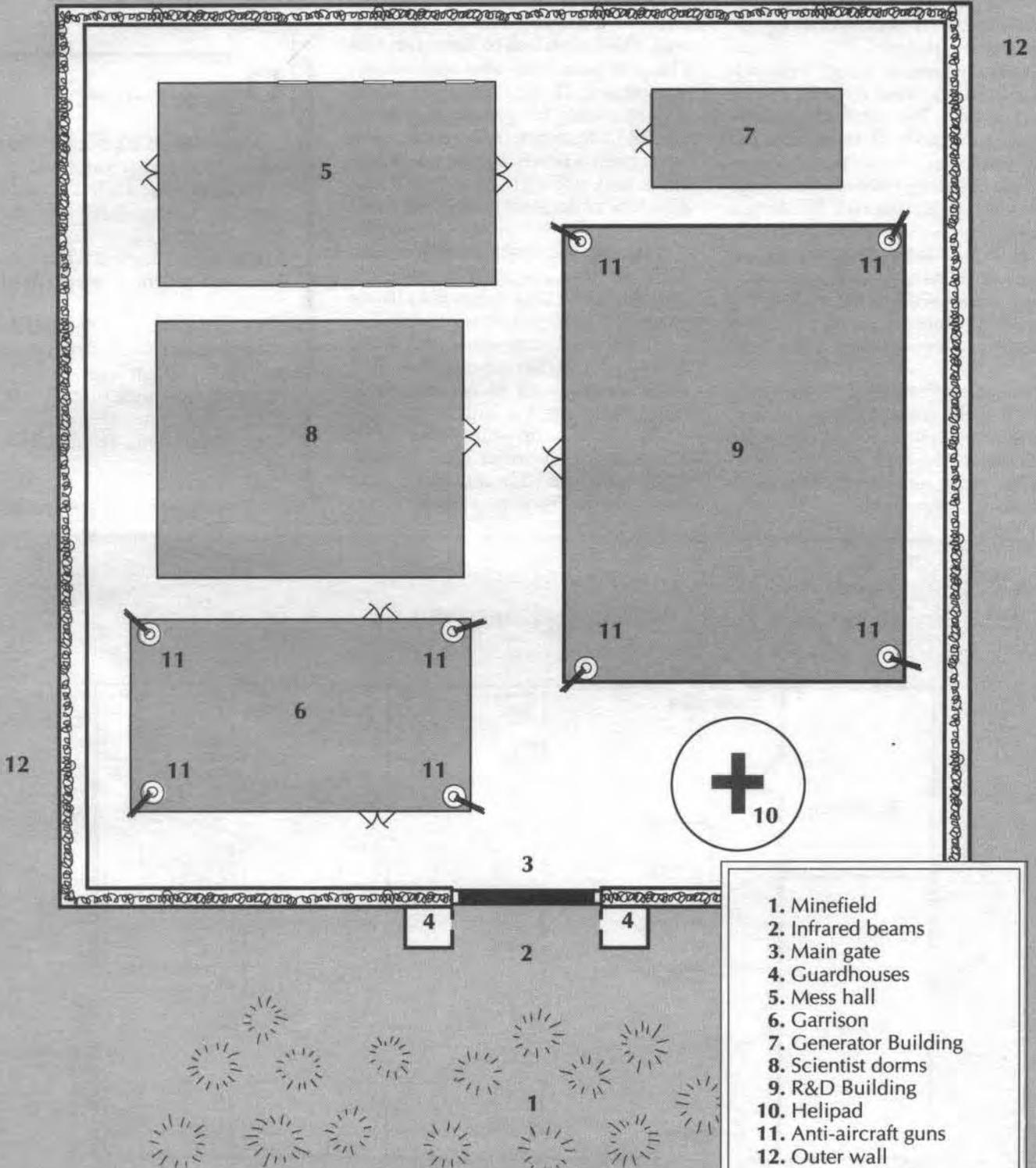
Among the most heavily fortified sites in the Nile Empire are the weird science research centers. Occasionally located outside of cities, but more commonly located in isolated desert areas, it is here that Dr. Mobius' technological wonders (including the dread "reality bombs") are developed. These research centers are built along





Nile Empire Map 11
Weird Science Research Center

Overhead view



- 1. Minefield
- 2. Infrared beams
- 3. Main gate
- 4. Guardhouses
- 5. Mess hall
- 6. Garrison
- 7. Generator Building
- 8. Scientist dorms
- 9. R&D Building
- 10. Helipad
- 11. Anti-aircraft guns
- 12. Outer wall

Jacqueline M. Evans



the lines of prisons, and for good reason — not only are the weapons too dangerous to allow to fall into the wrong (or right) hands, but so are the scientists. It is for this reason that the weird scientists live on the premises, along with a garrison of Imperial shocktroopers. The centers are protected with the latest in security equipment and weaponry.

Outer Defenses: Every research center is surrounded by a 500 meter "dead zone." The first 250 meters consist of a mine-field, the second 250 are crisscrossed by infrared beams (*acrobatics* total of 8 to avoid each round if walking, 18 if running). Breaking a beam sets off an alarm inside the center, as well as activating heat beams mounted in nearby rocks or trees, programmed with a random firing pattern. All controls for the perimeter defenses are located in Security Central.

How do garrison replacements, say, make it to the center through all this? The answer is: all personnel and cargo transfers are done by air, thus allowing the outer perimeter defenses to operate at all times.

The center is surrounded by a 12-foot high wall made of a special metal developed by the weird scientists. This metal has the unique property of absorbing any energy thrown against it and reflecting it back on the firer.

Example: A Storm Knight fires an Uzi with a damage value of 17 at the wall. The bullets will be deflected, and a blast of pure force, also with a damage value of 17, will strike the Storm Knight unless he generates a *dodge* total of 13. Research center outer walls have been known to absorb point-blank tank fire without so much as a dent (the tanks were destroyed, however).

Topping the walls is barbed wire with 100,000 volts of current running through it (damage value 25 to living creatures, 18 to non-living targets).

There is only one weak spot in the outer wall, and that is the gateway that leads inside (built to accommodate cargo shipments too large to fit in aircraft, which is anything over 5,000 kilograms for normal Nile aircraft, 3,000 kilograms for autogyros and helicopters). The gate is made of iron

(tech 15, TOU 17, *lock picking* difficulty 19). There are guardhouses on either side of the gate, normally staffed by three shocktroopers each. These guards do not have access to the controls to open the gate — they must contact Security Central to have it opened.

Outer Defenses

Mines: Tech 20, burst radius 0-3/8/15, damage value 24.

Heat Beams: Tech 23, *energy weapons* 13, range 2-10/100/300, damage value 23.

Electrified Barbed Wire: Tech 21, range touch, damage value 25/18.

Outer Wall: Tech 27, TOU 39, reflects back any force directed at it for equal damage.

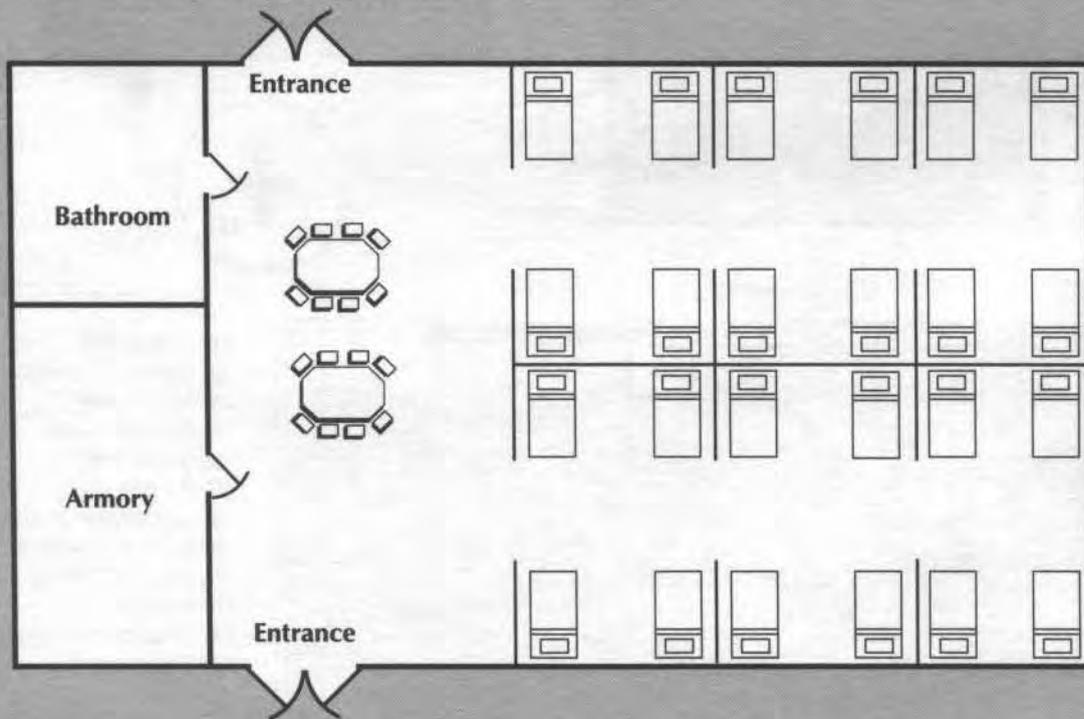
Small AA Guns: Tech 23, TOU 25, damage value 27.

Steel Shutters: Tech 10, TOU 24.



Nile Empire Map 12

Weird Science Research Center: Garrison



Inner Defenses: Inside the walls is a autogyro/heliport for the regular supply and staff runs (some have full runways for transport aircraft). Any craft approaching a center will be hailed once, and the pilot must respond with that day's code word. If the pilot does not respond correctly, the craft will be blown from the sky by small anti-aircraft guns mounted on the roof of the two main buildings.

Each research center is divided into two main buildings, the shocktroop garrison (usually a company of men) and the research facility proper. The garrison building has little in the way of security devices, the soldiers being expected to provide their own security. Generally, the garrison building is just a large barracks filled with bunk beds. In the rear of the building is the armory.

A mess hall and latrines comprise the rest of the garrison area.

The outside of the research and development building is patrolled at all times by three shocktroopers. There is a single entrance to the building, (TOU 15, *lock picking* difficulty 14) and all windows have steel shutters. Open-

ing the main door requires the possession of a key containing the correct radioactive isotope; a particle analyzer triggers the door mechanism.

Inside, there is a lobby, with a second door requiring the identical key (TOU 16, *lockpicking* difficulty 14). Through this door, the corridor branches off in three directions: straight ahead is Security Central and the reality bomb labs, to the left are the research labs, and to the right is the device storage area. All corridors can be sealed off with steel panels and flooded with a mild nerve gas through the master control panel in Security Central.

Turning left, a pair of swinging doors leads to a bright, tiled corridor. On either side of the hallway are labs, their doors kept shut at all times and requiring keys for admittance (TOU 20, *lockpicking* difficulty 14). Video cameras are mounted in the corridor and in the labs, feeding the picture back to Security Central. Each lab has a specific purpose, ranging from testing standard armaments to chemical weapons and crude particle-beam devices. Normally, each lab is staffed

by two weird scientists and an assistant.

Turning right, another set of swinging doors leads to the storage area, which was built more for practical use than aesthetics. It is cold and lit completely by fluorescents mounted in the ceiling. There are no windows in this section of the building. The corridors in this section are lined with what amount to cargo bays, filled to the brim with sealed boxes containing scientific devices. Each box is labelled with a numerical code which identifies the device. One storage compartment is refrigerated to dampen devices with power sources deemed unstable.

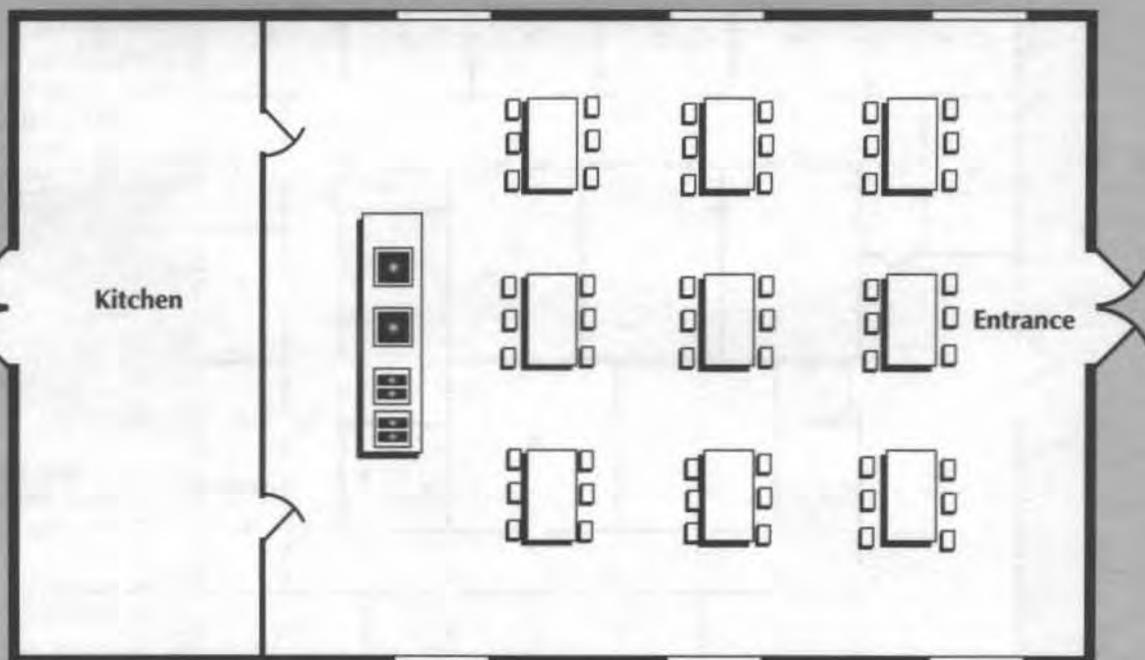
These cargo bays can also only be opened with key cards, but not the same ones that allow admittance into the labs. The entry keys for this section are kept in Security Central. (Cargo doors TOU 24, *lock picking* difficulty 16.)

Security Central lies directly in front of the visitor as he enters the lobby. Anyone seeking entrance to the reality bomb labs must pass right through the front door of the security office and



Nile Empire Map 13

Weird Science Research Center: Mess Hall



out the rear door (TOU 24, *lockpicking* difficulty 18.) The office is normally staffed by six men, including two on internal monitor duty, one monitoring the integrity of the outer security system, one controlling the anti-aircraft weaponry, and two available for immediate dispatch to any trouble

I nner Defenses

Video Cameras: Tech 22, TOU 12.

Mild Nerve Gas: Tech 20, range 0-40, damage value 19 (stun damage, +3 shock points damage).

Stun Beams: Tech 24, range 1-15/30/60, damage value 20 (stun damage).

Steel Panels (for sealing Corridors): Tech 21, TOU 24.

Bomb Lab Doors: Tech 19, TOU 24, *lockpicking* 20.

Testing Chamber Doors: Tech 19, TOU 24, *lockpicking* 20.

spots in the complex.

Security access tunnels link Security Central with the lab and storage areas.

On the other side of the security office is a short corridor leading to the bomb labs. The tiles in this corridor are pressure sensitive. Stepping on them in the wrong order sets off stun beams built into the walls. This defense system can only be turned off from within Security Central.

The reality bomb lab is basically one huge chamber and three smaller chambers. The large chamber is used for the actual design and construction of the bombs and the synthesis of the eternium. The small chambers are testing labs, where subjects from other cosms are exposed to controlled reactions of reality bombs and the effects recorded. (These testing labs can be opened only from the outside, and have no windows, to prevent the escape of subjects.) There are commonly 12 weird scientists working in the bomb lab at any one time, and two to three assistants.

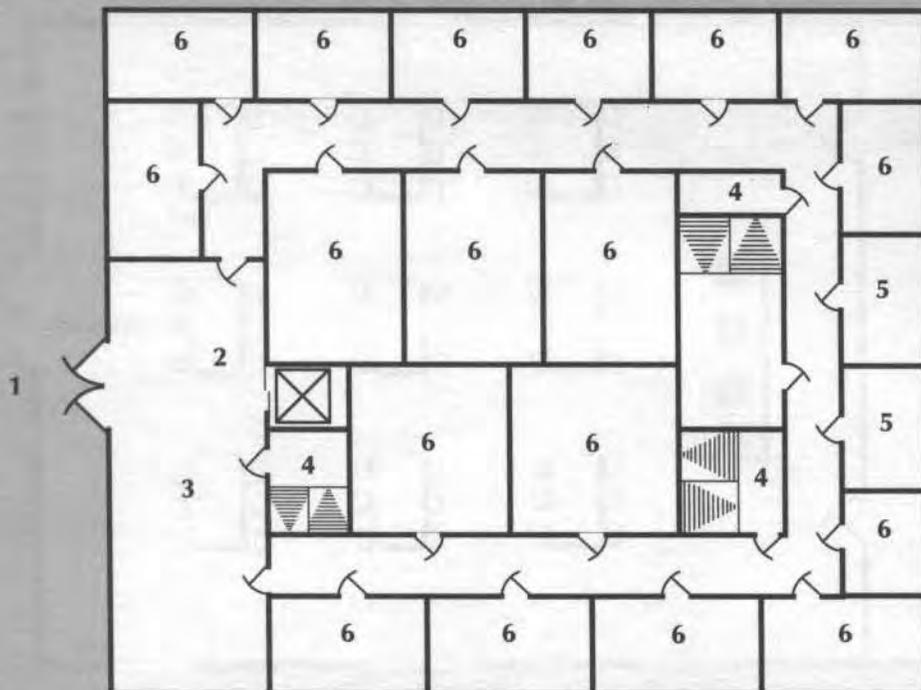
The only other building in the R&D section of the fortress is a dormitory-style building which houses the scientists and their assistants. While this building is guarded by shocktroopers, it is not stocked with security devices as the other buildings are. Mobius feels that someone kidnapping a scientist would not be able to get off the grounds anyway, and scientists are not allowed to bring anything relating to their work back to the dorms with them.

No one has ever successfully broken into a weird science center, at least not that the authorities acknowledge. But there are always rumors that raids have been hushed up by the minions of Mobius, and occasionally a whisper on the black market of security plans becoming available. Any disruption of a weird science center would be of immeasurable help to the Storm Knights' cause, which Mobius knows all too well. But to survive such a raid takes a great deal of skill, daring and intelligence on the part of the Storm Knights.



Nile Empire Map 14

Weird Science Research Center: Scientists' Dormitory



First Floor
(Second floor has same layout with exception of main entrance)

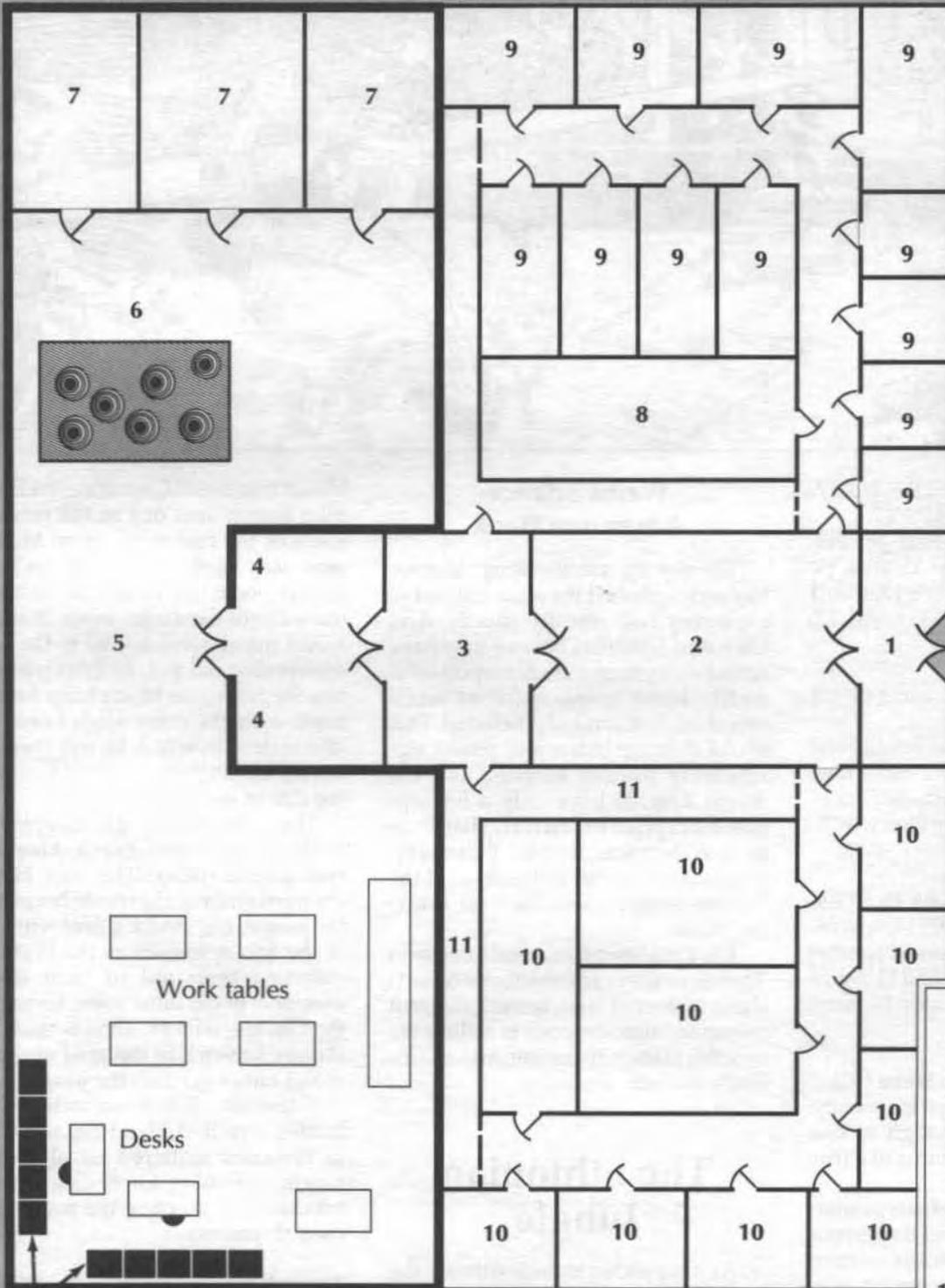
Map Key

1. Main entrance
2. Elevator
3. Lobby
4. Stairs
5. Bathroom
6. Living quarters



Nile Empire Map 15

Weird Science Research Center: R&D Building



File cabinets

Work tables

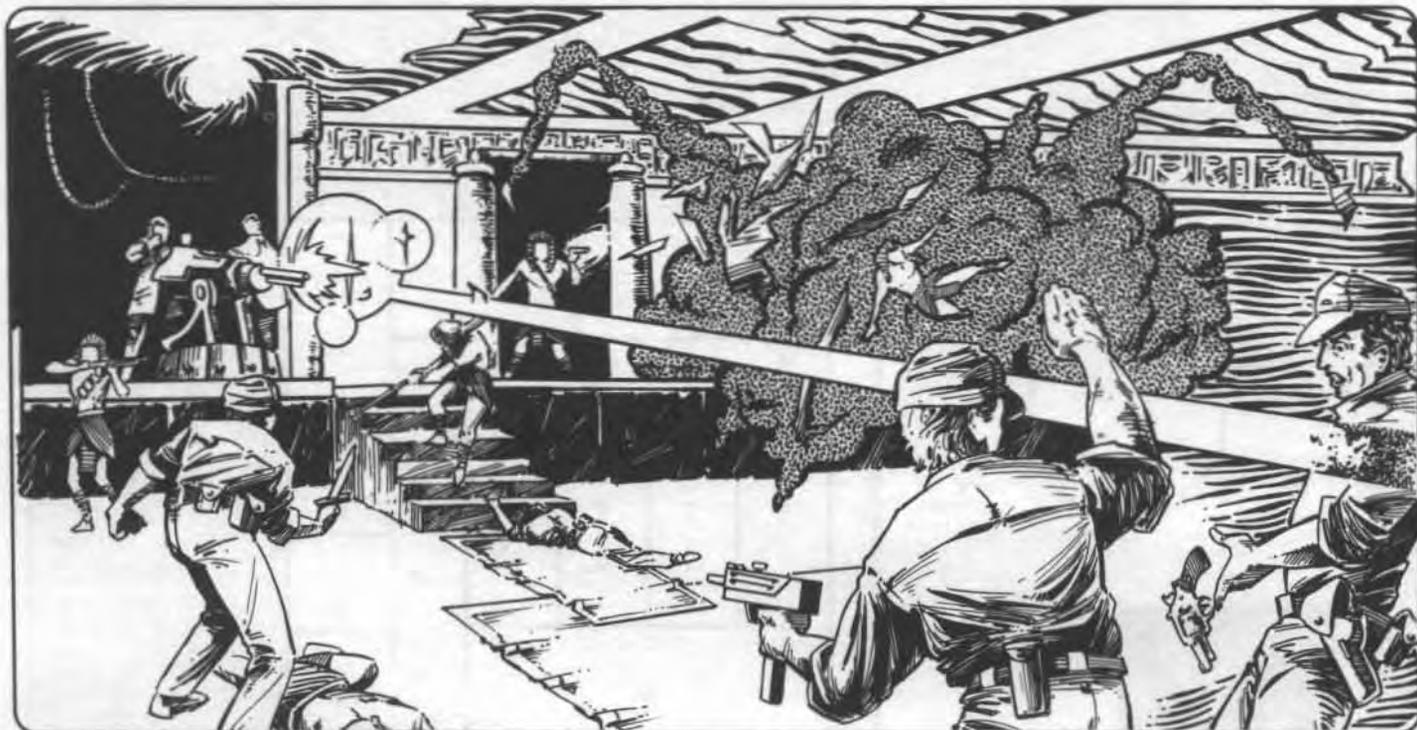
Desks

Map Key

- 1. Main entrance
- 2. Lobby
- 3. Security Central
- 4. Stun beams
- 5. Reality bomb labs
- 6. Eternium synthesizer
- 7. Testing laboratories
- 8. Refrigerated storage compartment
- 9. Storage compartments
- 10. Labs
- 11. Security access tunnels

Jacqueline M. Evans





Allen Numis

Weird Scientist: DEX 7, STR 6, TOU 7, PER 14, MIN 14, CHA 11, SPI 7.

Skills: maneuver 8, find 16, evidence analysis 16, scholar 15, trick 15, test 15, willpower 9, science 17, weird science 17, persuasion 13, taunt 12, intimidate 9.

Inclination: Evil.

Possibility Potential: some (35), 8 Possibilities if rated.

Goals: To break the traditional boundaries of science and make new and better discoveries in the service of Dr. Mobius (or whoever else will finance the research).

Typical Lab Assistant: DEX 10, STR 9, TOU 9, PER 10, MIN 11, CHA 9, SPI 8.

Skills: dodge 11, unarmed combat 12, maneuver 12, trick 11, find 12, weird science 12, test 12, persuasion 11, taunt 10, intimidation 9.

Inclination: Evil.

Possibility Potential: Some (50).

Goals: To do his job, get his money, and hopefully learn enough to one day attain the favored status of a true weird scientist.

Description: Lab assistants primarily do the heavy labor and dangerous work for the weird scientists — even occasionally, when there are no prisoners available, acting as guinea pigs for experiments.

Weird Science Adventure Hook

The reports are shocking. Mobius has accomplished the amazing feat of capturing two eternity shards. And his weird scientists believe they have found a way to create a more powerful reality bomb using twice as much eternium as is normally included. This could shift the balance of power significantly toward Mobius, and the Storm Knights have only a few options: recapture the eternity shards, or destroy the research center. Either way, it means some sort of break-in of the Thebes center, where the work is taking place.

The Knights can proceed directly to Thebes, or they can investigate reports that a cashiered (and, remarkably, not executed) shocktrooper is selling the security plans to the center on the Cairo black market.

The Ethiopian Jungle

As it expanded to the Southeast, the Empire has penetrated into the forests of Ethiopia, which the Nile Empire axiom wash instantly rendered a fully

blown rain forest! Capturing the Ethiopian forests was one of the primary goals of the first strike team Mobius sent onto Earth because of the large gold deposits that lie beneath them. In the wake of the axiom wash, rich diamond mines were added to the mix, sweetening the pot. Mobius plans to use the resources he captures here to trade with the other High Lords for raw materials, which he will then use to fuel his ongoing efforts to expand the size of his armies.

The area of the jungle occupied by the Imperial forces serves as a home to two native tribes. The Red Hand, Overgovernor of the region bounding the jungle, has struck a deal with one of the tribes, known as the Watumi, enlisting their aid to hunt down members of the other tribe, known as the Ghenta, who are then bound into slavery to work in the gold and diamond mines beneath the jungle.

Currently, all but two battalions of Battlegroup Red Hand are stationed in bivouacs scattered all along the jungle, searching for fleeing Ghenta tribesmen, protecting the mines and their shipments.

Typical Jungle Tribesmen: DEX 9, STR 9, TOU 10, PER 10, MIN 9, CHA 8, SPI 9.

Skills: melee combat 11, tracking



12, survival 12.

Inclination: Good (Ghenta), Evil (Watumi).

Possibility Potential: Some (55).

Equipment: Spear, STR+4/damage value 13.

The Land of the Dead

Ethiopia is not the only place in the Empire where one can find rich gold deposits. A healthy vein of gold runs through eastern Egypt as well. This is the vein the ancients tapped for the seemingly endless supply of gold used to forge the striking statues and jewelry modern archaeologists have uncovered in the tombs of the pharaohs.

The Terran/Empire axiom overlay had a stunning effect on the mines in this area, turning the ancient caves into a complex network of subterranean passageways honeycombing the entire eastern half of Egypt! Most of these tunnels are approximately 15 feet in diameter, but some are much larger and others much smaller. In all, the tunnels cover thousands and thousands of miles.

One particularly grim area of the tunnels, known to the residents of the Empire as the Land of the Dead, opens into a series of caves in which the gold veins approach the rock surface. Thousands of slaves captured in the Empire's military campaigns are sent down into these caves to join various criminals and outcasts to dig for gold. The prisoners sent here will most likely never see the sunlight again. During their rest shift (slaves work in two shifts; the digging goes on round the clock in the caves), the slaves are herded by their overseers into small antechambers and given a meal and an opportunity to sleep. Most of the slaves are Israelis.

Near the Land of the Dead, one of the underground tunnels stretches into a vast cave filled with thousands of bats, which then empties into another tunnel which leads all the way through the Earth and comes out in the United States in the realm known as the Living Land (Dr. Mobius and the agents of the Empire are not yet aware of this tunnel). It is quite possible that there

The Idol's Eye

The area above the Land of the Dead is a place of great danger — rumors of vicious creatures abound, tunnel networks lead deep into the bowels of the earth, and slaves live their lives underground, no better than rats.

But this forbidding land is a place of vast wealth as well, and one example of this is the Idol's Eye, which supposedly contains the riches of an entire civilization.

Thousands of years ago, a tribe known as the Millefah lived in eastern Egypt. They had mastered their surroundings, and mined the abundant gold veins in the area to accumulate great wealth. But one season they received word of a great army advancing upon them, led by a god named Alexander, an army that destroyed all in its path.

The elders of the tribe realized that if Alexander discovered the wealth of the Millefah, he would plunder the village and slay the people to get his hands on it. And so the people gathered their riches together, and placed them inside one of the tunnels

that bordered their land, then buried the entrance beneath piles of rock. For Alexander, they prepared a great stone idol with eyes of amber, a crude gift for so great a conqueror, and one he would never accept, they believed. In the right eye of the idol, they scratched an inscription that told the location of the cave where their wealth was hidden.

Alexander came and, as they had expected, refused the gift. But so angered was he at the lack of gold and jewels in the village that he ordered the tribesmen slain and the women and children taken as slaves. Alexander died shortly thereafter, and the story of the Idol's Eye survived in the stories passed down by the Millefah slaves. But as the centuries passed, none were ever able to find the idol, the desert sands having claimed it as its own.

If the Storm Knights could find the idol, and somehow decipher the inscription on the eye, they could find a storehouse of wealth beyond their wildest dreams.

are other fantastically long tunnels branching off from the network beneath Egypt and stretching out all over the world, though, to date, no one has discovered them.

The subterranean tunnel complex is, of course, a favored hideout for bands of rebels and those on the run from the Empire. Recently, rumors of large vicious creatures living in the tunnels have begun turning up all over the region, though no one knows whether or not they are true.

The Battlefronts

Here are some notes on the nations Mobius is currently trying to conquer that prove helpful when designing adventures set in these areas.

Each of the nations cataloged below has a military strength listed in number of battalions, number of air wings, and number of tank forces.

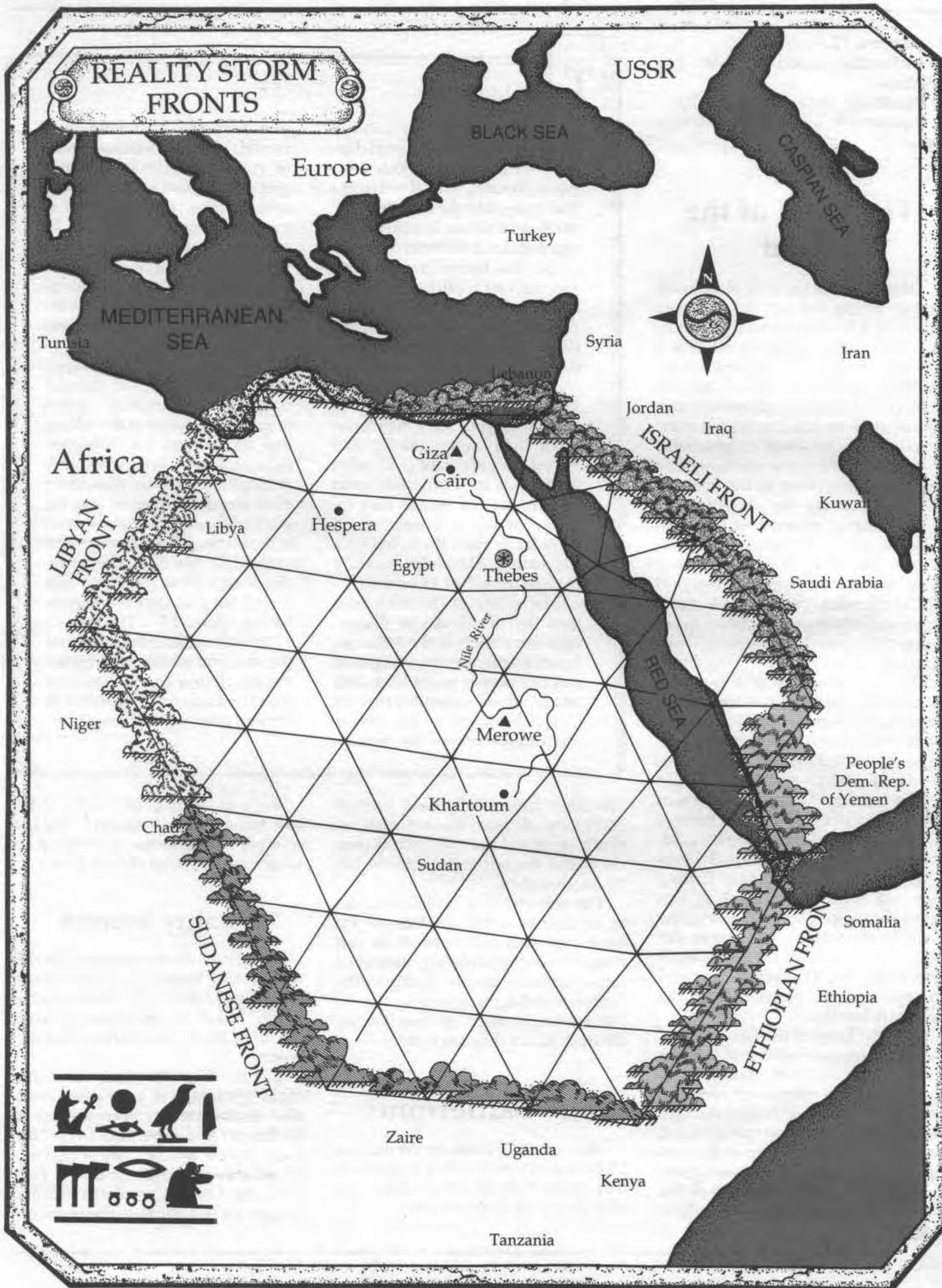
Reality Storms

Core Earth air and armor units will not function under the Terran axiom set. When Mobius hits an area with a reality bomb, he effectively cancels out all of his enemy's armor and airpower.

But the Core Earthers have one slight advantage of their own. From time-to-time a reality storm drifts over the Empire and its borders. In the Nile these storms almost always create a mixed area (see page 85 of *The Torg Rulebook*). Clever Core Earth military leaders try to anticipate these storms



REALITY STORM FRONTS



and attack into them, giving their superior airpower and armor a chance to obliterate Mobius' forces.

A storm which lasts long enough to serve as cover for an attack hits the Empire roughly once per week. Roll a die. On a result of 1-4, the storm hits the Libyan front; on a result of 5-8, the storm hits the Sudanese front; on a result of 9-14, the storm hits the Ethiopian front; and on a result of 15-20, the storm hits the Israeli front. Such a storm typically lasts for 10 hours and blankets about 20 square miles.

Ethiopian Front

Outside of the rain forest created by the axiom wash, Ethiopia has extremely high and rugged terrain, the large central plateau sloping in altitude from 6,000 feet to 10,000 feet in places. Mountains ring the plateau along the edge of the great rift valley. The population's faith is evenly divided between Christianity and Islam, with a scattering of other religions.

State of the Invasion

Ethiopia's army has all but disintegrated under Mobius' assault. Five serviceable battalions still exist, air-

power and armor virtually non-existent. While much of the army was destroyed, some units are fighting guerilla actions against the forces of the Nile. The terrain has proven the greatest deterrent to Mobius. Nile vehicles perform quite poorly at high altitudes, requiring greater supply and maintenance. Two battalions of Nile forces are currently headquartered in Addis Ababa for the next major assault, content to perform seek-and-destroy missions until everything is in readiness. The rest of Battlegroup Red Hand is scattered in the jungles of the northwest, performing the vital mission of guarding the gold and diamond mines, as well as the convoys to and from the mines.

Israeli Front

Israel's Mediterranean coastline is dominated by a low, flat plain. Low, rolling mountains run along the east border, and the Negrev, a dry flatland, occupies the south. The predominant religion is Judaism. In the area are 11 elite battalions, six elite tank forces, five elite air wings, bolstered by three US battalions, three US Tank Forces, and five US air wings (all of which are NATO forces now supplied by Ger-

many; the US government could no longer supply the units, even if they were brought back to the United States; both nations decided it would be better to keep the units in the field). In addition, the Israelis have access to two captured squadrons of Herusents and 18 captured Kheperas. The Israelis and their allies regularly spar with Battlegroup Neteru, which is frequently reinforced by elements from Battlegroup Madib.

State of the Invasion

Dr. Mobius quickly recognized Israel as the greatest military threat to the Empire after his initial invasion and promptly moved against it, crushing a large portion of the Israeli army and seizing the western half of the country. The Israelis that remain, however, are fighting a tenacious defense in cooperation with their American allies, and have become one of the sharpest thorns in Mobius' side with their constant raids into Imperial territory under the blanket of the reality storms.

Unknown to Nile Intelligence, a force of Israeli commandos two battalions strong with access to captured Imperial equipment has set up a secret base behind Imperial lines in the ruins



of the ancient fort of Massada, the historic site of the Israelite's heroic stand against the Romans.

Libyan Front

Along the Gulf of Sidrah in Libya, one can find one of the few places on Earth where the desert touches the sea. Southern Libya is made up of limestone hills, while poor rainfall renders virtually the entire remainder of the country a vast desert. The official language is Arabic and the predominant religion is Islam.

Libya is a Marxist dictatorship under the leadership of the indomitable Muammar Qaddafi, the leader of the People's Congress. Libya is a strict adherent to Islamic Law. Petroleum is Libya's key industry and the lifeblood of its people. Libya has the highest per capita income in Africa. The country has 23 battalions (14 of which are reserves, less well-armed and trained than the regular forces), eight tank forces, and three air wings.

State of the Invasion

Mobius began by busily pounding away on the Libyan Army and pushing back the borders of the Empire, hoping to capture the rich Libyan oil fields to the west.

Shortly after the campaign started, Libyan leader Qaddafi planted a captured nuclear bomb in the oil fields and forced Dr. Mobius into making a deal: Qaddafi will not semi-permanently irradiate Libya's oil and will donate 45 percent of its crude production to the Empire, if Mobius will cease hostilities and provide Qaddafi with a couple of extraordinary weird science gizmos, which Qaddafi will then use in an attempt to blackmail the United States and the west. For the time being, Mobius accepts the deal. This is partly because he is unsure of the effects of nuclear weapons, which do not yet exist in the Nile Empire. Under the current theory of nuclear physics of the Nile, it is possible that the weapon could begin a chain reaction in the Earth itself, with devastating result. Mobius accepts the deal so he can

Mount Schairea

The peak of Mount Schairea towers ominously above Western Israel, casting a dark shadow over those Israelis that remain free of the domination of Mobius.

Shortly after his initial invasion of Earth, Mobius' troops moved into the western half of Israel. He dealt a crushing blow to the Israeli army, but a number of units escaped to the east, continuing to fight a bloody guerilla war against the High Lord's troops.

Mobius' forward command post in Israel is located in the caves of Mount Schairea. There he maintains a listening post, an anti-aircraft gun emplacement, an autogyro/heliport, and a

company of shocktroopers trained in guerilla warfare. There are no sophisticated security devices installed in the mountain, since it is considered virtually unscalable (*climbing difficulty 18*). Access is by air, or by an underground tunnel that leads from Tel Aviv into the mountain, which features security checkpoints at either end.

Repeated attempts by the Israeli air force to bomb the mountain have inflicted only minor damage on the post, and heavy casualties on the fliers. A better bet would be for a team of Storm Knights to infiltrate the installation through the tunnel and destroy it from within.

concentrate on Sudan and Ethiopia. There will be plenty of time to eliminate Libya later. Currently Battlegroup Sesetek only maintains a watch, less vigilant than it might be in spite of Sesetek's constant warnings, along the Libyan edge of the Empire. Small patrols are sometimes sent out to look for archaeological finds; the one which stumbled across Hespera was crushed before it had a chance to report.

Sudanese Front

Much of Sudan is an immense plateau resting 1500 feet above sea level. As in Egypt, rich farmlands sit on the banks of the Nile with desert gripping the north. Wooded savannas speckle the south. Arabic is the official language of Sudan, and the predominant religion is Islam. Sudan's military forces are 29 battalions, 11 tank forces, five air wings, bolstered by 11 Soviet battalions, eight Zairan battalions, a Zairan tank force, six Kenyan battalions, a Kenyan tank force, and a Kenyan air wing.

State of the Invasion

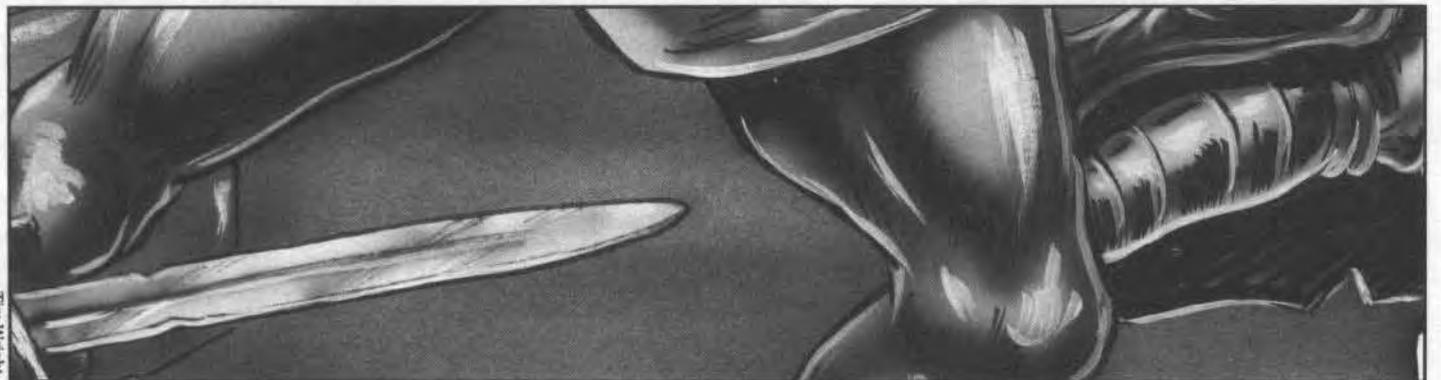
The southernmost dominant area is about 400 miles south of Khartoum, where the Sudanese Army has pulled back to defend the high central plain. The Core Earth forces are opposed by Battlegroups Natatiri and Avery, along with elements of Battlegroups Red Hand and Herunut, particularly armor and artillery.

The Soviets back Sudanese operations, while Zairan and Kenyan forces are just beginning to cooperate. The one real advantage the Core Earth force have is the Soviet Psychic Group, which travels with the Soviet headquarters. The SPG has successfully predicted each of the last four major reality storms. When one hit the Sudanese front, Core Earth forces had 36 hours advance notice. Battlegroup Avery was forced to retreat over 150 kilometers, abandoning equipment which Core Earth forces will soon put to good use.





The Rules



Tim Wright





Chapter Six

World Rules for the Nile Empire



Each of the realms that the High Lords have overlaid onto Earth does not necessarily function in a manner to which normal Earth people are accustomed. Those things that Earthmen take for granted, such as the laws of physics, the basic rules of social interaction, and the absence of magic, may or may not hold true in each of the six independent realms. The "reality" within the realms is equivalent to the reality within the associated High Lord's home cosm. Dr. Mobius, for example, is a native of a cosm in which the reality roughly conforms to a "reality" found on Earth only in the pages of the adventure pulps of the 1920s and '30s. And thus, there are many subtle idiosyncrasies in the rules that govern life in the Nile Empire that set them apart from the rules that govern life within Core Earth. Think about all the amazing feats that were accomplished by heroes such as Doc Savage, the Shadow, and Indiana Jones throughout the course of their adventures. In the real world, all of these things are obviously impossible. But in Dr. Mobius' home cosm and the region occupied by the Nile Empire, these and even more fantastic accomplishments are everyday occurrences. In fact, it is the basic conflict between the reality of the Terran cosm and that of Core Earth that is responsible for the flow of possibility energy that Mobius so desperately seeks.

The invisible barrier that separates the reality of the Empire from the reality of the surrounding Earth is formed by a series of strategically placed artifacts known as *stelae*. As Mobius expands his borders, the *stelae* are moved and new *stelae* are placed. Expanding these boundaries

is one of Mobius' primary goals. As the area occupied by Terran reality increases, so does the amount of conflict between his reality and that of the Earth, and so does the resultant flow of possibility energy.

The Four Basic Axioms

The basic rules that govern reality in each of the cosms and realms are known as *axioms*. As soon as someone or something crosses the *stelae* boundary into the Nile Empire, he, she, or it immediately becomes subject to the Empire's axioms, just as one becomes subject to the Core Earth axioms as soon as he or she leaves the Empire. One of the Empire's axioms, for example, holds that most technological items that are more advanced than those that were available on Earth in the mid 1930s simply will not function. If one were to walk into the Empire wearing a digital watch, for example, the watch could cause a contradiction the instant it crossed the border (see *The Torg Rulebook*, page 99) since it would immediately become subject to the Empire's technical axiom.

Every cosm has four *basic axioms* that govern the interaction between the living and non-living things within the cosm. The basic axioms are known as Technological, Social, Magical, and Spiritual; and in *Torg*, each is rated on a scale of 0 to 33, with a score of 0 representing particularly low development and a score of 33 representing extremely high development. Items, individuals, or organizations that are more highly developed than the Empire in any of these areas will not



function properly within its borders.

Below, each of the Empire's four basic axioms are described in detail. Rules guidelines on the basic axioms can be found on pages 91 to 102 of *The Torg Rulebook*.

The Technological Axiom: 21

Most of Dr. Mobius' Empire operates at a level of technology that is roughly equivalent to that available on Earth circa 1936. This is, of course, inferior to what the Earth-born residents of the Empire were used to. But those who were transformed by the axiom wash forget the technological wonders with which they were acquainted in their past lives, while those who were not transformed by the axioms but voluntarily serve Mobius believe that the return to the older technology is part of a plan to slowly creep back to the "pure" science of the once glorious ancient Egyptian Empire. Very few of the residents of the Nile Empire miss the advanced technology of Core Earth.

The specific technological achievements of the Empire can be broken down into categories as follows:

Military: Currently, aircraft carriers and simple single-wing fighter planes are at the cutting edge of the Empire's military arsenal. Light, medium, and heavy machineguns are in widespread use, as are simple, slow, lightly-armored tanks. The Empire has learned how to stabilize the flight of artillery shells up to 250mm in diameter, and has developed very basic chemical and biological weapons, though these weapons are seldom used.

Medicine: Simple surgery is routinely performed, and pharmacology is sufficiently developed to allow treatment for many minor ailments. The basic techniques of immunization are just beginning to evolve, though a vaccine has yet to be developed for polio myelitis, a crippling affliction that restricts the motor coordination of its victims.

A character who is native to the Terran cosm or the Nile Realm, or one



Francis Mao

who has been transformed by the Empire's axiom wash, is limited to a maximum *medicine* total of 12 if the cause of the affliction is viral, 10 if the problem is caused by effects not possible under Tech 21.

Transportation: Slow, somewhat unreliable commercial airlines are at the pinnacle of transportation technology in the Terran cosm, though almost all long-distance travel is by train. Luxury travel is via airship or ocean liner. The top speed for air travel is around 250 mph (*Torg* speed value 15), the top speed for train travel is 60-100 mph (speed value 12-13), and the top speed for sea traffic is around 15-30 mph (speed value 9-10). Ground cars are capable of hitting speeds of up to 110 mph for short periods (speed value 14).

Shortly after he established the Nile Empire, Dr. Mobius quickly constructed a functional rail network across north-eastern Egypt. All commercial long-distance travel in the Empire is via these rail lines or via airship.

Daily Life: Both the Terran Cosm and the Nile Empire are at a stage that would lead one to believe that cheap electrical power has just been introduced. Though they remain rare, elec-

trical gadgets and gizmos are starting to become a fad: electric can openers, razors, and toasters have just appeared. Phonograph records are very common, as are black-and-white "talkies." The technology to produce color films exists, though the process is cost prohibitive.

The Social Axiom: 20

On a social level, the Empire is on the surface similar to Core Earth Europe or America, though several deep differences exist. The Empire itself is a huge bureaucracy that is ultimately overseen by a single warped individual. The Empire's armies, organizations, and political bodies are all organized in a manner that is similar to their Core Earth counterparts.

One important difference in the social arena between the Empire and Core Earth is the fact that the Terran cosm (and thus the Empire) never underwent the sexual revolution that rocked western civilization in the 1960s and '70s. An indiscreet unmarried couple from the Terran cosm that spends too much time together is the target of scandal and ridicule. Also of note is the fact that women in both the



Terran cosm and the Nile Empire enjoy near-complete equality with their male counterparts, unlike the women of the Core Earth cosm of the 1920s.

The possibilities for entertainment on Terra are quite similar to those found on present day Core Earth. Novels and films are both popular within the cosm (though the latter are viewed strictly as entertainment; the idea of film as an "art" has yet to be developed), as are dance halls, sporting events, and fine restaurants, though few of these things can be found within Mobius' Empire outside the larger cities. Laws in both the Terran cosm and the Empire forbid the production and consumption of alcohol, though black marketeers actively distill and distribute the stuff all over both regions.

One important recreational activity enjoyed by a huge number of inhabitants of both the Terran cosm and the Nile Empire is reading pulp adventure magazines. These magazines are available nearly everywhere in both regions; part of their popularity stems from the fact that the magazines are often as, and sometimes more, factual than the newspapers and radio reports are allowed to be. Under the guise of fiction, the story of the struggle between good and evil in the Nile realm is told. Of course, some of it is just pulp fiction, thrown in for entertainment or to confuse those who would try to identify the actual actions and plans of heroes through the pulps. Pulp authors often work under pseudonyms, and editors sometimes have a shorter career than expected.

The Spiritual Axiom: 17

The flow of spiritual energy through the Terran cosm is quite formidable, and this flow has been extended into Mobius' earthbound realm.

The Egyptian gods and their dogma do not literally walk the Nile, but this cosm is closer to the power of the true Egyptian mythos than it ought to be by axiom level alone. By worshipping the gods and believing in their teachings, the High Priests of the Empire can tap into the font of spiritual energy to perform amazing spiritual miracles

within the Imperial borders. Back in the Terran cosm, devotees of the ancient Egyptian myths are not the only ones that can call upon this spiritual font — but the Egyptian religion has attained more spiritual power than it had at any time in the Egypt of Core Earth. The High Priests of Egypt have a great deal of power within the Empire, and the miracles that they frequently perform are among Mobius' most formidable weapons.

In addition to the religious practitioners, there are many potent spiritual artifacts secreted all over the Empire. Many of these items are the result of the axiom wash, which made literal truths of the legendary powers and abilities of many of the items hidden in buried tombs and grottos all across the Egyptian desert. Even Mobius and his Imperial governors remain unaware of many of these potent artifacts and would surely love to get their hands on them.

The Magical Axiom: 12

When the axiom wash swept over the Egyptian desert when the Nile realm was formed, it transformed all of the legends concerning the ancient Egyptians' use of magic into literal truth. Pyramid power, mummification, and the magical circumvention of floods all became reality. Two separate schools of magic now exist within the Empire: mathematics and engineering, both of which are capable of an astounding array of enchantments. Since each of these disciplines require an extensive program of rigorous study, almost all of the magic users within the Empire were brought over Mobius' maelstrom bridge from Terra. In the relatively short time that the Empire has been in existence, few native Earthers have had time to learn either of the sorcerous arts. This means that most of the magical power in the Empire is in Mobius' hands, since all of the magicians are loyal followers from another cosm.

Back in the Terran cosm, the magical disciplines of Mobius' Egyptian followers are only the majority of the functioning magics which are practiced by sorcerers, necromancers, and

wizards of all descriptions. Though magic is somewhat plentiful on Terra, its practitioners are relatively rare, and most inhabitants of the cosm simply do not believe that magic is real.

The World Rules

In addition to the four basic axioms, each realm (and its associated cosm) has a number of specialized axioms or *world rules* which further sets it apart from all other realities. In many ways, the basic axioms function as reality limits within the realm while the world rules define how the realm works within those limits. In the case of the Nile Empire, it is the set of world rules which gives the reality of the realm its peculiar "feel" during play.

Like the basic axioms, everyone who crosses over into the Empire immediately becomes subject to the world rules unless he or she is surrounded by a "reality bubble" (see page 101 of *The Torg Rulebook*).

The Law of Morality

One of the peculiar effects of the Terran axiom set is that all sentient, intelligent creatures within the axiom field eventually take on an absolute morality. In other words, every person on Terra can be absolutely classified as good or evil — there is no room for "neutrals" in between. Approximately 90 percent of the Terran population fits into the "good" category. These are the law-abiding citizens that fill the Terran cities, towns, and farmsteads. The other 10 percent fits the evil bill and consists of criminals, curmudgeons, tightwads, and bullies.

When the Terran axioms flooded over Egypt just after Mobius latched onto Earth with his maelstrom bridge, the residents of the region bounded by Mobius' stelae were immediately transformed in accordance with the world rule of morality. Unlike the situation on Terra, however, 40 percent of the realm's residents became evil, while only 60 percent could be classified as good. The Earth-born residents of the region surrounding Egypt saw this change as a gradual shift with few taking any notice at all as the good or



evil tendencies within their neighbors slowly became emphasized. None of the residents who were changed has any perception of an alteration in his own behavior.

The Nature of Good and Evil

In accordance with the Terran axioms, the difference between good and evil is very simple. Evil characters value their own self-interests over everything else, although strategic shrewdness may temporarily mask their self-interest. Good characters are far more concerned with the common interests shared by all. Thus, stealing is usually an evil act since the thief is acting upon his or her own self-interest instead of the interests of the victim and community. By this same token, murder, extortion, and fraud are usually evil acts as well. Note, however, that one need not be a socially defined criminal in order to be evil. According to the Terran axioms, the old man who chases small children off his lawn for no other reason than the satisfaction of screaming is evil, as is the miser who refuses to give his employees time off when they are ill or injured. At the same time, not all "good" characters are crusading crime fighters. A shopkeeper who minds his own business, pays his taxes, and shows concern for his neighbor's sick aunt is "good," as is the bystander who gives directions to a lost motorist.

Deciding whether a character should be classified as good or evil should be relatively simple in most cases. Since he is out to conquer others for his own purposes, for example, Dr. Mobius is obviously evil, as is almost everyone else who is connected with the Empire. The rebels who are fighting against Mobius (and all Storm Knights within the bounds of the Empire) are obviously good.

Good and Evil in Play

The template for every character from the Nile Empire or the Terran cosm has a listed "Inclination," good or evil. Ord characters with an Inclination of good will never perform an evil act, while those with an Inclination of evil will never perform a good act without strong ulterior motives.

Remember to consider the self interest versus community interest question when deciding whether an act is good or evil. A crusading avenger who beats up, or even murders, mobsters as part of an effort to stamp out crime in the big city is still classified as a good character according to the Terran axioms since he is acting on the common interests of all (a city free of crime).

Possibility-rated characters *may* perform actions that go against their Inclination, but each time they do so, it costs them a Possibility. Anytime the gamemaster feels that a possibility-rated character has been performing more actions that are against his or her Inclination than actions that are in accordance with the Inclination, the gamemaster can declare that the character has switched Inclinations. A character who switches Inclinations automatically forfeits all of the Possibilities that he or she has accumulated. The only way that such a character can return to his or her original Inclination is to begin performing actions in accordance with that Inclination until the gamemaster again declares a switch (and yes, the character must again forfeit any Possibilities earned since the first switch). A player character that switches Inclinations to evil and does not begin an immediate effort to switch back is out of play and becomes a gamemaster character.

Note that a character's Inclination only restricts his or her actions while he or she is subject to the Terran/Empire axioms. Once he leaves the Terran cosm or the Nile realm, he ignores the Inclination rules and begins to function normally. Characters surrounded by "reality bubbles" composed of non-Terran/Empire axiom sets also ignore Inclination, though natives of the Empire who surround themselves with reality fields in regions outside of the Empire once again become subject to their Inclination because they are again subject to the Empire axioms.

Inclination, Neutrality and Immigrants

Characters who are not native to the Nile Empire or the Terran cosm automatically acquire an Inclination upon entering either region. This as-

sumed Inclination is up to the gamemaster (all *Torg* player characters will almost certainly assume an Inclination of good). Immigrant characters remain subject to this Inclination for as long as they stay under the influence of the Terran/Empire axioms, just as though they were natives.

If a Storm Knight tries to perform an action you feel is neutral or morally "gray", such as lying to reporters of *The Cairo Clarion* in order to plant false information in the paper, it causes a one-case contradiction. The Knight must roll each time he attempts a neutral action (even if no skill use is involved), and is disconnected on a roll of 1.

Inclination Abilities

Possibility-rated characters who are under the influence of the Terran/Empire axioms have abilities and penalties based upon their Inclinations, each of which is described below.

Detect Inclination: A possibility-rated character who plays an *Alertness* card can detect the Inclination of another character with a successful action using his *Perception* total against a difficulty number equal to the *Spirit* of the target. The possibility-rated character can only make one such check per target character.

Example: King Fortunato runs into a small shelter on the bank of the Nile and finds an old man. "Old Man, you've got to help me. I've got an entire legion of shocktroopers on my tail."

The old man seems kind of nervous. "Okay, you can hide down here."

King plays an *Alertness* card and tries to detect the old man's Inclination. He uses his *Perception* of 10 to generate an Action Total of 12. The old man has a *Spirit* of 8, so the gamemaster informs King that the old man is Evil.

"Hmm," King thinks to himself as he descends into the cellar. "I've got a bad feeling about that old man. This might be a trap!"

Note that the use of this ability does not imply any sort of supernatural power. It simply reflects the fact that



good or evil characters can sometimes recognize their brethren based upon only the most subtle clues and their years of experience. A character must actually see or hear the target before attempting to use this ability.

Gamemaster characters (who do not have a hand of cards) can make an Inclination detection attempt by spending a single Possibility at the gamemaster's discretion.

Inclination Seduction: Good and evil are both very powerful, seductive forces. A possibility-rated character can make one attempt per act to seduce another possibility-rated character of the opposite Inclination over to his own Inclination. Inclination seduction requires a successful *Charisma* action against a difficulty number equal to the *Spirit* of the target. A successful Inclination seduction with a quality level of good or less does not actually change the Inclination of the target, but does cause the target to forfeit one Possibility. If the target has no Possibilities to give, he must switch Inclination. On a *superior* result the target must switch inclinations or forfeit two Possibilities. On a *spectacular* result the target must switch inclinations or forfeit three Possibilities; in addition if the target does switch he does **not** lose all of his Possibilities when switching Inclinations. This is the only exception to the rule listed under "Good and Evil in Play." If an Inclination seduction attempt fails, the seducer must forfeit one of his own Possibilities.

Example: Dr. Mobius stands over a crumpled and demoralized King Fortunato.

"You can never hope to crush the might of my Empire, Fortunato. I will give you one last chance to join me before I kill you. I could use someone with your abilities. Join me now and all the wealth and power you can possibly imagine is yours. Refuse and you shall die."

This is a classic Inclination Seduction. Mobius uses his *Charisma* of 24 to generate a total of 16, which is greater than Fortunato's *Spirit* of 11. Mobius gets a good result so Fortunato must forfeit one Possibility or switch. If Mobius' total had been a 10 or less, he

would have had to forfeit a Possibility himself — given that a roll of 1 would give the evil doctor a total of 12, Mobius feels safe in seducing Fortunato.

Note that an Inclination Seduction always requires a dramatic speech or monologue from the seducer and that Inclination Seduction can be used on more than one target at a time by taking into account the usual multi-action penalties (see page 45 of *The Torg Rulebook*; the seducer loses only one Possibility if he fails, no matter how many targets he was "aiming" at).

The Price of Evil: One of the ultimate ironies surrounding Dr. Mobius' axiom set is that it is actually designed to slightly favor good Inclinations over evil. Back in the Terran cosm, Mobius was routinely thrashed by a wide assortment of heroes. It was only after he discovered the maelstrom bridge and fled the cosm that he began to meet with success.

In game terms, any time a character with an Evil Inclination enters the Terran cosm or the Nile realm (including non-native characters who are assuming an Inclination), the character immediately forfeits one Possibility, though this penalty can only be suffered a maximum of once per adventure. This rule also means that you should reduce the starting Possibility totals for native evil characters by one to reflect the slight disadvantage that their Inclination thrusts upon them (all of the Nile/Terran templates in this book have been pre-adjusted).

The Law of Drama

Something extraordinary in the Terran/Empire axiom set has a peculiar effect on almost all the events involving possibility-rated characters that occur within the axiom bounds: everything that happens to them seems to be infused with a particularly developed sense of melodrama. Heroes frequently save themselves from fiendish death traps at the very last second, villains are constantly escaping certain death, etc. In short, the action is fast and furious.

The most important effect of this law is not reflected in a specific game mechanic, but in a caveat that the

gamemaster must consider when designing adventures that occur within the Terran cosm or the Nile realm: **keep your adventures moving at a dramatic, breakneck pace.** If the heroes have a lot of time to stop and think, it's probably time for a deployment of shocktroopers to discover their hiding place and come crashing in. Achieving this sort of effect within the *Torg* game is easy once you master two basic techniques: the proper use of obstacle piling and seemingly impossible situations.

Obstacle piling is exactly what it sounds like: confronting the Storm Knights with a whole series of obstacles at the same time. The trick is to take each action scene in the adventure and set up a string of obstacles within the scene which smoothly interconnect. Suppose, for example, that the heroes are being held prisoner on an airship and are trying to escape. During the escape, they find a machinegun in a storage room. Shortly thereafter, they meet up with a detachment of shocktroopers (obstacle one) and the action starts.

The first thing the heroes do is turn the machinegun on the soldiers, an opportune moment to reveal that the machinegun they found doesn't work; it was in the storage shed awaiting repair (obstacle two). The stunned heroes then turn to fisticuffs and eventually manage to take out the troopers. The first hero that tries to leave the area, however, runs right into the vessel's captain, who was awakened by the ruckus (obstacle three). The captain, of course, is about six-foot-eight, weighs somewhere in the neighborhood of 350 pounds, and looks as though he is really going to enjoy roughing the heroes up. During the ensuing fight, a window is smashed and the captain physically throws one of the heroes out the airship window (obstacle four). Fortunately, the hero manages to grab the trail wire hanging off the ship's gondola to dangle below, but then notices that the ship is approaching a mountain range. Unless he climbs back up the wire fast, he'll be pasted all over the mountain-side (obstacle five).

Shoot for about five such obstacles in each important action scene during the adventure. But don't overdo it.



Give the Knights a chance to rest and catch their breath every once in a while. The action and obstacles should come in spurts rather than constant streams.

Seemingly impossible situations are part of the fine art of making your players **think** that their characters are going to die in every single action scene (a reasonable goal for Nile adventures), when they are actually in little or no real danger. Make a habit of tossing the heroes into unbelievably perilous situations, but always remember to leave a way out.

Appropriate descriptions can also go a long way toward achieving the proper sense of drama. Go all out when describing the resolution of an action, using even more fancy adjectives and dramatic timing than usual. Don't say, "Quin finally manages to diffuse the bomb," when you can say, "There are only three seconds left Quin, you'd better hurry. Two seconds, Quin. Quin.

QUIN. Ohhhhh. With ZERO seconds left on the timer you manage to tug the final wire out of the detonator. You can still feel your heart's cold palpitations."

You should also strive to include at least two dramatic combat encounters in each adventure set within the Empire. The basic gist of all of this is that the action should somehow feel different and just a bit more intense in the Empire than anywhere else in the *Torg* universe.

The Law of Action

A final peculiar quirk of the Terran/Empire axiom set allows possibility-rated characters under its influence to accomplish physical and mental feats that are slightly superior to those they could accomplish outside of the axiom bounds.

A possibility-rated character can spend **two** Possibilities on any action made within the axiom bounds. Such a character is then allowed to roll the die twice and apply the roll of his or her choice to the die total.

Example: Quin is trying to test his *Strength* to its limits. He makes an Action Check and spends two Possibilities. On his first roll, he rolls a 15. The two Possibilities allow him two additional rolls, a 16 and a 4, but Quin is only allowed to add one of these rolls to his die total. Obviously, he would select the 16, giving him a total roll of 31.

Note that, like all of the Empire axioms, the Law of Action will affect Empire or Terran natives in another realm who have surrounded themselves with their own reality.





Chapter Seven

Nile Skills



he characters that inhabit the Nile Empire and the Terran cosm have a few abilities which are not included in the *Torg* boxed set. In this chapter are descriptions of seven new skills that are available to all Terran/Nile characters.

Although these skills were specifically designed for the natives of Terra, gamemasters may allow other inhabitants of the *Torg* Infiniverse to purchase them as well.

Perception Related Skills

Egyptian Religion

Characters with this skill are fully acquainted with Egyptian gods and legends that surround them. Such individuals are familiar with Egyptian religious ceremonies and methods of worship, though a character skilled in *Egyptian religion* does not necessarily believe the Egyptian religious dogma, he merely understands it. *Faith (Egyptian)* is the skill associated with faith in the Egyptian mythos.

In play, *Egyptian religion* has two main functions. First, it allows a user to perform *religious astronomy*. As mentioned in chapters ten and eleven, astronomy forms an important part of religious ceremonies and magical spells. Religious astronomy is used to determine the positions of important stars and planets for religious miracles, usually from charts as the significant planets are those of Terra, not of Core Earth. The planets do not have to be visible to use this skill, but some

method of knowing the date and time (at least to the nearest quarter hour) is necessary. Religious astronomy is not effective for magical spells, which requires different kinds of information from the stars; for magic the *mathematics* skill is need.

Egyptian religion can also be used to gain *legends and lores* about a religious artifact or temple. The difficulty number of such an attempt depends upon the obscurity of the item or place to be analyzed. The amount of information gained depends upon the number of success levels earned on the *Egyptian religion* total.

Example: Professor James is using his *Egyptian religion* skill to analyze a lapis lazuli inlaid "Eye of Horus" idol. The gamemaster knows that the idol is very rare, so he sets the difficulty number at a 15. James earns an *Average* success, so the gamemaster informs him that the idol is rumored to have been built during the Second Dynasty by a group of rogue mathematicians who were banished to the desert by an angry pharaoh. The gamemaster does not tell James that the idol is actually cursed and brings bad luck to anyone who has it in his possession. The mathematicians carefully constructed the idol and sent it to the greedy pharaoh, knowing he would treasure it due to its beauty and refuse to realize that it is the idol's curse which is destroying his kingdom and family. If James had received a *Spectacular* success, he would have received all of this information, while a *Superior* success might have entitled him to know that the idol has some sort of magical property.

The religious astronomy function of *Egyptian religion* cannot be used unskilled, the legend and lore portion can be used unskilled.



Hieroglyphics

As part of his campaign to establish a pure Egyptian empire, Dr. Mobius has brought back the ancient Egyptian method of hieroglyphic writing. All official writing within the Empire is hieroglyphic. Characters with the *hieroglyphics* skill can read and understand such writing.

The hieroglyphic language went through many separate incarnations in ancient Egypt, and the hieroglyphics of Mobius' empire is even more refined than that used during the latest segment of the ancient era.

Reading a hieroglyphic message requires a skill total. The difficulty number depends upon the message's age. Reading or writing a message in Mobius' modern hieroglyphics is an Easy task (difficulty 5). Reading (or writing) the earliest and crudest ancient Egyptian hieroglyphic is a 100:1 shot (difficulty 18). Use of the *language* skill instead of *hieroglyphics* increases the difficulty by +5, as hieroglyphics is such an idiosyncratic language.

Hieroglyphics cannot be used unskilled.

Mathematics

Characters with this skill are in tune with the mysteries of mathematics. Not modern mathematics like calculus and fractal theory, but the magical mathematics of the ancient Egyptians. Characters skilled in *mathematics* and an appropriate magic skill can compute mystical sums and quotients based upon astrological and empirical data. The mere act of this computation allows the mathematician to produce a wide variety of magical effects.

Mathematics also allows a user to perform *magical astronomy*. As mentioned in chapters ten and eleven, astronomy forms an important part of magical spells in the Nile Empire. Magical astronomy is used to determine the positions of important stars and planets for spells, usually from charts as the significant planets are those of Terra, not of Core Earth. The planets do not have to be visible to use this skill, but the astronomer needs to know the date and time to the nearest quarter hour. Magical astronomy is not effective for miracles, which requires different kinds of information from the stars; for religious astronomy the *Egyptian religion* skill is necessary.

Characters with *mathematics* skill also have the ability to rapidly solve mathematical problems and equations in their heads. This requires a skill roll against an appropriate difficulty number: a problem involving simple operations (addition, subtraction, multiplication, and division) is an Easy task; an algebra problem is an Average task; and a trigonometry problem is a Difficult task (trigonometry is the most complex operation that can be performed with *mathematics* — more complex problems must be solved with the *science* skill; see page 56 of *The Torg Rulebook*).

Only the ability to solve mathematical problems may be used unskilled. The *mathematics* of spell casting and magical astronomy cannot be used unskilled.

Scholar (Master Criminal)

The *master criminal* discipline of *scholar* allows a criminal to plan crimes, and once they are executed to cover his tracks. *Scholar (master criminal)* may only be used by characters of Evil Inclination, and therefore is of most



use to gamemaster characters.

Once during an adventure the master criminal may generate a total for his *plan* (record the total). He may spend Possibilities as per normal. During the act in which the character is committing a crime (or when the villain is confronting heroes), the master criminal may substitute his plan total **once** for any skill total (not based on *Dexterity* or *Strength*) he generates. As soon as he substitutes the total, he loses the ability to substitute until the next adventure. This substitution represents the clever planning of the villain which comes to fruition at a critical moment.

The master criminal can only substitute totals when he is entitled to generate a total in the first place; i.e., the *master criminal* total cannot be substituted for a skill that cannot be used unskilled that the villain does not possess, such as *alteration magic*.

Scholar (master criminal) may also be used to confound *evidence analysis*. After committing a crime, the master criminal may generate another *scholar (master criminal)* total. The *scholar* total becomes the difficulty number for the *evidence analysis*.

Mind Related Skills

Engineering

Characters with this skill are experts in engineering — not modern engineering with calculators and stress testing, but the magical engineering of the ancient Egyptians. In combination with an appropriate magic skill, *engineering* can be used to construct true pyramids, magic tombs, and temples. *Engineering* can also be used to examine such structures and identify their properties. One engineer attempting to analyze the work of another makes an *engineering* roll against a difficulty number equal to the *engineering* skill value of the builder. The amount of information such an attempt nets is determined by the number of success levels earned on the check.

Example: An engineer comes upon a pyramid built by another engineer with a skill value of 9. The first engineer generates his *engineering* skill total against a difficulty number of 9 and receives an *Average* success. The gamemaster would give the engineer some of the basic details surrounding the pyramid and its construction, but would not reveal all of the pyramid's properties. A *Superior* success would have netted still more information, while a *Spectacular* success would have entitled the engineer to a complete description of the pyramid and its properties.

Engineering may also be used to spot mechanical traps, secret doors or compartments, sloping passageways or other irregularities of construction. When using *engineering* in this way, treat all bonus numbers less than one as one. *Engineering* used this way is akin to an active defense, as explained on page 18 of *The Torg Rulebook*.

The *engineering* skill and its use is described in detail in chapter ten.

Engineering cannot be used unskilled.

Hypnotism

Hypnotism is used to put a subject into a hypnotic trance. Once in such a trance, the subject can then be interrogated or given post-hypnotic suggestions that will affect his or her future behavior. Subjects in trances are not aware of their surroundings for the duration of the trance. Trances never last more than 30 minutes and the instant anyone tries to harm a subject in an hypnotic trance, the subject immediately comes back to his or her senses.

To put a subject into a trance, the hypnotist generates a *hypnosis* total against a difficulty number equal to the subject's *Mind*. There is a +5 modifier to the difficulty number of this check if the subject is tense or excited (such as if the subject is in combat or in a strange, unfamiliar environment). Once the subject is in such a trance, the hypnotist may:

- *Interrogate the subject.* This is handled as per the normal rules for

interrogation, except that since the subject is in an hypnotic trance the interrogator gets a +5 bonus modifier to his interrogation action.

- *Implant post-hypnotic suggestions in the subject's psyche.* Suggestions are future actions or tasks the hypnotist wishes the subject to perform. The subject does not need to be in an hypnotic trance to actually perform these actions, only to receive them from the hypnotist. A hypnotist can implant a number of suggestions equal to the level of success earned on the *hypnosis* roll that put the subject into the trance (a *Minimal* success allows for one suggestion, an *Average* result allows for two suggestions, etc.). Each time he implants a suggestion, the hypnotist makes a new *hypnosis* roll and records the total on a piece of scratch paper. Later, when it is time for the subject to act upon a suggestion, the subject makes a *Mind* roll against a difficulty number equal to the *hypnosis* total generated when the suggestion was implanted. If this roll succeeds, the subject comes to his or her senses and avoids acting upon the suggestion. There is a +3 bonus to the subject's *Mind* score when making one of these resistance rolls if the suggestion will cause the subject to do something to which he or she is strongly opposed (such as directly harming one's self or a friend).

Example: The diabolical Brother Sin is using *hypnosis* on Mary Ann McKay. First, Sin makes a *hypnosis* check against Mary Ann's *Mind*. The check earns a *Good* success. Sin can now interrogate Mary Ann with a +5 modifier to his interrogation score, or implant post-hypnotic suggestions in her psyche. Sin decides to implant the suggestions.

Since he earned a *Good* success on the *hypnosis* roll that put Mary Ann in the trance, he is entitled to three suggestions. First, he will place a parcel in Mary Ann's purse and order her to drive to General Martin's headquarters (suggestion one). Next, he orders Mary Ann to wait until she hears the word "mailbag" and then slip away and place the parcel in a broom closet (suggestion two). She is then to leave the headquarters and forget everything that happened (suggestion three).



Brother Sin makes a *hypnosis* roll for each of these suggestions and records the totals: 13, 11, and 9.

After Mary Ann comes out of the trance, she must then act upon the suggestions. She rolls her *Mind* score against the first suggestion's total of 13 and fails. She must then drive to General Martin's headquarters. A short time later, Brother Sin calls her at the headquarters and says the word "mailbag." Mary Ann must now roll her *Mind* score against a difficulty number of 11. Again, she fails. She must now slip away and place the parcel in a broom closet. The parcel is obviously a bomb, but Mary Ann does not get the +3 bonus to her *Mind* score on the resistance roll because she is not really aware she is harming her friends. Her instructions were only that she place a parcel in a closet, a seemingly innocent act. If Mary Ann were ordered to shoot General Martin, however, she would certainly receive the bonus. After she leaves the parcel in the closet, Mary Ann must then roll against the final suggestion's total of 13. This time she succeeds and begins to receive a vague recollection of recent events. Something is definitely wrong. Maybe she still has time to warn the general and his staff before the bomb explodes!

While carrying out post-hypnotic suggestions, hypnotized characters are not aware of their actions. The suggestions are acted upon unconsciously.

Hypnotism cannot be used unskilled.

Weird Science

Characters with this skill are capable of designing, building, and analyzing fantastic gizmos that far and away exceed the Nile's Technical Axiom limit. In play, *weird science* functions exactly like the *science* skill described in the *Torg* boxed set, except the user is aware of an entirely separate set of scientific laws and principles which allow him or her to violate the Nile's technological limitations.

Weird science and its applications are discussed in detail in chapter nine.



Tim Wright

New Templates

Heartless soldiers and pulp villains are the building blocks out of which Mobius fashioned the Nile Empire. But along with these evildoers, the Empire is also home to a strange new assortment of heroes who have risen up to oppose Mobius and his minions. In the back of this book, you will find 12 new player character templates, reflecting the spectrum of heroes who patrol the sands and jungles of Mobius' Africa. Many of these templates incorporate the new rules found in this sourcebook. Note that the template gender and names can easily be reversed (there are such things as a "Jungle Huntress", a "Mystery Woman", and a "Priest"). The only exception is the "Amazon" template, which can only be used for a female character.

Complete instructions for selecting and customizing a template are found on pages 7 to 11 of *The Torg Rulebook*.

Note that the heroes in the Nile Empire tend to fit into three broad categories: *Core Earthers*, *Nile*

(transformed), and *Terran Expatriates*.

Core Earthers are residents of the area outside the stela bounds who are trying to stem the spread of the Empire.

Nile (transformed) characters are people with a high hero potential who were caught up within the Empire after Mobius landed. The axiom wash that followed Mobius' invasion realized the characters' potential, and then transformed them, which caused them to become heroes similar to those found in the Terran cosm. Unlike ords, transformed Storm Knights can regain possibility energy, and retain skills and memories from their time as Core Earth citizens. Transformed characters slip every once in a while and begin speaking and acting like a true native of the Terran cosm (using 1930s slang, etc.). Their reality is that of the Nile Empire.

The *Terran Expatriates* are heroes who traveled to Earth from Terra in order to oppose Dr. Mobius. Their reality is that of the Nile Empire.





Chapter Eight

Pulp Powers

"Why am I so successful, kid? Well, I'll tell ya. It's cause I know the rules, see. And in life, figurin' out the rules is three-quarters of the struggle."

— Diamond Jack Murphy to his young assistant, Kwok, in D.W. Decker's "The Fire Opal of Khartoum" (from *Straight Out Action*, November, 1932)

"The Wraith threw his arms up into the air and cocked back his head. Suddenly, a cloud of smoke began rising out of nowhere. As it gathered, the cloud wrapped itself about the Wraith, completely obscuring him from the vision of the pursuing shock-troopers. By the time the cloud had settled, the Wraith was gone!"

— from "Nightmare at 47,000 Feet" by C. Michael Stone (originally presented in *The Wraith* #72, October, 1933)



Many of the old-time heroes who seek fame and fortune on Terra, as well as many of the newly created heroes who oppose Dr. Mobius in Earth's Nile Empire, have strange and potent abilities which separate them from mortal men. These abilities are known as *powers*. Powers are presented as *bold italic* to distinguish them from skills and attributes.

Powers form a new category of abilities, similar to attributes and skills. Like skills, powers, too, are possessed only by certain special individuals. The difference between powers and skills is that anyone is theoretically capable of learning each and every skill. Powers, on the other hand are available only to individuals with a special background. A cave dweller from the Living Land, a US Air Force officer, and a paladin from the fantasy realm of Aysle are all theoretically

capable of learning the *science* skill, though it is doubtful that all of them will do so. But only a hero with some peculiar details in his background can possess the *electro-ray* power (a hero who was struck by lightning while in an irradiated state, or one who was bio-engineered with the electricity-producing capabilities of an eel by a mad scientist, for example).

The human capacity to develop powers is a quirky by-product of the Terran "weird science" technical and magical axioms. And thus, powers are available only to native Terrans and natives of Mobius' Nile realm. Unlike skills, Possibilities **cannot** be used to purchase new powers during play. Characters never acquire new powers once play begins; they are stuck with those they already possess.

Selecting Powers

You will find a new set of character templates at the back of this book. The templates feature the types of heroes that populate the lands in and around the Nile Empire. Several of these templates list powers that are automatically possessed by all characters built around that template. Other templates allow the player who selected the template to choose one or more powers from a brief list found on the template itself. Naturally, all such selections must be made before play begins and are considered permanent once they have been completed.

If you are not using the character templates or are designing your own templates for Terran or Nile-based characters, powers may be purchased during the character creation process just like skills. Each power costs the character one Possibility to purchase, reducing a character's starting Possibility total.



Each power has an *adventure cost*. A power's adventure cost is the **number of Possibilities a character must pay at the end of each adventure** in order to keep the power. If a player pays the cost for his character, he has the power for the next adventure. If he fails to pay the cost, his character loses the power. Unless you devise a story line which allows the character to regain the power, the character loses the power forever. When purchasing powers, it is important to consider the adventure cost, keeping in mind that an adventure might not earn a character more than eight or nine Possibilities. Remind players of this when they are putting their characters together. Overbuying powers can cripple a character, although taking power flaws (see below) to compensate can help. Characters may develop power flaws after character generation (things going wrong with powers is an established precedent in pulp fiction).

Powers have an associated Value, just like attributes and skills. A self-designed character or template character can spend attribute points to increase the action values of any powers he has purchased on a one-for-one basis (one attribute point purchases one additional point of power value). Some of the pre-generated templates already have action value increases built into them.

Note that powers are only available to possibility-rated characters.

Additional powers are listed in *The World Book*, page 46.

The Power Descriptions

Animal friend

Adventure Cost: 3
Action Value: CHA+2
Range: User's voice
Tech Rating: 26

This power gives the user the crude ability to communicate with all members of the animal kingdom. This communication is limited to very

simple "conversations" since almost all animals are only capable of communicating very simple ideas and feelings. You couldn't use this power to stroll up to an elephant and ask if he has seen three trucks full of shock-troopers recently, for example. But you could ask, "is danger present?" or "where is the nearest danger?" Communication requires a successful action against a difficulty number equal to the animal's *Spirit*. Each successful roll allows the user to ask an animal one question.

Characters with this power can also use it to convince animals of the same Inclination as themselves to perform a simple task (push down this tree, bring this message to my friend, etc.) with a power total equal to or greater than the animal's *Spirit*. A *superior* success must be earned if the task potentially threatens the animal's life.

Note: Unlike humans, not all animals need have inclinations. Of those that do, approximately 90 percent of the animals in the Nile are of Good inclination. This same fact holds true for the animals of the Terran cosm.

Chameleon

Adventure Cost: 5
Action Value: CHA+5
Range: Self
Tech Rating: 27

Chameleon is the ability to completely transform one's physical appearance to mimic that of another character. Such a transformation is automatic and completely under the control of the user. He can assume as many appearances as desired and can change appearance at any time. Any appearance assumed through the use of this power must maintain the user's basic height, weight, build and sex. And if the user is trying to mimic the appearance of a specific individual, he must obviously have seen that individual at some time in the past.

The user's *chameleon* power value is the difficulty number of the *Perception* roll necessary to penetrate the disguise. Of course, the use of *chameleon* does not allow the user to act or think like the mimicked character, though it does allow him to assume that character's voice.

Definitions

Adventure cost is the number of possibilities which must be spent per adventure to maintain a power.

The *action value* lists the formula used to calculate the power's value. Remember that additional attribute points can be spent to increase these action values.

The *range* is the distance over which the user may project his power. Combat-oriented powers have a range rating similar to those given weapons, while others have a simple distance limit. A range notation of "value" means that the range of the power is equal to the power's action value. For example, a character with the *x-ray eyes* power and an action value of 8 could use that power on objects up to 40 meters distant.

The *tech rating* is a measure of how technologically sophisticated the gadgets and devices are that feature the power. See chapter nine for the details on the effects of tech ratings on gizmos.

Darkness

Adventure Cost: 3
Value: STR+5
Range: 5 meter circle around the user
Tech Rating: 27

Characters with the *darkness* power can call up a field of darkness that surrounds them and obstructs them from view. This field forms a five meter globe that surrounds the user and lasts for as long as he likes, up to a maximum time value equal to his power value. If the user moves, the field moves with him.

The difficulty of all attacks aimed at targets within the field by those characters and creatures that cannot normally see in the dark is automatically increased by 5, as is that of any ranged



attack that has a line of sight passing through the field. The user's *darkness* value functions as the difficulty number for the *Perception* roll needed to spot a character or item inside the field (a successful *Perception* check cancels out the attack penalty).

The user never suffers the penalties of his own *darkness*; he can see through as if it were not there.

Dispersal

Adventure Cost: 5

Value: TOU+10

Range: Self

Tech Rating: 31

Characters with this ability can make their bodies temporarily incorporeal. An incorporeal character can pass through all substances with a *Toughness* that is less than or equal to the *dispersal* total. The *dispersal* value acts as the armor value against all attacks which do physical damage. The user can stay dispersed for a number of combat rounds equal to his *Toughness*, before having to reform for at least one minute. While dispersed, the user is obviously incapable of making a physical attack of any sort.

Unless the dispersed character has another movement power or ability, such as fly, a dispersed character has a movement value of DEX-4. Users with *dispersal* values of 20 or less appear as a syrupy blur, sometimes retaining images from their physical self. A dispersed character becomes less and less distinct until, at *dispersal* 30, he appears as a fine, nearly transparent, mist.

Electro-Ray

Adventure Cost: 4

Value: STR+10

Range: (meters) Short 3-10, Medium 11-25, Long 26-60

Tech Rating: 27

This is the ability to project a powerful bolt of energy from the hands. This energy bolt is hurled by the user's *Dexterity*, with a damage value equal to the *electro-ray* value. *Electro-ray* may be used to attack more than one target at a time by taking into account the usual multiple target penalties

listed on page 45 of *The Torg Rulebook*.

Powerful electro-ray blasts are tiring. The character is fatigued (takes two shock points) whenever he generates a positive bonus number when using *electro-ray*. He may choose not to apply a positive bonus number in order to avoid the fatigue penalty.

Fear

Adventure Cost: 4

Value: CHA+2

Range: 15 meters

Tech Rating: 27

Fear allows the user to create irrational fear in the mind of a target. To cause this fear, the user generate a *fear* total against the *Spirit* of the target (taking the usual multiple target penalties into account for attempts to scare more than one target at a time). The number of success levels earned on this check equal the number of combat rounds that the target will remain "spooked." Spooked characters always move last during any round of combat. On a *good* success, the spooked characters are also stymied. On a *superior* success, they are stymied and frightened so badly that they have a penalty of -5 applied to all their totals; if possible, the character tries to move as far away from the power user as possible.

There are two types of *spectacular* success, depending on the inclination of the power user. For a character of Good inclination, a *spectacular* result causes the target to surrender completely, ceasing all resistance. For a character of Evil inclination, a *spectacular* success causes mental damage; read the result points on the combat result table. It is entirely possible for an Evil character to kill a victim through fear.

Most characters with the *fear* power have a special laugh, shout or facial expression that triggers the power.

Force Field

Adventure Cost: 5

Value: TOU+10

Range: 5 meter globe

Tech Rating: 30

Force field summons up an invis-

ible shield of pure energy. This field blankets a globe with a radius of two and a half meters centered around the power user. The field has a *Toughness* equal to the power value. The *force field* value acts as the user's armor value. In addition, any damage sustained from attacks outside the force field may be given to either the force field or the power user, in any manner the user chooses. The force field takes damage as a character does. If it takes shock damage equal to its value, the field collapses; it also collapses if KOed. If mortally wounded, the field leaks energy at one shock point per round until it collapses. If a force field takes four wounds and "dies" the power user permanently loses the power. Each time the user generates a force field, it begins undamaged. Damage is not "held over" from one use of the power to another.

When the field is up, no objects can get in or out of the field without penetrating the field (exceeding the power value with a damage value, for example). At a power value of 20 or more, no gases can get in or out, including air. As the air inside a five meter globe is enough for a few minutes for one person, this is usually not a problem.

The power user can maintain the field for a number of combat rounds equal to his raw *Toughness* and, once created, the field moves with the power user. If used for the maximum duration, or if the power is turned off after damage is taken, the power must be rested for a least a minute to restore its energy before it may be used again.

Grow

Adventure Cost: 5

Value: STR+7

Range: Self

Tech Rating: 30

Characters with the *grow* power can expand their body up to three times its normal height (while staying proportionally shaped) and maintain this size for an amount of time value equal to the *grow* value. In this expanded state, the power user substitutes his *grow* value for his *Strength*, and increases his *Toughness* by +7 (if the user's *Toughness* is naturally



greater than his or her *grow* value, however, only the *Strength* changes).

All physical attacks aimed at characters enlarged by the *grow* power increase their value to hit by 5.

Illusion

Adventure Cost: 6

Value: MIN+2

Range: Value

Tech Rating: 28

Characters with this power can create realistic illusions in the minds of others capable of fooling all five of a target's senses. The exact nature of the illusion is up to the power user, though it cannot involve any sensory experiences that the user has not himself experienced. A character that has never seen a dinosaur, for example, obviously cannot project the illusion of such a creature. Unlike magical illusions (see *The Torg Rulebook* page 114), all illusions created by this power are not real in any physical sense: an illusory rope cannot be climbed and an illusory gun cannot be fired (though part of the illusion might be making others believe that the gun is being fired). All illusions can be maintained for a time value equal to the power

value. The illusion may be moved by the user at will.

Anyone experiencing an illusion created through the use of this power is entitled to generate a *Perception* total against a difficulty number equal to the power user's *illusion* value. If this roll is successful, the viewer recognizes something wrong with the illusion and ceases to be affected by it. Once one viewer penetrates the illusion, he or she can alert any comrades in the area, entitling each of them to a *Perception* total with a +3 bonus number modifier.

An *illusion* cannot cause a target any physical harm, though intelligent and semi-intelligent creatures can be tricked into believing that they have sustained damage, causing the creature great mental stress. Any illusory creatures or weapons fight with their real world values or the *illusion* value, whichever is lower. If an illusion inflicts a KO or a kill result on a creature, the creature actually sustains that result due to the mental stress. And al-

though illusions do not cause any lesser damage, struck creatures believe that they have been damaged, meaning that all such creatures suffer the penalties appropriate to their illusory wounds, though they have actually suffered no real damage. All damage and damage effects inflicted by illusions disappear the instant the target penetrates the illusion or the instant the illusion ceases to be (except for kills, of course, which are permanent in nature).

Jump

Adventure Cost: 2

Value: DEX-3

Range: Self

Tech Rating: 23

This power gives its user the ability to leap fantastic vertical and horizontal distances. The *jump* value becomes the character's long jumping limit value. The character can vertically jump about one-third this height (the *jump* value-3).



Mega-Scent

Adventure Cost: 3

Value: PER+5

Range: Self

Tech Rating: 27

A character with this power has an extremely well-developed sense of smell. He can use *mega-scent* instead of his *find* skill when someone is hiding or using *stealth* within 50 meters of him. He automatically discerns the nature of such creatures on a *good* or better result (i.e., what type of animal is approaching, or exactly who is approaching if the power user is familiar with the person in question). In addition, characters with *mega-scent* can identify an unknown substance. The difficulty number of such a task is based on the user's familiarity with the substance in question (extremely familiar or common substances are difficulty 5, substances encountered only once or twice before are difficulty 18, while a never-before-encountered substance is impossible to identify).

Mega-Sight

Adventure Cost: 3

Value: PER+5

Range: Self

Tech Rating: 25

Characters with *mega-sight* have an enhanced sense of sight. Such characters are allowed to use their *mega-sight* values instead of their *Perception* scores when attempting to see or spot an object. Such characters can also spot objects at distances which are well beyond the normal range of human sight. The maximum range is the distance value equal to the power value. Anything within this range, and not obscured by intervening materials, may be looked at as if it were only a few inches away (normal viewing distance if usually viewed from more than a few inches away).

Mind Control

Adventure Cost: 5

Value: MIN+5

Range: 5 meters to establish control, unlimited thereafter

Tech Rating: 28

This power allows its user to mentally dominate and command another. If established, this control will last for a time value equal to the power total (a power total of 21, for example, yields a duration of just over four hours).

To establish control, the character must generate a power total against a difficulty number equal to the target's *Mind*. Mind controlled targets are then allowed five chances to "shake off" the control, though one of these chances is lost for each additional level of success above *average* (*good*, *superior*, or *spectacular*) earned on the user's *mind control* action. These "shake off" actions are evenly spread out across the entire duration of the *mind control*, though the gamemaster can call for one or more of the rolls before they are due if the circumstances warrant it. In a "shake off" action, the controlled character generates a *Mind* total against the power user's *Mind* as the difficulty number. Note the difficulty number is the power user's *Mind*, not his *mind control* value. If the action succeeds, the target comes to his senses and is no longer subject to control.

Example: Baron Vlaslir uses his *mind control* power (value of 15, from a *Mind* of 10) to take control of Quin Sebastian (*Mind* of 9). The gamemaster generates a total of 20, a *spectacular* success against Quin. Vlaslir's total of 20 will allow him to maintain control for roughly two and a half hours. Quin is only entitled to two rolls to shake off the control, or roughly one per 75 minutes.

After the first hour and a half, Quin fails his shake off roll. Twenty minutes later, however, he encounters his buddy, Miami Mike, who notices there is something wrong with his old pal.

"Quin, it's me, Mike! Quin, there's obviously something wrong with you! Snap out of it!"

Even though enough time hasn't passed, the the gamemaster thinks this is a good time to give Quin his second roll (maybe his old friend can jar him back to reality). This time, Quin is a little more fortunate and rolls a *Mind* total of 13 — beating Vlaslir's *Mind* of 12 and freeing Quin from the mind control.

"M-Mike! Where am I?"

Once a character has been mind controlled, he is totally subject to the power user's commands. These commands can be simple and immediate ("Shoot him!"), or complex and long-term ("Go to Khartoum and do whatever is necessary to get your hands on the fire opal!"). Any time a mind controlled character is ordered to do something contradictory to his own interests (such as kill a friend, kill himself, etc.), he is immediately allowed one of his shake off rolls (assuming he has any); the shake off roll has a +3 bonus modifier.

Mind control cannot be used to control more than one character at a time. In order to control a new character, the power user must release the first character from his control.

Mind Reading

Adventure Cost: 5

Value: MIN+5

Range: 25 meters

Tech Rating: 28

Mind reading allows the user to tap into the thoughts and memories of another within sight of the mind reader. The character generates a *mind reading* total against the target's *Mind* score. A *minimal* or *average* success allows the power user to scan the target's surface thoughts and emotions (i.e., "I am scared" or "I don't like you"); a *good* success enables the user to detect the target's full thoughts ("I am scared because I see a hungry lion and I have nowhere to run" or "I don't like you because you remind me of my father"); a *superior* success enables the user to detect carefully hidden thoughts ("I am the one who planted the bomb in your car"); and a *spectacular* success allows the user to tap into the target's memories. *Mind reading* cannot be used on more than one target at a time.

Shrinking

Adventure Cost: 12

Value: DEX+5

Range: Self

Tech Rating: 31

Characters with this power can shrink their bodies down to a height of



two inches and maintain this height for a time value equal to their power value. In this shrunken state, the power user has his *Dexterity* increased by 5 points, but his *Strength*, *Toughness* and *running* values are all decreased by 5 points. The chief advantage of this power is the ability it gives the user to sneak around without being noticed. When shrunk, a character's *stealth* value is increased by 10 — which includes the bonus from the *Dexterity* increase.

Super Attribute

Adventure Cost: 3

Value: None

Range: Self

Tech Rating: 27; devices cannot have this power

Characters that purchase this power receive three extra attribute points which can be spent on their attributes. These attributes may exceed the cosm maximum of 14. All pre-generated templates with the *super attribute* power already have these points distributed into the attribute totals. *Super attribute* may be purchased more than once.

Super Skill

Adventure Cost: 3

Value: None

Range: Self

Tech Rating: 26; devices cannot have this power

Characters that purchase this power receive three skill points which are spent on one skill of their choice. This skill may be increased in excess of +3 adds. Also, each additional add in that skill costs two Possibilities, regardless of which add is purchased. For example, going from +3 adds to +4 adds would cost two Possibilities instead of the normal four. Going from +8 to +9 also costs just two Possibilities.

Super skill may be purchased for more than one skill.



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Swimming

Adventure Cost: 3

Value: DEX

Range: Self

Tech Rating: 20

Characters with this power are capable of swimming at unbelievably high speeds. The power value becomes the swimming limit value for the character. A character with the *swimming* power may attempt maneuvers using his *swimming* power value.

Teleportation

Adventure Cost: 5

Value: TOU

Range: Self

Tech Rating: 30

Characters with the *teleportation* power can instantaneously move from place to place without passing through any intervening space. While doing so, a character can only carry the objects on his person and cannot transport any other characters or heavy objects. The actual process of teleportation takes one round. All the power user need do is imagine an appropriate destination and concentrate. Note that the user needn't have ever seen

the location to which he is teleporting and that there is a built in safety mechanism which prevents the user from teleporting into another solid object. Should the user attempt to make such a jump, he will automatically return to the original starting point at the end of the round during which he teleported. The maximum distance that the user can cover in a single jump is equal to his power value (a value of 10 allows a character to teleport 100 meters), although a character may push this limit on the Power Push Table.

Any use of *teleportation* automatically fatigues (does two shock points) the user, whether the character reaches his destination or not.

Wall Walking

Adventure Cost: 3

Value: DEX

Range: Self

Tech Rating: 27

This power allows its user to walk across vertical and inverted surfaces just as he or she walks along a normal floor. While *wall walking*, the user can carry only the objects on his or her person. Note that although a character with *wall walking* can walk on in-



verted surfaces, he or she is still subject the Earth's normal gravity (i.e., if the wall walker drops on object while walking across the ceiling of a room, the object will still plummet toward the floor; loose change could fall out of a character's pocket; etc.).

The power value is the speed value when walking the walls.

Water Breathing

Adventure Cost: 2

Value: None

Range: Self

Tech Rating: 26

Characters with this power can breathe underwater indefinitely. Water breathers are still subject to the effects of extreme pressure and other underwater hazards.

X-Ray Eyes

Adventure Cost: 3

Value: STR+5

Range: Vision

Tech Rating: 25

Characters with *x-ray eyes* can look through solid objects as though they

were transparent. Once activated through character concentration (a simple action), the power will remain active until the user voluntarily switches it off, or a time value has passed equal to the power value.

The user's *x-ray eyes* total serves as the maximum *Toughness* he can penetrate; he cannot look through an object with a higher *Toughness*. *X-ray eyes* will never penetrate lead. Generating *x-ray eyes* totals above the power value is tiring. The character is fatigued (takes two shock points) whenever he generates a positive bonus number while using *x-ray eyes*. He may choose not to apply a positive bonus number in order to avoid the fatigue penalty.

Power Flaws

Powers are not always perfect. In the Nile Empire they often come with a flaw which can make life difficult for heroes. Of course, the flip side is heroes in distress generally make a story more interesting, and whenever a story becomes more interesting, there are Possibilities to be gained.

The central concept behind power flaws is the character with the flaw is awarded Possibilities when the flaw takes effect in a scene. This is the only time Possibilities are awarded. The player may define the flaw for her character (within the guidelines given below), but the gamemaster can determine when the flaws take effect. When designing a flaw, the player should state how and when the flaw takes effect. This condition is called the triggering condition.

Example: Cobalt has purchased two *super attribute* powers, making him exceptionally strong and tough. His player decides that Cobalt got his powers while he was forced to work for Muab, the Royal Builder. An attempt to combine weird science and mystical engineering to produce a floating pyramidal fortress failed spectacularly. Hundreds of the slaves, pushed past exhaustion, prayed to a divine power for deliverance and a champion to protect them. Later that day, when trying to set a new altitude record for the pyramid, several defensive spells misfired and sent waves of magical energy through one bank of the magnepulsions which kept the



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fortress aloft. Other interconnected systems then began to fail as the surge reached them. Muab and his cronies abandoned the fortress as it fell from the sky, leaving the slaves to die. Desperately trying to stabilize the descent of the fortress as it collapsed around him, Cobalt feverishly jury rigged a master control panel to give him minimal control over the descent. Arcane and weird science forces bathed him as he landed the pyramid, keeping most of it in one jumbled, wrecked piece. The curious interplay of forces around the control panel changed him, giving him *grow* and two *super attributes*. However, whenever Cobalt is again bathed by a mixture of mystical and weird science forces his powers cease working (a form of power setback) until he removes himself (or is removed) from the mixture. He must be out of the mixture for at least a minute in order to regain his powers and nullify the effects of the stymie.

The gamemaster will usually invoke the flaw under those conditions, but may choose to expand the conditions slightly or ignore the flaw if he feels the scene would be more interesting that way. Once invoked, a flaw is in effect for an entire scene.

The flaws are listed below by the number of Possibilities a character earns when the flaw is invoked.

Three Possibilities

When invoked, a *stymie flaw* stymies a character whenever he uses that power. If the power is in use all the time (such as *super attribute*), then the character is stymied for the whole scene or until the condition which triggers the flaw is removed.

A *shock flaw* causes the character to take one point of shock damage whenever he uses his power. A power which is in use all the time (such as *super attribute*) would cause a character to take a shock point each round until the character falls unconscious, the scene ends, or the triggering condition is removed. This fatigue may not be removed by first aid (or other healing) until the triggering condition is removed.

Six Possibilities

A *power setback* is a flaw which causes the hero to lose his powers, or lose use of his primary sense (perhaps lose use of his *Perception* skills) for a scene; maybe his *Inclination* switches for the duration of the scene. Any penalty which would be in line with a setback as described on page 61 of *The Torg Rulebook* could be eligible for a power setback.

A *roll again vulnerability* is a flaw which gives an opponent an additional roll again whenever using that particular attack form against the character with the flaw. For example, a character with *electro-ray* may short-circuit when lassoed by metal wire, giving opponents who uses a metal lariat a roll again when attacking him. If the character takes no damage from the attack form in a scene, then the roll again vulnerability is worth only three Possibilities.

Six Possibility flaws have short-term effects even after the triggering condition has been removed. It takes a minute (six rounds) for the effects of the flaw to disappear. In the case of a power setback, the character does not regain his powers until a minute after the triggering condition has been removed. In the case of the roll again vulnerability, the character may not heal or recover from any damage done by the attack form until at least a minute has passed.

Nine Possibilities

There is one Nine Possibility flaw: the *fatal flaw*. In the presence of the triggering condition, a fatal flaw causes the character to take a wound each round he is exposed to the condition. If a villain's fatal flaw is "immersion in water", the villain would take a wound each round he was submerged in water. The gamemaster has the right to judge whether the villain has to soak in a swimming pool, or whether throwing a bucket of water over him would be enough to melt him. The gamemaster's judgment may (and probably should) be influenced by the flow of the story.

A character may not heal or recover from any damage done by a fatal flaw until at least a minute (six rounds) has passed.

Multiple Flaws

Characters may have more than one flaw per power, as long as they do not have more than one flaw of each type (Three, Six, or Nine Possibilities). They may have the same flaw for more than one power.

Example: Cobalt has a power setback which affects his two *super attributes* and his *grow* power. In any scene in which he is bathed with a mix of mystic and weird science forces, he would earn 18 Possibilities. As the adventure cost of his three powers is 11, Cobalt's player must assume that his character will run across this combination fairly frequently in order to pay for his expensive powers.

Power flaws are supposed to work as dramatic elements in a story. Clever players will undoubtedly discover ways to create the triggering conditions for their powers in safe conditions which in no way discomfit their character. Fine. But don't let them collect the Possibilities for invoking the flaw. If you were a reader of the story being played, your reaction to a properly invoked flaw should be, "Uh-oh, the hero is really up against it now." If the flaw does not have that effect on the scene, you should not allow it to be invoked in the scene.

Example: Cobalt builds a mysticogammatron chamber which bathes him with mystic and weird science forces. The player hopes to have Cobalt take a bath in the chamber during calm moments in the adventure, safely invoking his flaw. Giving the player a small compliment on his ingenuity, the gamemaster then firmly disallows the use of the mysticogammatron to invoke Cobalt's power setback — at least until Wu Han can steal it and modify it into an appropriate weapon.





Chapter Nine

Weird Science Gizmos



Gizmos are an integral part of the Nile Empire. Mobius' personal interest in weird science and the seamier aspects of technology has permeated the realm, to the extent that weird science can produce effects far beyond those normally available at a Tech level of 21. Ray guns, flight belts, rocket ships, teleportation booths—all are possible under the weird science axioms of the Nile Empire.

Dr. Mobius is the foremost practitioner of weird science. His devices, such as the hideous Omegatron and the gargantuan, gleaming artificial sun, are as much an emblem of his ambition as the throne of Pharaoh. Opposing him are famous gadgeteers such as Dr. Alexis Frest and the Mystery Men.

Designing Gizmos

Characters with the *science* and/or *weird science* skills have the ability to design and build new gizmos of their own creation. Designing gizmos takes time; it is not something you or your players should attempt during play. Doing so will only bore the players. Playing in the Nile Empire should be fast, action packed; gizmo design just does not fit the bill.

A gizmo is a technological tool with abilities expressed in terms of attributes, skill, powers or special values (such as armor values). Thus, cars, guns, microwave ovens, and invisibility belts are all gizmos, as are shrink pills and knockout gases (these too are technological tools). A construction crane, for example, would have *Strength* since it is capable of lifting

heavy objects, while an invisibility belt would have the *invisibility* power, and a wonder drug would have the *medicine* skill because it is capable of curing illness.

Unlike living creatures, not all gizmos have all seven of the basic attributes. A gizmo has only those attributes which have a function that the gizmo is capable of mimicking: cranes have *Strength*, computers have *Mind*, etc. Unlike characters, a gizmo can have a skill or power without the underlying attribute. This is because an attribute usually covers a basic ability at a number of tasks. Some gizmos are only designed for one task, and are quite useless at other skills based on the same attribute. For example, the wonder drug with a *medicine* value has absolutely no ability as an artist.

A mystical amulet is an example of an object which is **not** a gizmo. Although the amulet is a device with abilities expressed in values, these abilities are not of a technological origin.

These rules are best used to design the exotic sort of gizmos wielded by heroes and villains in pulp fiction. Designing and using a flight pack is an appropriate use of the rules; designing a microwave oven using these rules is time which could be better spent doing something else.

Creating a gizmo consists of four steps:

1. Decide on the purpose of the gizmo.
2. Draw the blueprint.
3. Gather the components.
4. Build the gizmo.



The Good News and the Bad News

The good news is that gizmos are a stock element of pulp fiction which contribute a great deal to the “gee whiz” feel of pulp stories. They are fun to use as a bit of spice to perk up a normal story, or as the focus of an adventure concerning the nefarious inventions of Dr. Mobius.

The problem with gizmos is that technology as we know it (even intuitively) is an extremely complex amalgam of physical and intellectual processes. There is no simple mechanic which will duplicate all the effects of technology. These rules are a com-

promise which allows a large range of devices to be created with as few complicated rules as we could manage. But doing this means that clever players are bound to exploit some loophole to devise the Ultimate Thingie with which to destroy the known cosmverse. Okay, maybe not that extreme, but gamemaster intervention is necessary to make any set of gizmo rules work in a campaign. Don't let yourself be bullied by rules terrorists. By misusing the gizmo rules, they could unbalance your campaign.

Basic Components

Before designing a gizmo, you need to know what the basic components are, and how these parts work.

Gizmos have a *housing*. The housing can be a ring, a car, any technological construct. The housing must have a *Toughness* — no other attribute or value is required. However, if the housing has other attributes and values (such as an airplane), then they can be used as part of the gizmo.

Note: If a power, such as *x-ray eyes*, requires the user to expend shock points to use the power, the shock points come from the housing rather than the gizmo operator.

Gizmos have a *system*, the part of the gizmo which replicates the power, skill or other value which is an important use of the gizmo. The housing may have multiple systems (so the gizmo may have multiple uses).

Gizmos may have *boosters*, portions which increase the performance of one of the systems, or possibly one of the attributes of the housing. Boosters can make the gizmos more difficult to operate and repair.

Compensators are portions of a system which compensate and adjust for the effect of boosters on the difficulty number for operating the system.

Possibility capacitors store the Possibilities needed to energize powers.

Power plants energize the skills or other non-power values of the gizmo. The term power plant covers everything from steam engines, to batteries, to solar power.

Adaptors and *caps* are special components which connect components (in the case of adaptors) and seal off stray connections (in the case of caps). Connecting these components to others requires a science or weird science total of 12. Their use is described more fully in “Drawing the Blueprint” below.

Components cost money, and some can be difficult to find. See chapter thirteen for details.

System

When building a system, the value of the system is the inventor's *science* or *weird science* total generated when designing the system. If the system has a limit value (at that Tech level) and the *science* or *weird science* total is greater than the limit, the value is reduced to the limit. The only way a system value may exceed the limit value is through boosters, as described below.

The system value of armor (or other tools rated with a plus, such as melee weapons) is the maximum value for the armor. This maximum value is the

limit value. An inventor is not allowed to decrease the system value of armor or other “plus rated” tools to below the maximum value given in the equipment section of *The Torg Rulebook*.

Example: The maximum value for a bullet proof vest (*Torg Rulebook*, page 133) is 22. An inventor may not reduce this by substituting his *science* or *weird science* total. If Dr. Frest generated a *weird science* total of 19 while trying to establish the system value of the bullet proof vest, it still has a value of 22.

The maximum value and the plus rating for “plus rated” equipment can only be increased through boosters, as described below.

Boosters

Building boosters is analogous to increasing a character's limit value through the Push Tables. Science may only boost systems one or two points past their limits at that Tech level (or their housing).

Example: A scientist is modifying a 1933 Daimler-Benz. Its speed is 60 mph (value 12). With luck, the scientist could rework the engine and transmission (i.e., design a booster for the speed system), increasing its speed value by +2 to 14 (150 mph). But he could boost the base speed of the car no farther.

When building a booster, the inventor generates a *science* total against the value of the system being boosted. The results are read on the speed column of the General and Push Results Table. A character using science can only add one booster to a system.

Weird science uses the power column of the General and Push Results Table when building boosters; the scientific laws are less restrictive to the weird scientist. If more than one booster is added, the difficulty number of each subsequent booster is the current system value (including any prior boosters). If a vehicle speed value is being boosted, only one booster may be added to a system.

Example: Dr. Alexis Frest, with *weird science* 19, is building an invis-



bility belt. His first total was an 18. The limit value for *invisibility* (see the Limit Value and Tech Rating Table below) is 13, so the base system value for invisibility is 13. His first booster is +3, for a boosted system value of 16. If Frest wants to add a second booster, the difficulty number would be 16.

For armor, or other "plus rated" tools, the difficulty number is the maximum value of the tool. The booster increases the "plus" of the tool, or the maximum value of the tool; the inventor has his choice.

Example: Plate mail has +5 with a maximum value of 25. The difficulty number of boosting the plus is 25. If a *weird science* total of 29 were generated (for a +2 on the power column), the armor would now be rated at +7, with the same maximum value. Or the inventor could have +5 armor with a maximum value of 27.

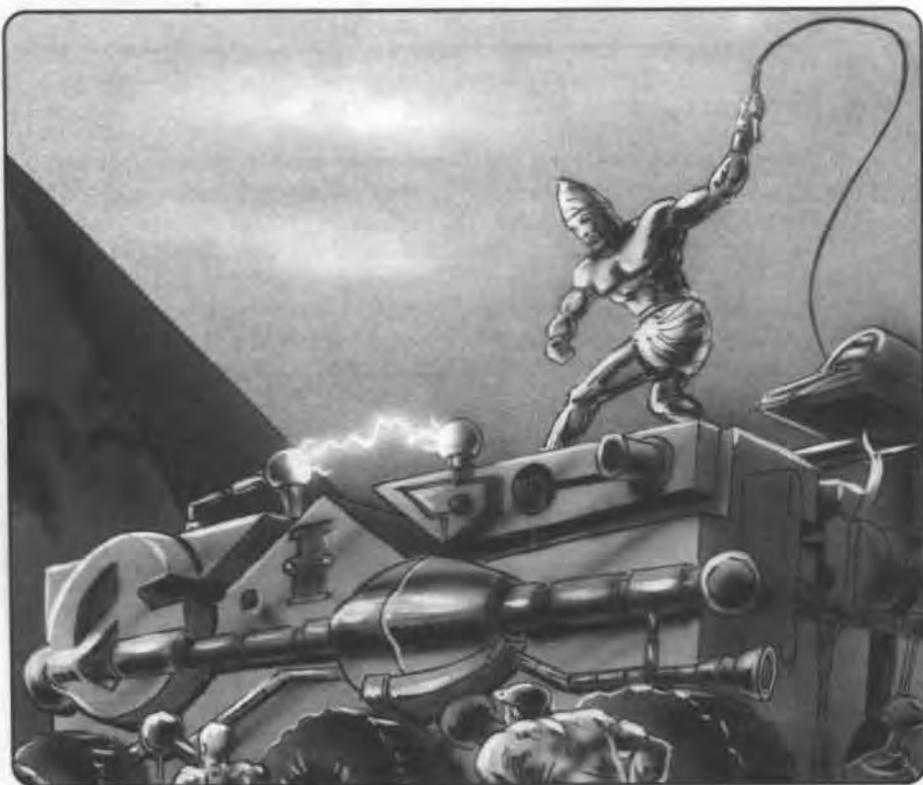
If an inventor fails when trying to add a booster, he cannot put any more boosters onto the system until he gains another skill add or acquires a special component of the gamemaster's invention. If you wish to, you could build a quest around that component.

Boosters make a gizmo more difficult to repair and to operate. The difficulty number of operating the system is increased by the total number of booster components for that system. The difficulty number for repairing the gizmo is increased by the total number of booster components in the whole gizmo.

Example: The modified Daimler-Benz had a +2 modifier to its speed value, added in a single booster. All *land vehicles* difficulty numbers are increased by one when driving the car.

If a housing, such as a vehicle, has two or more boosted systems operating at once, the difficulty of operating the systems is increased by the total number of boosters housed in the gizmo.

Example: The scientist next installs in the Daimler-Benz a machinegun



Tim Wright

which has a single +1 booster. Now driving the car while the machinegun is firing has a difficulty number modifier of +2, in addition to any other modifiers.

There are two exceptions to boosters increasing difficulty numbers. When the boosters are adding to a housing's *Toughness*, the difficulty of operating any component system does not increase. If the system normally does not require a roll to operate (such as the *invisibility* system on Dr. Frest's belt), then the difficulty modifier is a side effect. In the case of the invisibility belt, perhaps seeing is harder while wearing the belt (hence the difficulty numbers for *Perception*, *find* or *tracking* actions are increased) due to interference from the invisibility field. The player of the inventing character and the gamemaster will have to agree on the side effect. If no agreement is reached, then the penalty applies to all actions based on an attribute (or skills and powers based on that attribute) of the gamemaster's choice. The side effect should be decided upon in advance, before the player completes the gizmo.

Compensators

Compensators are built like boosters, with the following restrictions:

1. Compensators must be added to a system after all boosters have been integrated into the system. The difficulty number for building the compensator is the boosted value of the system.

2. A system may have no more compensators than it has boosters. If a system has three boosters, it may have zero, one, two or three compensators, but no more.

3. Compensators may not be shared between systems. In the car example above, the machinegun system and the speed system would have to have separate compensators.

Each point of compensator reduces the operation difficulty modifier (due to boosters) by one. Compensators cannot reduce the difficulty modifier of the system to less than zero.

Example: The ever-eager scientist working on his Daimler-Benz wants to compensate for the machinegun and the speed system. He builds a compensator for the machinegun (boosted



by +1), generating a +2 compensator. The operation difficulty modifier for the machinegun system is now zero. However, the Daimler-Benz (the gizmo as a whole) is now harder to repair due to the extra diodes, wiring, and tubing for the compensator.

Compensators actually increase the difficulty of repairing a gizmo system. Each compensator component increases the difficulty of repair by one.

The *compensated value* is equal to the system value plus the total booster value minus the total compensator value. It is used in to determine housing integrity, see below.

Example: Assuming the machinegun installed in the Daimler-Benz in the above examples was a .50 caliber (damage value 25), the compensated value is 24 (25+1 booster - 2 compensators).

Possibility Capacitors

Possibility capacitors store and release possibility energy. Gizmos need possibility capacitors for powers. The adventure cost for powers in gizmos is the power adventure cost minus two, plus one per booster component attached to the power system. This means that powers used at their limit values are cheaper in gizmo form than in characters. (Yes, *ultra-sight* has an adventure cost of zero in a system with no boosters; the system still needs a possibility capacitor to collect the minute amounts of ambient possibility energy required for the power.) As you add boosters, the adventure cost of gizmo powers can become considerably greater than the adventure cost for similarly powerful characters. Two or more systems may share the same possibility capacitor. Installing the possibility capacitor has a difficulty number equal to the highest system value for which it is providing energy. A single possibility capacitor may not hold more than 10 Possibilities.

If the gizmo uses a power during an adventure, the adventure cost must be paid from the capacitor immediately upon use of the power, rather than at

the end of the adventure. Recharging a possibility capacitor requires a laboratory, a possibility-rated donor to give up the possibilities, and a day.

Power Plant

Power plants are used to energize all abilities which are not powers; skills, attributes and other systems. More than one system may be attached to a power plant. The power plant value is equal the *weird science* or *science* total generated when building the power plant. Power plants are connected on the same total; any total is sufficient to connect a power plant into its first system. Subsequent connections have a difficulty equal to the power plant value.

Whenever a *hero setback* or *hero stymied* result is turned over on the action stack, the gizmo operator must generate power plant totals for every gizmo currently in operation. The difficulty number is the largest system value which draws power from the plant. If the plant powers more than one system, use the One-On-Many Table. The number of successes is the number of systems still working. On a *stymie*, the player decides which systems are still powered. On a *setback*, the gamemaster gets to choose. Any systems which lose power may not be used until the power plant is repaired or recharged. Recharging requires a laboratory and a full day. Repair is covered below.

Tech Ratings

All gizmos have a *Tech Rating*. The Tech rating represents the gizmo's technological sophistication and is used to determine whether or not the gizmo will work under foreign axiom sets. Gizmos always function in realms and cosms where the Tech axiom value is greater than or equal to the gizmo's Tech rating. If the Tech axiom is less than the gizmo's Tech rating, the gizmo creates a contradiction when used.

The Tech rating of a gizmo is the highest Tech rating of any of its components (see below).

Housing Integrity

A gizmo's housing has a *Toughness*. The maximum compensated value which can be safely used is equal to the housing's *Toughness*+5. Treat each system value point above the housing's *Toughness*+5 as result points of damage to the housing. This damage is done each time the system is used. As this damage does not vary from use to use, it can be written down next to the system value.

Special Rule: Ignore the K-condition on the 2 result point "K1" result; after the first use the additional K's would make this a 3 shock point result, which does not make sense in the case of regular gizmo wear-and-tear.

Example: An automatic pistol housing has a *Toughness* of 11. Using *weird science*, Dr. Frest develops super bullets (boosted damage value) for Colt .45 (damage value 16). He gets a +4 booster when inventing the bullets, increasing the damage value to 20 — four more than the housing's *Toughness*+5. The pistol takes "O3" each time it is fired. If fired four times in quick succession, the gun will "conk out". See "Damage and Repair" below. Dr. Frest should probably build a compensator for the pistol.

Combat, Damage and Repair

Each gizmo has a *Toughness*. This rating functions exactly like a character's *Toughness* attribute. In combat, gizmos may be targeted as though they were characters and may even sustain "wounds," or damage. Use the following procedure to determine the difficulty number of a shot aimed at a gizmo.

1. If the gizmo has skills or attributes characters use in combat, such as *dodge*, *Dexterity* or *melee weapons*, use that skill or attribute for the difficulty number.

2. If #1 does not apply and the gizmo is a vehicle, the difficulty number is equal to the operator's appropriate vehicle value.



3. If #s 1 and 2 do not apply and the gizmo is a hand-held item, the difficulty number of the attack is equal to the *Dexterity* or defensive skill value of the holder.

Resolve a blow that strikes a gizmo exactly as you would resolve a blow that strikes a character. "Wounded" gizmos are damaged and suffer the same penalties as characters who have sustained similar wounds. A gizmo that takes four or more wounds is permanently destroyed. Knockdown has no effect on gizmos (unless the gizmo is built like a creature which could be knocked down.) KO and shock damage results "conk out" the gizmo. The gizmo can be restarted with a *science* total of 8 (similar to a *first aid* roll on the gizmo). If the gizmo is a vehicle, the vehicle may also be restarted with an appropriate *vehicles* total of 10. So, if a car conks out from shock damage, it may be restarted on a *land vehicles* total of 10. All difficulty number modifiers of the gizmo due to boosters or compensators applies to these rolls.

Damaged gizmos can be repaired using the *science* or *weird science* skill. The difficulty number of a repair attempt is equal to the gizmo's highest value. Each level of success past *minimal* earned on a repair roll lowers the gizmo's wound level by one (thus, a *superior* result is necessary to completely repair three wounds on a gizmo with one roll). Repairs can only be performed by characters with an appropriate set of tools, and all repair attempts (whether successful or not) require five hours. This five hour "base time" can be reduced by using the One-On-Many Table; cutting the time from one hour to 30 minutes is analogous to trying two 30-minute repairs at the same time. The time would be cut in half by adding +4 to the difficulty number of the repair roll, and quartered by adding +6 to the difficulty number, etc. If the *science* (or *weird science*) total exceeds the modified difficulty number, the gizmo is repaired in the reduced time.

Similarly, the repair roll can be made easier by taking more time, using the *bonus modifier* of the Many-On-

One Table: +2 for taking twice as long, +3 for taking three to four times as long, and so on.

Blueprints

Now you are ready to begin drawing out your gizmo blueprint. Each component has a certain number of *connections* leading off it, each of which must be used to connect the component to another component. You will now array your components on a piece of scratch paper and draw lines between them indicating the connections. On paper, each component is represented by a special symbol.

Housing: The housing is drawn as a double-lined oblong box with four connections. The *Toughness* of the housing is written in the box.

Systems: Each of these components is represented by an oblong box. Write the name of the attribute, skill, power or other value inside the box along with the component's beginning value. Systems have two connections.

Boosters: Boosters are represented by circles. Leave room in the circle to write the value of the booster inside the circle (i.e., +1, +3, etc.). All boosters have two connections.

Compensators: Compensators are drawn as diamond shapes. Leave enough room in the diamond to write the value. Compensators have two connections.

Possibility Capacitors: Possibility capacitors are represented by the drum shapes with the abbreviation "PSC" within them. Possibility capacitors have two connections.

Power Plants: Power plants are represented by drum shapes with a jagged line. Power plants have two connections.

Adaptors: Adaptors are represented by triangles or squares with an "A" inside of them. The triangular adaptors have three connections, and the square have four connections.

Caps: Caps are represented by semi-circles. All caps have a single connection.

Rules for Constructing Blueprints

A working gizmo blueprint meets the following conditions:

1. All connections leading from a component connect to another component. Use caps to tie off any unneeded connections. **Example:** All four connections in the housing component must connect to other components, or to caps if nothing else.

2. All system components must connect directly to the housing, or have at least one path of connections which does not pass through any other system component on the way to the housing. **Example:** The machinegun system in the Daimler-Benz must connect to the car without having to pass through another system, such as the speed system.

3. All boosters, compensators, possibility capacitors and power plants must connect directly to the system they affect, or have at least one path of connections which does not pass through any other system on its way to the affected system.

Blueprint Example

The Yellow Crab wants to build an invisibility belt. He sketches out the drawing labeled "Blueprint One".

There are no connections which do not have a component, so condition one is satisfied. There is a path from the invisibility system to the housing, and since there is no other system, condition two is obviously satisfied. All of the components which affect the invisibility are connected to it without having to pass through a different system, so condition three is satisfied.

Later, the Yellow Crab tried something more ambitious — an electro-ray invisibelt ("Blueprint Two").

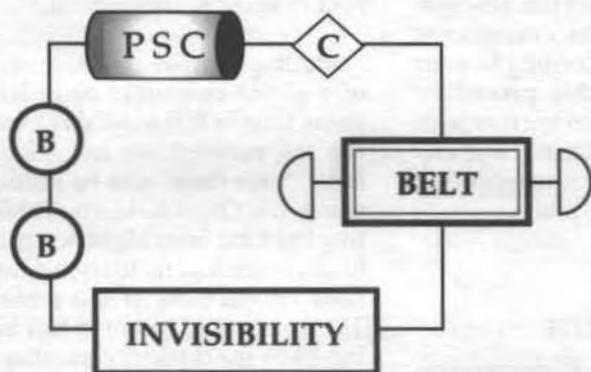
Checking through it you can see that the three conditions are satisfied.



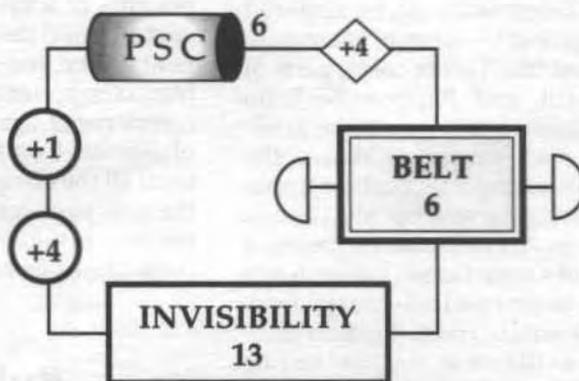


**Nile Empire Diagram
Gizmo Creation**

Gizmo Blueprint One



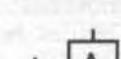
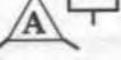
Completed Gizmo



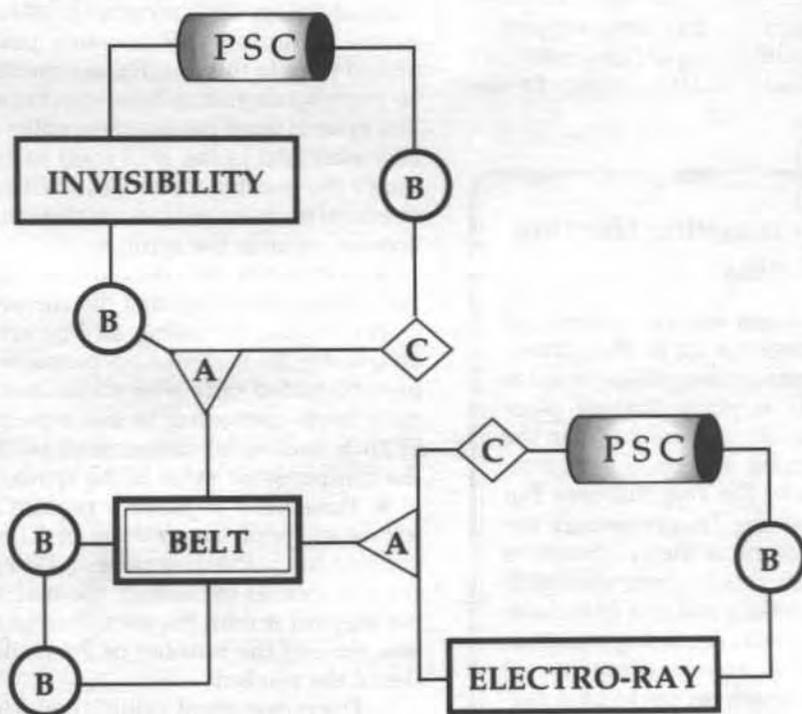
Invisibility 18
 Compensated Value 14
 Two shock points per use
 Tech Rating 31

C

Component Symbols

-  Housing
-  System
-  Booster
-  Compensator
-  Power Plant
-  Possibility Capacitor
-  Adaptors
-  Cap

Gizmo Blueprint Two



Constructing the Gizmo

After you have your blueprint, you must acquire all of the components you will need to actually construct the gizmo. Components can be acquired from a number of different sources. In some areas (the Terran cosm, parts of Core Earth, and Nippon Tech on Earth), gizmo components are available for open purchase. Within the Nile, Mobius prevents gizmo components from being sold openly, though they are usually available on the black markets of Cairo. Gizmo components may also be stripped off other gizmos.

The monetary costs of gizmo components available in the Nile can be found in chapter thirteen.

Step By Step

Begin the actual building process by drawing one of the system boxes from your blueprint out on a separate sheet of paper. If you generate a large enough *science* or *weird science* total, you may then fill in the system value in the box. Now you begin to build and connect the boosters, compensators, possibility capacitors, adaptors and/or caps which connect to the

Estimating Housing Toughness

How can you decide housing *Toughness* for all of the gizmos your players are going to want to invent? A good starting place are the listed *Toughnesses* in the equipment lists in this sourcebook and *The Torg Rulebook*. But the housing *Toughness* may not be the same as the *Toughness* of the item; this is where your ability to make a call as a gamemaster comes in. A good approximation is to choose a compensated value which seems to be a reasonable maximum, then subtract five to get the housing *Toughness* for the item.

system you have built, rolling for and connecting one component at a time. **New components must be connected to existing components. The only exception to this rule is system components, which may be created "freestanding".** Once all of the components of a system have been connected, build the next system components. Then you connect the new system component to its constituent components, again according to your blueprint. Continue this procedure until all the components are down on the new page (or you cannot add any more, as in the case of boosters) and all connections have been made.

Rules for Constructing Gizmos:

1. The system component has a system value which is the lesser of the *science* or *weird science* total and the limit value given in the chart below. Write the system value inside the symbol, along with the name (or an abbreviation) of the system's ability.
2. Boosters are connected by generating a total against the current system value, including any boosters connected prior to this one. Failure means no more boosters may be connected to this system until the inventor gains a new skill add in the skill used to attempt the booster connection. With a successful connection, write the booster value in the symbol.
3. Compensators are connected by generating a total against the current system value, including all boosters attached to the system. Compensators may be added only after all boosters have been connected to the system. With a successful connection, write the compensator value in the symbol.
4. Possibility capacitors require a *science* or *weird science* total of 12 to connect to another component. When the capacitor is connected, the inventor may fill it with his own Possibilities. Record the number of Possibilities in the symbol.
5. The power plant value is equal to the *weird science* or *science* total generated when building the power plant.

Power plants are connected on the same total; any total is sufficient to connect a power plant into its first system. Subsequent connections have a difficulty equal to the power plant value. Record the power plant value in the symbol.

6. Adaptors and caps require a *science* or *weird science* total of 12 to connect to another component.

Rolling to make a connection inside of a gizmo consumes eight hours of game time (a full work day), whether the roll succeeds or not. This eight hour "base time" can be reduced by using the One-On-Many Table; cutting the time from eight hours to four hours is analogous to trying two four hour connections at the same time. The time would be cut in half by adding +4 to the difficulty number of the connection roll, quartered by adding +6 to the difficulty number, etc. If the *science* (or *weird science*) total exceeds the modified difficulty number, the component is built or connected in the reduced time.

Similarly, the connection roll can be made easier by taking more time, using the bonus modifier of the Many-On-One Table: +2 for taking twice as long, +3 for taking three to four times as long, etc.

Throughout the construction process record the number of days it takes to build the gizmo, noting them on the side of the gizmo sheet somewhere.

Once the gizmo is finished, record the following for each system value: the repair and operating difficulty modifiers, and the damage result (if any) from the system value exceeding the housing's *Toughness* +5.

Example: The Yellow Crab decides its time to build his invisibility belt. As building powered gizmos consumes a good number of Possibilities, he opts for the simpler model. The Yellow Crab has *weird science* at 15.

He gathers the components. The belt (the housing) has a *Toughness* of 6. He begins with the invisibility system, the only system in the gizmo. His total of 14 exceeds the *invisibility* limit value of 13, so the system value is 13.



W eird Science

The technological axiom that is shared by the Terran cosm and the Nile Empire functions differently from those that govern the use of technology in each of the other realms. Although most of the Empire is limited to 1920s and '30s level technology, a few fantastic technological wonders that are far more advanced than anything ever seen on Core Earth can be found within its borders. This is because a completely different set of scientific laws and rules exists and functions side-by-side with the general rules of science that govern the research and development of mundane technology. The mastery of this second set of scientific rules, a discipline known as "weird science," is completely independent from the mastery of the more traditional scientific truths, though the two often appear identical to the layman. It is quite possible for one to be an expert scientist and know nothing of weird science, just as it is possible to be an expert weird scien-

tist while understanding little traditional science.

Within the Empire, technology that was researched and constructed using the principles of weird science in place of those of traditional science operates at a *Torg* axiom rating of 33. Thus, an accomplished Empire scientist might be able to develop rocket bombs or television, but an accomplished *weird scientist* can design and build invisibility belts, time travel booths, and ray guns.

Note that the only technology that exceeds the Empire's true technology axiom rating of 21 that functions without contradiction within its borders is that which has been developed by a weird scientist, and that weird scientists are found only in the Empire and in the Terran cosm. A hydrogen bomb imported from the high-tech realm of Nippon wouldn't function in the Empire, for instance, because it exceeds the technological axiom rating of 21 and was not con-

structed using weird science (there are no weird scientists in Nippon). When weird science gadgets are carried outside the Empire's borders, they are treated exactly like normal technological items (i.e. a starship constructed in the Empire would only function in a realm or cosm that had a technological axiom rating of 30 or higher), so most devices constructed using weird science technology cause contradictions in Core Earth. Beings native to the Nile do not cause contradictions when using a weird science item, even though their Tech axiom is 21. Nile characters may use items created by weird science (and only weird science) without violating their Tech axiom. Characters from other cosms must have a sufficient Tech level to use the gizmo, or they will cause a contradiction.

Dr. Mobius is one of the greatest weird scientists that ever lived.

Chris, the Crab's player, writes "13" and "Invis" in the system symbol. He then connects the possibility capacitor; his total is only seven. Grumbling, Chris marks off another day, then succeeds by beating a 12 on his next attempt. Now the Crab gets lucky, generating a total of 23 for his first booster, for a value of +4. The system value is now 17. His next total is also good (18), making his next booster a +1; he records the booster values and chalks up the days. For the compensator, he spends a Possibility on top of a good roll to get a total of 26; the compensator is a +4. He puts on the two caps (although it takes him three days to do it), and the gizmo is done!

The invisibility value is 18. The

compensated value is 14. The housing *Toughness* is 6, so the belt takes two shock points each time the *invisibility* power is used. As long as the Yellow Crab doesn't switch it off and on repeatedly, the belt should stand the strain. There are two boosters and one compensator, so the belt has a difficulty modifier of +3 to repair. The side effect modifier (since invisibility cannot have an operating difficulty) is +1; the Crab has the difficulty number of all *Perception* rolls related to external sensing, *find* and *tracking* increased by one. The Tech rating of *invisibility* is 31; being higher than the Tech level necessary to produce a belt, the Tech rating of the invisibility belt is 31.

Modifying Existing Gizmos

An inventor can later modify gizmos by removing a component (on a *science* or *weird science* total equal to the current system value, or 12 in the case of adaptors and caps), and building components onto the freed-up connections. Removing a component has a base time of 15 minutes, which can be reduced in the same way as repair by using the One-On-Many modifiers; +4 to the difficulty number reduces the time in half, etc. If the character adds boosters, then he must re-roll for every compensator attached to the system at the new system value.



S

ystem Limit Value and Tech Rating Table

Limit Value	Tech Rating	Limit Value	Tech Rating	Limit Value	Tech Rating
-------------	-------------	-------------	-------------	-------------	-------------

Attribute

Dexterity	6	22
Strength	24	15
Toughness	47	7
Perception	5	22
Mind	5	24
Charisma	3	29
Spirit	3	30

Vehicle Speeds

Air	16	21
Land	13	21
Space	33	24
Water	11	22

Skills

Dexterity

Acrobatics	7	24
Beast Riding	7	24
Dodge	7	23
Energy Weapons	7	23
Fire Combat	10	23
Heavy Weapons	10	23
Lockpicking	12	23
Long Jumping	4	23
Melee Weapons	7	24
Missile Weapons	7	24
Prestidigitation	6	25
Running	6	22
Stealth	8	23
Swimming	8	22
Unarmed Combat	10	23

Strength

Climbing	8	23
Jumping	8	23

Perception

Air vehicles	10	22
Alteration magic	1	29
Disguise	9	26
Divination Magic	1	29
Evidence Analysis	8	26
Egyptian Religion**	6	25
Find	12	21
First Aid	11	20
Hieroglyphics**	6	25
Language	6	25
Land Vehicles	10	22
Mathematics**	8	24
Scholar	6	27
Space Vehicles	10	23
Tracking	10	22
Trick	8 (15)	24
Water Vehicles	10	22

Mind

Apportation Magic	1	29
Artist	5	28
Conjuration Magic	1	29
Engineering**	6	25
Hypnotism**	10	25
Medicine	10	24
Meditation	7	24
Science	9	24
Survival	10	25
Test	9 (20)	24
Weird Science**	9	29

Charisma

Charm	6	29
Persuasion	6	29
Taunt	6 (20)	29

Spirit

Faith	4	30
Focus	5	30
Intimidation	7 (20)	30
Reality ¹	4	30

Powers

Animal Friend	7	26
Chameleon	9	27
Darkness	12	27
Dazzle	12	20
Dispersal	5	31
Electro-ray	7	27
Fear	7	27
Flight	12	24
Fog Screen	13	21
Force Field	10	30
Grow	5	30
Illusion	9	28
Invisibility	13	31
Jump	6	23
Mega-Hearing	10	25
Mega-Scent	6	27
Mega-Sight	10	25
Mind Control	8	28
Mind Reading	7	28
Running	10	21
Shrinking	5	31
Super Attribute	PRO	na
Super Skill	PRO	na
Swimming	9	24
Teleport	8	30
Ultra-Sight	10	25
Wall Walking	6	27
Water Breathing	6	26
X-Ray Eyes	20	24



“PRO” indicates that no gizmos with the ability in question may be built. “NA” means not applicable.

** This Skill is new to this Sourcebook. It is described in chapter seven.

¹ This ability cannot be built into a gizmo unless the gizmo is somehow connected to an eternity shard or eternium.



Chapter Ten

Magic

The legends of the ancient Egyptians speak of a great many magical rituals, artifacts, and curses. Of course, in the Terran cosm, these legends have always been literal truth. On Terra, pyramids possess startling and mysterious powers, while cursed tombs are undeniably deadly. But with the axiom wash that came in the wake of Mobius' invasion, many of the ancient legends are beginning to come true on Earth as well.

Magic is one of the most potent weapons in Mobius' arsenal. During his long sleep in the tomb beneath the island of Khem, Mobius' followers continued to practice and refine the ancient mysticism. In fact, it was the magic of ancient Egypt that resurrected Mobius from death. Many of the cultists of Khem continue to practice magic to this day, waiting for their Pharaoh to call upon their unique abilities.

The magic of the ancient Egyptians of Terra is not identical to that of the Earth Egyptians. After looking at some scrolls and inscriptions discovered in ancient Earth tombs, Mobius and his followers have realized that Earth Egyptians may have had access to a whole new set of spells and rituals. Recovering these lost rites is a high-priority goal for both Mobius and the magical denizens of his Empire.

Egyptian magic has two different classifications: mathematics, powered by the *mathematics* skill and *Torg's* magic skills; and engineering magic, powered by the *engineering* skill and the magic skills. But both branches of magic share an important knowledge, one also needed for the priests' miracles: astronomy.

Astronomy

Magic and miracles in Mobius' reality rely upon the positions of various heavenly bodies for spell casting. Accomplished astronomers, the ancient Egyptians of Terra were so proficient in the art of astronomy that they had mathematically proven the existence of all nine planets in the solar system thousands of years before many of the planets were officially "discovered." They also charted the profound influence the planets had on magic and miracles.

The Egyptians equated certain heavenly bodies with their gods. Spells must take positions of heavenly bodies into account; some are much more powerful when the bodies are properly configured. On Terra (known as Osiris for astronomical purposes), astronomers have named the nine planets, from closest to the sun to the outermost, as follows:

- Ra (god of the sun)
- Isis (patron of magic and children)
- Osiris (god of earth)
- Horus (god of life)
- Nut (god of the sky)
- Nephtys (patron of women)
- Ptah (god of craftsmen)
- Anubis (god of the underworld)
- Set (god of evil)

Even in the Nile Empire on Earth, it is the Terran planets which govern magic and miracles. Complicated calculations based on detailed charts are necessary, as the sky of Core Earth does not match the sky of Terra precisely enough for the mystical calculations.

Note: Because ancient Egyptian astronomy blends magic and religion, any magic or miracles depending on astronomy automatically require a magical axiom level of 12, and a spiritual axiom level of 15. Therefore, using mathematical magic or Egyptian



miracles would cause a contradiction in the Living Land (which has a high enough spiritual axiom, but insufficient magic), but not in Orrorsh or Aysle, which has magical and spiritual axiom levels high enough to allow the reality of Egyptian astronomy.

Astronomical Components

Spells and miracles have two astronomical components: a minimum number of planets which must be accounted for in order to cast the spell (listed in the spell description as *number of planets*); and the planets which have influence over the spell (listed as *influence*). The astronomer decides how many planets he wishes to configure into the spell, the minimum being the number listed under *number of planets*. If the number of planets is "0", the astronomer does not have to configure any planets into the spell. He picks the planets for which he wishes to make the calculations from the planets listed under *influence*. From this group of planets he finds the largest *astronomy* difficulty number, as listed on the Planet Chart. This is the *astronomy* difficulty for casting this spell.

The magician then uses the One-On-Many Chart to see how many of the planets he successfully configures into the spell. He configures the planets in order, from the innermost (and easiest planet) to the outermost (most difficult) planet he has decided to configure. **For each planet successfully configured beyond the minimum necessary to cast the spell, the caster receives the bonus modifier listed on the Planet Chart for that planet.**

Example: Zafira wishes to cast a *commune with cricket* spell using Isis, Horus, and Nut. The spell requires one planet. Nut has the greatest astronomy difficulty number (12), so the base difficulty is 12. Using the One-On-Many Chart, the difficulty for three planets is DN+6, so the difficulty number of getting all three planets is 18. Zafira generates a mathematics total of 17. She gets the first two planets of her choice, Isis and Horus, for a

Planet Chart

Planet	Astronomy Difficulty	Bonus Modifier	Cycle (optional)
Ra	8	+3	2
Isis	10	+3	3
Osiris	10	+3	5
Horus	12	+5	7
Nut	12	+5	11
Nephtys	13	+5	13
Ptah	15	+7	17
Anubis	18	+7	29
Set	22	+7	73

bonus modifier of +3 to her divination magic total.

After the astronomy check, the character casts the spell using the magic skill listed with the spell against the difficulty number of the spell. Any bonus modifier earned in the astronomy check helps the caster with the spell. In Egyptian magic there is no backlash (but see "Mathematics").

Planetary Cycles (Optional Rule)

Using planetary cycles adds flavor and bookkeeping to the astronomy rules. Feel free to incorporate them or ignore them as you choose.

The planets move in orbits which change little from year to year. Astronomers long ago learned to predict when the planets would naturally configure into a magical or miraculous process, with no effort on the part of the astronomer. When configured, the planets automatically affect a magical or miraculous process just as if the astronomer had successfully configured the planet through his own calculations.

These configurations occur in regular patterns for each planet. The Planet Charts lists the number of days in each pattern. Ra, for example, is properly configured every other day, while Horus is naturally configured once every seven days. It is scarcely a coincidence that the primary day of wor-

ship in the Nile Empire is the day Horus naturally configures; regular, reliable displays of miraculous power go a long way toward reinforcing religious belief in the faithful.

Within the cycle of days are other cycles, related to and sometimes named for the planets involved in the cycle. For example, the Day of Bountiful Fields involves the alignment of Ra, the god of the sun, Osiris, the god of the earth, and Nut, the god of the sky. The day occurs every 110 days, the product of cycles of each planet (2x5x11=110). The farmers must make offerings and join priests in rituals in the fields in order to increase their chances of a good harvest. Another example is the Night of Walking Evil, which commemorates the legendary killing of Osiris by Set. The cycle (73x5=365) occurs once a year, slowly sliding backward because of leap years. In Year One of the Near Now, it falls on the night corresponding to April 28.

All of the cycles fall into the Great Cycle, which the priests preach lasts three million years. Mathematicians argue that the cycle actually lasts 2,958,950 years and 83 days, blaming the difference on the sloppy thinking of priests, which annoys priests. Priests claim that mathematicians worry about minute detail at the expense of the great drama of life, as suggested by the myths of the three million year cycle; this annoys mathematicians. Engineers point out that everyone arguing the point will be long dead



before then, so who cares? This annoys both mathematicians and priests.

At the end of a Great Cycle the gods cleanse the world of all that exists upon it, and rebuild the world clean and new. According to Terran calendars, the world is only a million or so years into its current cycle, so there is plenty of time before the gods wipe clean the slate.

An important function of priests is keeping track of the cycles, some of which are quite obscure and occur once in a decade or less.

As gamemaster, you have to keep a record of the days which have passed in your campaign in order to use the cycles. Each time Mobius invades a cosm, the calendar starts again with Day One. The events written about in this sourcebook go up to Day 65 of the Pharaoh's invasion. Begin your campaign calendar with Day 65, and mark off one day for each day of game time which you and your players spend in the game world.

Divide the campaign day by the cycle of a planet; the remainder is called the *position* of the planet. If the position of a planet is zero, the planet naturally configures on this day.

Example: On day 65, the position of Nut is 10 ($65 - (5 \times 11) = 10$). Osiris (cycle 5) is in position zero; Osiris naturally configures on day 65.

We recommend you calculate the zero positions of planets out of game time, and for a substantial period of time (say, one year). Writing it down in calendar form and check off the campaign days as you run through them. That way, you will know what planets are influencing spells for the current day of play.

Mathematics

The ancient Egyptians of Terra have found that there is powerful magic in numbers, particularly those related to the movement of the planets. The discipline of casting magic spells through the computation of quantities is known as *mathematics*, and in *Torg* is governed by the *mathematics*, and the four *Torg magic* skills. Mathematicians are

valued advisors and confidants within the Nile, treasured for their wisdom as much as their spell-casting ability.

Most practicing mathematicians on Terra and in the Nile belong to an organization known as the College of Mathematicians. The college serves as both a forum where mathematicians can gather and share any new secrets they may have discovered, and a support organization for the training and guidance of young apprentice mathematicians. In the Nile, the College also serves as an official arm of the Imperial Government. In this capacity, it is one of the resources that Mobius frequently exercises. In fact, practicing mathematics in the Empire without being a recognized member of the College is a crime.

There is a very rigid and formal hierarchy within the College. At its head is Rama-Tet, the Royal Vizier and personal advisor to Mobius. Beneath Rama are 10 Grand Deans (*mathematics* and one magic skill at values 18 to 25, the other magics at values from 17 to 22), one for each of the Overgovernorships. Beneath each Grand Dean are three Lesser Deans (*mathematics* at values of 16 to 20, magic

skills at values of 13 to 19). Beneath the Lesser Deans are a varying number of Initiates and Apprentices. Initiates are low-level mathematicians waiting for an opening in the ranks so they can ascend to the rank of Dean. Apprentices are young mathematicians-in-training.

When Mobius has a service he would like the mathematicians to perform, he takes it to Rama-Tet, who then assigns it to a Greater Dean, who will in turn either assign the project to a Lesser Dean (if it is relatively simple or unimportant) or perform it himself. The Overgovernors follow a similar procedure, beginning with the local Greater Dean and possibly ending with an Initiate.

The College of Mathematicians maintains a vast library and "headquarters" in the royal capital at Thebes. Rama-Tet meets with all 10 of the Grand Deans at the headquarters once every eight weeks to discuss matters of mathematical importance. Once every year, all members of the college assemble at the headquarters for an annual meeting.



Learning Mathematics

The particular brand of mathematics that drives Egyptian magic is quite intricate and difficult to learn. Most of the Terran mathematicians have been apprentices in the College of Mathematicians since childhood.

Characters who are unskilled in *mathematics* must pay double the normal Possibility cost to acquire the skill and cannot pick it up without finding a skilled character willing to teach them. Once a character has achieved *mathematics* skill adds of 3 or greater, he or she has achieved a level of mastery sufficient enough to begin his or her own exploration of the mathematical intricacies. Such characters no longer need a teacher.

Casting Spells

When a mathematician casts a spell, he uses intricate astronomical charts and measurements to generate numerous calculations and geometric designs which are derived from the planetary positions. By scribbling these calculations on papyrus and then making a series of mystical incantations, the mathematician summons forth the magical energies necessary to power the spell.

Each mathematics spell lists the magic skill necessary to cast the spell, listed as *Skill*. This skill is in addition to the *mathematics* skill, which is needed to perform the astronomical calculations.

Each spell has a *Difficulty*, which is the difficulty number which the caster must equal or beat with his magic total.

Each spell has a *Number of Planets*, which is the minimum number of planets which must be configured in order to cast the spell. If the number of planets is "0", the astronomer does not have to configure any planets into the spell.

Under *Influence* each spell lists the planets which can configure to influence the spell. The astronomer decides how many planets he wishes to configure into the spell, the minimum being the number listed under *number of planets*. He picks the planets he wishes to configure from those listed

under *influence*. From this group of planets he finds the largest astronomy difficulty number, as listed on the Planet Chart. This is the astronomy difficulty number for casting this spell, as described in the "Astronomy" section above. Configuring the planets takes at least one round, more if so noted in the spell descriptions.

If the *mathematics* action succeeds, the caster generates a magic skill total to cast the spell, adding any bonus modifiers due to the mathematical astronomy.

If the *mathematics* roll fails, the mathematician has made an error in his or her calculations. In this case, not only does the spell fail to take effect, but the mathematician may suffer the result of a magical backfire.

Backfires

Any time a mathematician fails his *mathematics* roll before casting a spell, the gamemaster rolls a die and con-

sults the Bonus Chart (rolling again on 10 and 20). He adds the total bonus to the modified astronomy difficulty of the spell (the base difficulty adjusted for the number of planets which the magician attempted to configure) and consults the table below:

Mathematics Spell Descriptions

This is a basic assortment of spells taught to apprentices by the College of Mathematicians. Many senior members of the College, however, have developed their own spells not appearing here. Remember, too, that the Egyptians of Earth developed mathematical spells rendered "real" by the axiom wash not shared by their Terran counterparts. The members of the College of Mathematicians would love to get their hands on ancient scrolls or inscriptions detailing such spells.

Mathematics Backfire Chart

Total	Result
12 or less	No Effect
13-15	The mathematician must forfeit one Possibility; if he has no Possibilities, he suffers a wound instead
16-18	Same as above, only the mathematician forfeits a Possibility or takes two wounds
19-20	The mathematician's closet friend is stricken with a <i>Great Curse</i> ; on this result, resolve the spell normally; the curse is just a side effect — neither the mathematician nor the victim are immediately aware of the curse.
21-23	The mathematician is stricken blind for three days
24-25	The mathematician is befuddled, losing his <i>mathematics</i> ability for three days
26-29	The mathematician loses favor with the gods; the mathematician may no longer configure the planets he was using in this spell attempt (to regain the use of the planets he must regain the gods' favor; for each planet he must accept a quest from a priest of the god for whom the planet is named; upon completion of the quest he may once again use the planet)
30+	The mathematician is attacked with a damage value equal to the total of the roll



Animate Mummy

Skill: alteration

Difficulty: 15

Number of Planets: 1

Influence: Isis, Horus, Ptah, Anubis

This spell allows the mathematician to animate and command a mummy. The mummy does not actually return to life, but does acquire a small degree of sentience.

Once the mummy has been animated, the mathematician may command it to perform any one task ("kill Hathor!" or "bring me the fire opal!"). The mummy will then remain animated until it either performs the task or is destroyed. An animated mummy has the following statistics:

DEX 6, STR 15, TOU 22/8, PER 3, MIN 5, CHA 3, SPI 15.

Skills: unarmed combat 10, stealth 10, find 10, tracking 10, trick (8), intimidation 16.

Animated mummies are immune to Taunt and Test attacks. They cannot be charmed or persuaded. A mummy's *Toughness* is 8 against fire and 22 against all other attack forms.

The spell caster must have access to a properly mummified corpse in order to cast this spell.

Calculate Weakness

Skill: divination

Difficulty: 10

Number of Planets: 1

Influence: Ra, Horus, Nut, Ptah

A mathematician can cast this spell to make any action easier to perform. The action must be specific, such as "opening the door ahead", or "hitting that halftrack". The object (or person) being acted upon must be visible to the caster. Successfully casting a *calculate weakness* gives the next character who performs the action a +3 bonus modifier for one attempt only.

Commune with Crickets

Skill: divination

Difficulty: 14

Number of Planets: 1

Influence: Ra, Isis, Horus, Nut

Egyptian Math Facts

Did you know that the ancient Egyptians invented important mathematical concepts that would not be seen in Europe for centuries, and even mathematically proved that the Earth was round centuries before Columbus was born — all without multiplying or dividing?

That's right. The Egyptians could not multiply or divide. Instead, they "faked" both operations using addition and subtraction. An Egyptian who wanted to multiply 29 by 19, for example, would first write down "29" followed by a one. Next, he would add 29 to itself (58) and write down the total in the next row followed by a two. He would then continue doubling both numbers.

29 — 1

58 — 2

116 — 4

232 — 8

All the time he was recording numbers, the Egyptian would be looking for a combination of the smaller numbers that added up to the number he was multiplying by (in this case, 19). Our clever Egyptian above would probably

choose 8, 8, 2, and 1 ($8+8+2+1 = 19$). He could then add the corresponding large numbers (232, 232, 58, and 29) to find the answer — 551! ($232+232+58+29 = 551$).

To divide 73 by 7, our Egyptian would keep doubling the 7 until he hit a number larger than the number he was dividing.

7 — 1

14 — 2

28 — 4

56 — 8

112 — 16

By trial and error, he would then find the combination of numbers in the left column that added up to the total closest to the number he was dividing: in this case the 56 and the 14 ($56+14=70$ which is quite close to 73; the next highest combination is 77, too high!). He can then add the corresponding numbers in the right column to find the answer: 8 corresponds to 56 and 2 to 14, so the answer is 10! The amount that the total fell short (70 fell 3 short of 73) is expressed as a fractional remainder. The complete answer is 10 and $3/7$! — from *Science Action*, 1935

A mathematician who casts this spell gains the temporary ability to speak with crickets (you can assume that there are crickets everywhere within the Nile except for the fiercest deserts and enclosed areas).

Successfully casting the spell allows the caster to ask three questions of the crickets. Since crickets aren't very intelligent, these questions must be simple and direct, i.e., "have soldiers passed this way?" or "what is behind that door?"

Contemplation allows the caster to prepare for some future conflict or action. A successful *contemplation* allows a Storm Knight mathematician to draw four new cards and select the best four card hand out of the drawn cards and those currently in his or her hand. A gamemaster character mathematician casting a *contemplation* receives an extra die roll on the future action of his choice. *Contemplation* can only be cast once a day.

Contemplation

Skill: divination

Difficulty: 20

Number of Planets: 1

Influence: All

Crocodile Legion

Skill: conjuration

Difficulty: 17

Number of Planets: 1

Influence: Ra, Osiris, Anubis, Set



This spell can only be cast on the banks of the Nile. It allows the caster to summon forth an army of crocodiles which will do his or her bidding for one hour. The number of crocodiles summoned is equal to the **measure** of the caster's *Charisma*-3. For example a mathematician with *Charisma* 12 could summon 60 crocodiles. For crocodile statistics, see chapter twelve.

Death Shout

Skill: *conjuration*

Difficulty: 20

Number of Planets: 1

Influence: Ra, Nut, Anubis

Successfully casting this spell gives the mathematician the ability to emit a bellowing shout at a single target. If the magic total exceeds the defensive value of the target (assuming the spell succeeds), the target of the shout is attacked with a damage value equal to the magic total +5.

Detect Magic

Skill: *divination*

Difficulty: 12

Number of Planets: 0

Influence: Isis, Nut, Nephthys, Ptah

Detect Magic gives the caster the temporary ability to detect all magical emanations within 50 feet of his or her person. Magic items, the products of magical engineering, the effects of magic spells, and the effects of miracles will all be picked up by this spell, and the caster can identify them as magical.

Dream

Skill: *divination*

Difficulty: 13

Number of Planets: 1

Influence: Isis, Osiris, Horus, Anubis

The *dream* spell is always cast on another character. The next time the spell recipient sleeps, he or she will have a dream that reveals a dilemma he or she will face during the next 24 hours. If the recipient is a Storm Knight, the gamemaster should inform the player of an action his or her character will be called upon to make during the

next 24 hours of game time. When it comes time to make this check, the dream recipient receives a +3 bonus modifier for that action.

The mathematician may only cast one *dream* spell per night.

Find Water

Skill: *divination*

Difficulty: 9

Number of Planets: 1

Influence: Ra, Nut, Nephthys

This spell is particularly useful in the desert. Successfully casting it gives the mathematician the direction of the nearest source of potable water. The range of the spell is practically unlimited. If the nearest source of water were 2,000 miles away, the caster would still detect it.

The caster also receives some idea of how far away the water is, in one of four categories: a few hundred paces or less, less than half a day away, a day or two away, many days away.

Gemwork

Skill: *alteration*

Difficulty: 13

Number of Planets: 1

Influence: Ra, Osiris, Nephthys, Ptah

Successfully casting this spell on a gem reshapes its facets into an intricate pattern of the caster's choosing that is almost impossible to duplicate manually. The value of such a gem is doubled.

Oasis

Skill: *alteration*

Difficulty: 18

Number of Planets: 1

Influence: Ra, Isis, Horus, Nut

Successfully casting the *oasis* spell gives the caster an exact location within 10 yards of his or her person. If the caster plants a seed at that exact spot immediately after casting the spell, the seed will grow to complete maturity in three weeks and a temporary oasis will spring up around the plant. This oasis covers a number of acres equal to the position of Horus at the time the spell was cast. The oasis will

last for number of days equal to the product of the cycles of the planets configured into the spell.

Example: All four planets are configured by an ambitious mathematician. The oasis will flourish for 462 days (2x3x7x11), then wither and dry up completely on the 463rd day.

Mesmerize

Skill: *alteration*

Difficulty: 17

Number of Planets: 1

Influence: Isis, Nephthys, Anubis, Set

At the time the mathematician casts a *mesmerize* spell, he or she must select a single human target. If the spell is successfully cast, the caster can attempt to mind control the target as though he or she had the *mind control* power (page 72) with a value equal to his or her *Mind*+5. If the caster successfully gains control over the target, that control will last for 24 hours (or until it is shaken off).

Prepare Mummy

Skill: *alteration*

Difficulty: 11

Number of Planets: 0

Influence: Ra, Osiris, Ptah, Anubis

This spell allows the mathematician to calculate and prepare the length of bandages and their unguents needed to properly mummify a corpse. Such corpses have not been fully mummified, but the process of decay is halted for 29 days, which should give plenty of time for a priest to fully mummify the corpse.

The actual process of mummification itself takes about eight hours and can only be performed by a priest with an *Egyptian religion* skill.

Rot

Skill: *alteration*

Difficulty: 15

Number of Planets: 1

Influence: Ra, Nut, Anubis, Set

A *rot* spell slowly disintegrates an inanimate object. The target object can be no larger than two meters. If the



spell is cast successfully, the object is attacked with a damage value equal to the magic total of the spell cast. The number of shock points of damage is then permanently subtracted from the object's *Toughness*. The second day the spell does the same amount of damage, and again on the third day, until 11 days have passed, after which the spell ceases to work. If the shock points ever exceed the *Toughness* of the object, it completely crumbles to dust.

Sundew

Skill: *conjuration*

Difficulty: 20

Number of Planets: 1

Influence: Ra, Osiris, Horus, Nut

When this spell is successfully cast, a shimmering burst of sunlight descends from the sky and strikes the caster and everything within 50 feet of him. The light heals the wounds of the caster and everyone in the area of the spell who shares his *Inclination*.

Sundew can only be cast outdoors during the day when the sky is clear.

Ward Off Good/Evil

Skill: *conjuration*

Difficulty: 12

Number of Planets: 1

Influence: Isis, Horus, Nut, Ptah

A mathematician who casts this spell surrounds himself with an aura that wards off characters and creatures of the opposite *Inclination*. This aura extends out 50 yards, and all creatures it effects have all their action values reduced by 3 until they move out of the area affected by the field.

Wing of the Hawk

Skill: *apportation*

Difficulty: 14

Number of Planets: 1

Influence: Ra, Osiris, Nut, Nephthys

Wing of the hawk gives the mathematician the temporary ability to fly. Flight speed value is 11 (40 mph) and the spell lasts for three hours. The mathematician may cast this spell on other characters.

Engineering

Exactly how the ancient Egyptians of Earth built their huge pyramids and sculptures remains a mystery. The Egyptians of Terra built their monuments using a magical discipline known as *engineering*. Engineers have the ability to design fantastic structures and monuments, as well as abilities that facilitate the construction of these monuments.

In *Torg*, such engineering is governed by the use of the *engineering*, and the four *Torg magic* skills.

Like mathematicians, engineers also maintain a support organization, known as the Society of Engineers. Like the College of Mathematicians, the Society is a functioning body within the Imperial Government; the structure of the Society is modelled after that of the mathematicians, with Greater Builders and Builders rather than Deans.

The Society of Engineers is headed by Muab, the Royal Builder. Muab takes such pleasure in his work that he personally attends to the tasks he is given by Dr. Mobius, often calling upon a Greater Builder for advice. Beneath Muab are 10 Greater Builders (*Engineering* and one magic skill at values 18 to 25, the other magic at values from 20 to 23), one for each of the Overgovernorships. Beneath each Greater Builder are three Builders (*engineering* at values of 16 to 20, magic skills at values of 13 to 19). Beneath the Builders are a varying number of Draftsmen and Journeymen. Draftsmen are low-level engineers eager to prove themselves to Mobius or an Overgovernor by undertaking a major project. Journeymen are novice engineers just beginning their real work.

Engineers have the ability to cast a few spells, and the abilities to design and supervise the construction of buildings, incorporating many mystical features into the design.

Engineering Spell Descriptions

Because of the magical methods which the engineers of Terran Egypt use, their spells are very specific in effect, and they have been refined, and refined again, greatly reducing the backlash.

The other great advancement (or perhaps devolution from the point of view of the accomplished Ayslish mage) is that the spells all use the arcane knowledge of *engineering*, the same knowledge as their engineering skill. Each spell uses a slight variation on *engineering* unique to that spell, similar enough to allow a single skill to count as the knowledge, different enough so the Principle of Definition (page 112 of *The Torg Rulebook*) applies to each spell, rather than to engineering magic as a whole. This allows more than one engineering spell to be cast on a building (or other object) at one time. While economical, the incredible mystic machinations and convolutions necessary to tie their spells into a single knowledge makes engineering spells very hard to vary in the way accomplished Aysle magicians can vary the components of their spells (see *The Aysle Sourcebook* for details).

Detect Traps

Axiom Level: 7

Skill: *divination/engineering*

Backlash: 9

Difficulty: 12

Effect Value: 15

Bonus Number to: effect

Range: 8 (40 meter)

Duration: 5 (10 seconds)

Cast Time: 3 (4 seconds)

Manipulation: unknown

An engineer who casts this spell automatically detects all traps of a mechanical nature (Tech level 21 or less) within 125 feet of his person, as long as the effect value of the spell exceeds the *stealth* value of the trap (see "Building Construction" below).



Find a Path

Axiom Level: 9

Skill: *divination/engineering*

Backlash: 11

Difficulty: 13

Effect Value: 15

Bonus Number to: variable

Range: 9 (60 meters)

Duration: 5 (10 seconds)

Cast Time: 5 (10 seconds)

Manipulation: unknown

Find a path has three separate functions. First, an engineer can cast *find a path* on a door or passageway to learn what lies beyond. If the spell succeeds, the engineer receives a mental image of the room or passage behind the portal. This image consists only of the material used in the construction of the room and the room's dimensions, not the room's contents. A typical result of casting *find a path* is:

"Beyond the door is a corridor of hewn rock. The corridor goes on for 50 feet and ends at a door. Twenty feet down, a side passage leads left."

The effect value must exceed the engineering value of the character who built the building. For ordinary buildings the engineering value is usually 10, for carefully constructed buildings the value is 13, for unique structures the value is at least 15. If an Egyptian engineer oversaw the construction of the building, the value is the *engineering* value of the plans. For this, the bonus number is added to the effect.

Second, *find a path* may be cast to help find a path out of a maze or labyrinth. Each time the engineer comes to a point in a maze where he must choose a direction, a successful *find a path* will reveal the direction he must travel to move toward the maze's exit, as long as the exit is within range of the spell. For this, the bonus is added to the range.

Third, *find a path* may be cast to detect any secret doors or hidden portals. A successful use of the spell automatically detects all such constructs in the room or corridor the caster occupies. The effect value of the spell must exceed the *stealth* value of the secret door (see "Building Construction" below); for most buildings

this value is 13, for unique structures the value is at least 15. If an Egyptian engineer oversaw the construction of the building, the value is the *engineering* value of the plans. For this use the bonus number is added to the effect.

Lift

Axiom Level: 5

Skill: *apportation/engineering*

Backlash: 16

Difficulty: 11

Effect Value: 18

Bonus Number to: effect

Range: 7 (40 meters)

Duration: 32 (one month)

Cast Time: 17 (40 minutes)

Manipulation: unknown

Lift allows an engineer to build a complex block-and-tackle rig capable of lifting an extremely heavy object (the engineer must have the materials to build the rig). The object to be lifted must be specified at the time the spell is cast, and once the spell is cast, it takes 20 minutes to set up the rig. For this spell, the range represents the longest block-and-tackle which can be built with the spell; lifting an object more than 40 meters requires more than one rig.

Once the rig is in place, anyone using it to move the object has his or her *Strength* increased to the effect value of the spell for the purpose of lifting an object with the rig. Once placed, a rig will remain in place until it is purposely removed or the duration expires, at which point it will become useless.

Imbue with Mystic Energy

Axiom Level: 12

Skill: *engineering*

Backlash: 55

Difficulty: 41

Effect Value: not applicable

Bonus Number to: duration

Range: touch

Duration: 55 (2,500 years)

Cast Time: 18 (1 hour)

Manipulation: unknown

This spell uses the *engineering* skill rather than one of the other magic skills. *Imbue with mystic energy* is a cross between a spell and an invocation. Once the engineer has completed a building, he asks Ptah to judge the work, and if found acceptable, imbue the structure with mystic energy. The engineer must have the plans to the building with him as he casts this spell, and in his soul describe to Ptah the important and grand features of the building, details of its construction, explaining why the building is so important to him, and why the building will bring more glory to Ptah.

Minimal success imbues the building with 10 Possibilities, which may be used to energize the powers, spells and such in the building (see "Building Construction" below). The possibility capacity (the maximum number of Possibilities which may be stored in the structure) is also 10. A Possibility is added (up to the capacity) each time Ra, Osiris, Horus, Nut, Ptah, and Anubis naturally configure together (which happens once every 1,040 years; Ptah can afford to wait).

Unfortunately, the backlash from a *minimal* success often mortally wounds the engineer; such is the price of asking for the judgment of Ptah.

Average success starts the building with 10 Possibilities and increases the possibility capacity to 25. A Possibility is added each time Ra, Osiris, Horus, Nut, and Ptah naturally configure together (which happens about once every 36 years).

Good success starts the building with 10 Possibilities, and increases the possibility capacity to 50. A Possibility is added each time Ra, Osiris, Horus, and Ptah naturally configure together (which occurs about once every 27 months).

Superior success starts the building with 25 Possibilities, and increases the possibility capacity to 75. A Possibility is added each time Ra, Osiris, and Ptah naturally configure together (which happens once every 170 days, about two times a year).

Spectacular success starts the structure with 50 Possibilities, boosting the possibility capacity to 100. A Possibil-



ity is added each time Ra and Ptah configure, which happens every 34 days (about 11 times a year).

The engineer may use the Many-On-One Table, reading the number of years spent on the structure in place of the number of characters, applying the bonus modifier to his engineering total. Once in his lifetime, the engineer may declare a structure he has completed as being the most important work of his life. Doing so grants him a +5 bonus modifier, in addition to any other modifiers, when casting *imbue with mystic energy*.

Structures which have been imbued with mystic energy are treated as possibility rated when rolling for the abilities within them, and when resisting damage. An imbued structure may burn off damage just as a possibility-rated character can. In addition, each time a Possibility is added to the structure, it may be used to remove any damage still existing in the structure. Given enough mystic energy, these structures are eternal.

Neutralize Trap

Axiom Level: 10

Skill: *alteration/engineering*

Backlash: 13

Difficulty: 14

Effect Value: engineering value

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 9 (one minute)

Cast Time: 8 (40 seconds)

Manipulation: unknown

Once a trap has been detected (with *detect traps* or other means), it can be removed using this spell. The effect value of the spell must be equal to or greater than the *engineering* value of the trap. On *average* or *minimal* success, the trap does not trigger for the duration of the spell. On a *good* result, the trap may be disarmed during the duration of the spell (with a +3 bonus modifier to the disarm attempt). On a *superior* result or better, the trap has been permanently neutralized, and will not trigger even after the spell duration expires.



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Successfully casting the spell neutralizes a trap **known to the caster of the spell**. Those that are unknown are not removed.

Other Engineer Abilities

Engineers can detect traps directly, rather than using the spell. The searcher must physically explore the region he believe is trapped, generating an *engineering* total as he searches. Searching requires one round for each three square meters searched (meaning a party could move three meters on a one-meter wide strip each round behind a searching engineer). The engineer is using his mystic attunement with a structure as much as his five senses.

If the total equals or exceeds the *stealth* value of a trap, the engineer discovers the trap. If his total is less than the *stealth* value, he triggers the trap. An engineer may wish to use this ability rather than the spell if his *engineering* value exceeds the effect value of the *detect traps* spell. Of course, the *detect traps* spell does not trigger traps when it fails.

Building Construction

Engineers have magic which applies to buildings or other massive structures such as dams or fortifications — any project for which the principle designer would be a civil engineer or architect. Vehicles, even large ones such as battleships, are not structures which are built by engineers; those are the province of scientists and weird scientists. Engineers can perform three basic functions when constructing buildings. They can:

1. Install devices, spells and miracles provided by others.
2. Install a limited selection of powers and skills on their own.
3. Enhance some of the building's *Toughness*.

Installing Abilities Others Provide

To install a spell, miracle, gizmo or other device, the engineer first prepares a *maat* matrix to contain the essence of the item, process, or ability installed. A matrix requires materials costing 400 royals, a week of preparation, and an *engineering* total of 19 at the end of that week. The matrix must then be placed in a structure.



Engineers may coordinate (as in *The Torg Rulebook*, page 47) against a difficulty of 12. The *maat* matrix is a mystical rather than a physical construct, but it is housed in a physical object of the engineer's choice.

A priest or magician casts the miracle or spell into the *maat* matrix, which absorbs the effect. The gizmo or device is installed in the object which houses the *maat* matrix. Once placed in the *maat* matrix, the engineer casts a *binding* spell (backlash 18; difficulty, see below; range touch; casting time one minute; uses the *engineering* skill to cast) which binds the ability within the matrix and seals it tight. If the *binding* spell fails, a new matrix must be built, and any spells or miracles must be recast.

If a spell or miracle is cast into a *maat* matrix, the ability value is considered to be the skill value used to cast the spell or miracle. If, at the time the spell or miracle is cast, the caster had a bonus modifier for any reason, the bonus modifier is included in the *maat* matrix, increasing the ability value for the purposes of the Binding Difficulty Table.

Example: A mathematician is placing *animate mummy* into a *maat* matrix. The mathematician has *altera-*

tion magic at 11. He uses Isis as the necessary planet, and waits until Ptah is naturally configured for use as a bonus (+7). Assuming he is successful with his spell, *animate mummy* is bound into the matrix with *alteration magic* 11 and a bonus modifier of +7, for an ability value of 18 on the Binding Difficulty Table.

Example: An engineer is installing a machinegun which is fired when a heat-sensing mechanism is triggered (the heat-sensing mechanism has its own ability and requires a separate *maat* matrix). The machinegun has a damage value 25; the difficulty of the *binding* spell is 16.

Each skill, power, attribute (other than *Toughness*) or ability possessed by the device in the matrix must be bound separately. All abilities must be bound within an hour of the time the first ability was bound. Different engineers may bind different abilities in the same matrix.

Once a gizmo, device, skill, spell or miracle is placed within a *maat* matrix, possibility energy is required to maintain the matrix. One Possibility per year is needed to keep the matrix intact. This Possibility is drawn from those stored within the structure as a result of the *imbue with mystic energy* spell, or because the structure is a proper pyramid. Items in the matrix

work as well as they did the day they were put in, as long as the matrix is maintained. The machinegun in the above example would not rust or show signs of wear, even after centuries, although it would certainly run out of bullets. Material components of spells are also used up, as well as any offerings needed for miracles.

Any time a skill, spell, or miracle in a *maat* matrix is activated, a Possibility is drained from the store held within the structure. Once used, the ability (and any ability linked to the used ability; the Possibility cost paid when the first ability was used) stays active for a time value equal to 25 plus the bonus from a die roll on the Bonus Chart.

Active does not necessarily mean constantly taking effect; the pressure plate/machinegun trap (two items, two abilities, two Possibilities to activate) would be activated by someone stepping on the plate. For the rest of its active period, anyone else stepping on the plate would cause the machinegun to fire. However, the machinegun is not firing the entire time it is active.

Example: A *fireball* spell and motion sensor are in a *maat* matrices, linked so the motion sensor fires the fireball. The trap is activated, costing two Possibilities. The gamemaster rolls a 9, a bonus of -1. The trap remains

Binding Difficulty Chart

Installed Ability Value	Binding Difficulty Number
up to 10	9
11-13	11
14-16	12
17-20	13
21-23	15
24-26	16
27-29	17
30-31	18

For each point of ability value over 31, add 1 to 18 for the final Difficulty Number



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active for a time value of 24 (15 hours) before two Possibilities must again be spent when it is activated.

Installing Skills and Powers

Engineers can install a limited selection of skills and powers directly into parts of the structure. These skills are considered to be part of an area in the structure. The installation is part magic, part physical work, requiring eight hours per three square meters of area from which this skill or power emanates.

Alarm is a special form of the *find* skill which is linked to another ability elsewhere in the structure. The alarm activates that ability. Passive devices such as tripwires, pressure plates, infrared and motion sensors, are triggered whenever a character touches them or breaks the field of the sensor. Deactivating passive alarms has a difficulty equal to their sensitivity (their *find* value) and can be done with *science*, *weird science* or *engineering*.

Fear may be installed, acting exactly as the *fear* power. The installation difficulty is 17, and the fear value is the installer's *engineering* value +2. Fear must be activated by an alarm, traditionally an Eye of Ra or an Eye of Horus.

Stealth hides doors, devices, traps or anything else the engineer wishes to hide from prying eyes. Engineering stealth blends the object in with the surroundings, and while the object cannot be made invisible, it can be made so it is only visible from one particular place in the room. An entire roomful of tripwires could be hidden. The stealth value installed is equal to the engineering total of the installation. The difficulty of the installation is 10.

Increasing Toughness

Increasing the *Toughness* of a building or structure has a difficulty of 20, regardless of the size of the structure. This is akin to a religious blessing rather than an alteration of the structural materials. The result points are read on the Power Push column of the Results Table, and the *Toughness* is increased by the indicated amount.

Pyramids

Engineers prefer pyramids over any other structure, with good reason. A pyramid which has been properly constructed and also blessed by a priest has the following properties:

The pyramid is automatically in-

fused with mystic energy, avoiding the need for the dangerous *engineering* spell. The possibility capacity is 100, and the pyramid begins with 25. Possibilities are added to the structure every time Ra and one of the other four gods of the *bless pyramid* miracle (Osiris, Horus, Nut, or Anubis) naturally configure together. This means every cycle of 10, 14, 22, and 58 days the pyramid receives a Possibility, for 84, 85, or 86 Possibilities a year (depending on where the cycles are in the year).

This makes pyramids ideal for engineers, who can then load *maat* matrices of every conceivable description into the pyramid. A true pyramid cannot be small, for it must weigh at least 22,330 tons, a mystic number derived from the cycles of the five gods whose blessings go into the pyramid. Assuming a base of solid stone, rather than earth, the smallest practical pyramid is 40 meters (value 8) on a side (with about 70 percent of the interior as usable space), although unusually dense stone could be used to help increase the weight if a smaller pyramid were essential.

Larger pyramids have larger possibility capacities. If the length of each side is increased to 60 meters, the possibility capacity increases to 150; if the length is increased to 100 meters, the possibility capacity is increased to 250, and the pyramid would absorb two Possibilities each cycle.

Muab has wild dreams of building a pyramid which is 1,000 meters on a side. The Royal Builder's calculations claim that such a structure would weigh at least 400,000,000 tons, have a possibility capacity of 2,500, absorbing 20 Possibilities each cycle! Conservative estimates indicate he would need over 800 full-time engineers, priests, mathematicians and scientists and weird scientists, at least three battalions of shocktroopers for security, 3,000 slave drivers or skilled workers, 100,000 laborers, a nearly unlimited budget, and 20 years to complete such a project.

Alarm Charts

Passive Alarm	Difficulty	Find Value
Tripwire	5	EnT
Pressure Plate	12	EnT
Motion Sensor	16	EnT+5
Infrared Sensor	14	EnT+3
Active Alarm	Difficulty	Find Value
Metal Detector	11	EnT
Radar Sensor	15	EnT
Eye of Ra	18	EnT+3
Eye of Horus	20	EnT+5

Key: *Difficulty* refers to the difficulty of installing that type of ability. *Find value* is the find value of the alarm. "EnT" stands for the *engineering* total generated when installing the alarm. Active alarms are things like magical eyes, radar sensors, and other devices which actively search for intruders with their *find* skill.





Chapter Eleven

Miracles of Faith



obius' followers are devotees of an ancient and powerful religion. The existence of the gods of Egypt has not been categorically proven in either Terra or Earth, but the spiritual energy generated by the true believers, combined with Terra's spiritual axiom, generates the potential for frequent and potent miracles. Egyptian religion is the only legally sanctioned religion in the Nile Empire, because the higher the number of people actually practicing the religion, the greater the potential power of the miracle workers.

Tenets of Egyptian Religion

The religion of the ancient Egyptians of Terra has a few basic tenets, which all of its believers quickly learn:

1. Terra and all the heavens were created by the god Ra, who emerged out of nothingness from a chaos of waters. Ra then created Geb and Nut (the gods of earth and sky), who procreated to produce Osiris (Geb's replacement as god of earth), Isis (goddess of magic), Set (god of evil), and Nephtys (goddess of women). Osiris and Isis later married and produced Horus (god of life). Together, the nine remaining gods (Geb retired and vanished from the cosmos) are collectively known as the "Ennead of Heliopolis" — Heliopolis being the fabled city of the sun, where the gods reside (though each of the gods also maintains a large palace on his or her associated heavenly body). Terra and humanity were both created as a by-product of the creation of the Ennead.

2. The Pharaoh of the people is a divine being. His will is the utmost law. After death, he will walk with the gods. Although the people's belief in

this tenet does invest the Pharaoh with certain special powers, they are not nearly as extraordinary as they were during the height of the ancient Egyptian Empire, largely because of Mobius' perversion of the stated goal "to return Egypt to its ancient glory."

3. The goal of life is to attain a state known as *maat*, meaning "truth" or "order." *Maat* is not a quality of humans, but was built into the cosmos by the gods themselves. The best a human can hope to do is act in accordance with the divine and strike a harmony with nature. Notice how it is the representatives of the divine who decide exactly what is and is not in accordance with the *maat*. Usually, the term has nothing in common with our own sense of right and wrong, though someone who began to suspect that Mobius was not a true representative of the gods, for instance, might find it in accordance with the *maat* to oppose the Pharaoh, even though Mobius himself is said to be divine.

4. Death is not final. If a true believer is properly buried, he comes before Osiris after death, who weighs the heart of the deceased on a cosmic balance. If the departed has achieved a balance with *maat*, he finds eternal bliss in an after-realm. If the balance comes up short, the deceased is either punished or fed to a "devourer of the dead" and obliterated.

5. Most of the gods and goddesses maintain a special species of animal as a set of eyes and ears on Terra to watch over his or her followers. Anyone harming a sacred animal risks the god's enmity. Here is a list of those animals:

- Ra, god of the sun: sparrow
- Horus, god of life: hawk
- Nephtys, patron of women: dove
- Anubis, god of the underworld: jackal
- Set, god of evil: donkey
- Wadjet, cobra goddess: cobra

Anyone who harms a sacred animal within a pure zone of the Nile realm



suffers a -1 bonus modifier for the next whole day for each animal killed, up to a maximum penalty of -10. Reduce the penalty by one point for every day that subsequently passes. Some animals, particularly those under the stewardship of priests, have additional penalties for invoking the wrath of the gods.

For dominant and mixed zones, the maximum penalty is -3, and the penalty lasts only one day, although particularly sacred animals may still have greater penalties.

Worship

Unlike Christianity with its weekly masses, the Egyptian religion calls for very few organized feasts and services. Practitioners simply enter a temple of an appropriate god or goddess, burn some incense, and ask the god what they will. Such worship can take place at any time. It is customary to pay a small fee to the local priests after using their temple (about five crowns).

However, many priests organize ceremonies on Tuesday, the day dedicated to Horus, as that is when his planet naturally configures. They use this natural configuration to aid in some of their miracles, with which they impress the masses.

The largest organized religious ceremony, the Festival of Ra, is held when the Nile floods. Highlights of the festival include a grand feast and mass sacrifices, usually sacrifices of grain, herd animals, spices, and precious metals; darker cults, such as Wadjet, Sebek (crocodile god, assistant to Set) and Set are rumored to have far grimmer sacrificial rites.

Religious Hierarchy

Sitting atop the religious hierarchy within Mobius' Empire is Ahkemeses, the Imperial High Priest. Ahkemeses has final say in all religious matters, and tends to the Grand Temple in the Imperial capital.

Directly below Ahkemeses are the nine High Priests of the Empire. Each of the nine members of the Ennead has his or her own high priest or priestess



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(goddesses always have female priests, gods usually have male priests). Each member of the Ennead has an affiliated town or city, where the appropriate high priest is stationed. One of the high priest's most important duties is to tend to the large temple found in his or her god's home city. Ahkemeses meets with all nine of the high priests every other month to discuss matters of religious import. A typical high priest has *focus* and *Egyptian religion* values of 19, with *faith* of 17 or more.

Below the high priests and priestesses are the priests. Priests oversee the smaller temples in cities and villages and assist the high priests. Priests are often assigned to travel with military units in order to tend to the shocktroopers' spiritual needs and to perform helpful miracles. The number of priests assigned to each high priest varies greatly, ranging from 100 to those fallen from the grace of Ahkemeses, to over 1,000 to those the Imperial High Priest favors. A typical lesser priest has *focus* and *Egyptian religion* values of 12 to 15, and *faith* values of 13 and up.

The lowest rung in the hierarchy is occupied by the acolytes, the young men and women who are training to enter the priesthood. Acolytes begin training at the age of nine, and usually become lesser priests at the age of 22. Acolytes sweep the temple floors and

handle all other minor duties and chores. A typical acolyte has *faith* and *Egyptian religion* values of 10, and does not yet possess *focus*. For each priest in a temple there are from one (in small village shrines) to 15 acolytes.

Each morning, all members of the religious hierarchy perform a special liturgy: they bathe in the sacred pools outside their temples, enter the temple, and burn some incense. The head priest at each temple then moves into the temple's inner sanctum, unwraps the idol of the temple's god, washes the statue, and rewraps it. When they are not performing their duties, the lesser priests and acolytes live among the people. The high priests keep large palaces in their god's home city.

Religions in a Game

This sourcebook describes a fictional religion as it exists and operates in the fictional setting we have created for the *Torg* game. It is in no way intended to portray a real religion operating in the real world.



Rituals and Miracles

Unlike the miracles of Core Earth described in *The Torg Rulebook*, Egyptian priests cannot perform many of their miracles without concurrently enacting a special ritual consisting of sacred chants, movements, and sacrifices. The more powerful the miracle, the more complex the associated ritual. This ritual is always timed with the movement of the planets, and is affected by astronomy in the same way as mathematics. In game terms, whether or not a priest knows how to configure a ritual with the movement of the planets is reflected by his or her *Egyptian religion* score.

The *community rating*, *difficulty*, *range*, *duration* and *effect* work in the same way for Egyptian miracles as they do for Core Earth miracles; see page 129 of *The Torg Rulebook*.

The length of time it takes to perform each ritual is listed with each miracle as *ritual length*. Any interruption during the ritual (other than normal eating, etc.) causes the ritual to fail.

Note: Due to the axiom wash which covered the Nile Empire, there may yet be new miracles to be discovered. Remember that there are special Earth Egyptian miracles of which the Terrans are unaware. Ahkemeses and his followers would love to get their hands on an ancient scroll or inscription which includes instructions for performing some of these miracles.

As gamemaster, you are encouraged to create your own miracles as objects for a quest, or a potent new ability for the foes of your Storm Knights.

In addition to the miracles listed below, Egyptian priests have access to the following miracles which are identical to their Core Earth counterparts: *common ground*, *communicate with animal spirit*, *healing*, *ritual of hope*, *ritual of purification*, and *ward enemy*.

Bless Battle

Number of Planets: 2, one of which must be Set

Influence: Osiris, Horus, Nut, Set

Community Rating: 8

Difficulty: 38

Range: voice

Duration: until position of Set is next 0

Ritual Length: two hours

Effect: increases battle readiness of unit

Bless battle brings the blessings of the gods on an entire unit preparing for battle, up to a full battalion (maximum 1,000 troops). Every member of the unit has their *Toughness* increased by the result points read on the power column of the Push Results Table.

Example: On the day when Set's position is 0, a possibility-rated high priest with a *focus* and *Egyptian religion* of 19 and a *faith* of 17 attempts to lead the miracle. The troops have an average *faith* of 9, giving the high priest a +14 bonus modifier for those participating in the miracle (see "Faith and Believers", page 124 of *The Torg Rulebook*). Set is already naturally configured when in position 0, so the priest tries for three planets, the most difficult of which is Nut (difficulty 12). To get all three planets is a difficulty of 18; he rolls an 11 for an *Egyptian religion* total of 19. He succeeds. He needs two planets, including Set, for the miracle. He take Horus and Nut for his bonus, for a +10 bonus modifier. The high priest's total bonus modifier is now +24.

For the miracle itself he rolls a 9; spends a Possibility for a roll again of 17, and gets a final die roll of 26. That's a 9 on the Bonus Chart (9+24=31). The *faith* total is 48 (31+17=48). The high priest has 10 results points for the miracle; on the power column that is a +4. Every trooper in the unit has his *Toughness* increased by four. This bonus lasts until the next time Set is in position 0, 73 days from now.

The priest can cast this miracle on a unit more than once. The first miracle increases *Toughness*, each subsequent miracle increases one combat skill of the high priest's choice.

Bless Pyramid

Number of Planets: 2, one of which must be Ptah

Influence: Ra, Osiris, Horus, Ptah, Nut, Anubis

Community Rating: 11

Difficulty: 12

Range: voice

Duration: permanent

Ritual Length: two hours

Effect: prepares pyramid as mystical conduit

Pyramids may be the dreams of engineers and kings, but the blessings of priests are needed to imbue the pyramid with its famous mystical energy. Priests must cast this miracle five times, each time blessing a different vertex, or an element which will be incorporated into that vertex of the pyramid. Each vertex is dedicated to a different god: the four on the ground are dedicated to Osiris and Nut (which are diagonally opposite), and Horus and Anubis (diagonally opposite). The apex is reserved for Ra.

Each time the miracle is cast, the priest must configure Ptah and the god to whom the vertex is dedicated into the miracle.

Blight

Number of Planets: 2

Influence: Isis, Osiris, Horus, Ptah, Set

Community Rating: 12

Difficulty: 15

Range: *faith* value, up to a maximum of 21

Duration: one week (or more)

Ritual Length: two days

Effect: ruins land

To perform this miracle the priest must make an offering worth 100 royals to Set. The last six hours of the *blight* ritual must be performed in the field to be affected. The range is equal to the *faith* value of the priest, up to a maximum of 21 (seven leagues).

Blight greatly reduces the aridity of land. Crop yields, or plant growth, in blighted fields fall according to the quality level of the miracle. *Minimal* success reduces the yield by 10 percent, while *average* success reduces



yields by 25 percent, stunting the growth of most plants and killing some. *Good* success stunts about half of the plants, killing an additional 10 percent. *Superior* success stunts half and kills half, while *spectacular* success kills every plant growing in the blighted soil.

Optionally, the priest may make the *blight* last a month (difficulty 18), a season (three months; difficulty 21), or a year and a day (difficulty 24).

Bounty

Number of Planets: 2

Influence: Ra, Osiris, Nut, Nephthys, Ptah

Community Rating: 12

Difficulty: 15

Range: faith value, up to a maximum of 21

Duration: one season

Ritual Length: one week

Effect: blesses growth on land

Bounty is the opposite of *blight*. It raises the yield of a crop field, or the lushness of vegetation, in the area blessed by *bounty*. The effect is based upon the quality level of the miracle: *Minimal* increases yields by 10 percent, *average* increases yields by 50 percent, *good* doubles the yield, *superior* triples the yield, and *spectacular* success quadruples the yield.

Curse

Number of Planets: 1

Influence: Isis, Horus, Nut, Set

Community Rating: 12

Difficulty: *faith* of target (9 if no *faith*)

Range: touch

Duration: 24 hours

Ritual Length: four combat rounds

Effect: negative bonus modifier

Curse can only be placed upon targets of Good Inclination when Set is configured into the miracle. *Curse* can only be placed upon targets of Evil Inclination when Horus is configured into the miracle.

A *curse* puts the ire of the gods on a single individual. He or she suffers a -1 bonus modifier for the next 24 hours.

A *curse* is removed when a priest of an inclination opposite that of the first priest curses the target himself (the two curses "cancel out"). No more than one curse may be placed on a victim by the same priest, although multiple priests may place multiple curses on the same victim. Bonus modifiers from multiple *curse*s are cumulative.

Great Curse

Number of Planets: 2

Influence: Isis, Osiris, Horus, Ptah, Set

Community Rating: 12

Difficulty: *faith* of target +5 (14 if no *faith*)

Range: not applicable

Duration: one week (or more)

Ritual Length: one day

Effect: more powerful *curse*

The *great curse* is a more powerful version of the simple *curse*; *great curses* on characters with Good Inclinations require Set; *great curses* on Evil characters require Horus. It curses its victim with a -1 bonus modifier, plus the victim treats all *stymied* results on his line of the combat card drawn at the beginning of each combat round as a *setback* instead, and all opponents gain a +1 bonus modifier when acting against the victim.

Unlike a regular *curse*, a priest casting a *great curse* need not touch the target — he needn't even be in the target's vicinity. The priest does need an object once possessed (for at least a week) by the victim, and an offering worth at least 50 royals. The effects of a *great curse* last for one full week, and can be removed using the same method used to remove lesser *curse*s. A priest may extend the *curse* by casting *great curse* again the next day, which extends the duration by a week, but does not increase the effect. A new item from the victim, as well as a new offering, is needed for each *curse*. He may continue doing this each day, but if he should ever not cast a *great curse* on a day, the duration may no longer be extended.

The effect of no more than one *great curse* may be placed on a victim by the same priest, although multiple priests

may place multiple *great curses* on the same victim. Bonus modifiers from multiple *curse*s are cumulative.

Great Heal

Number of Planets: 2

Influence: Isis, Horus, Nephthys, Ptah, Anubis

Community Rating: 11

Difficulty: 18

Range: touch

Duration: not applicable

Ritual Length: two days

Effect: removes all physical afflictions

This is a very potent healing miracle. To invoke *great heal*, the priest prays over the body of the victim for two days and then makes an offering. If the miracle succeeds, all wounds the victim has suffered are healed, any diseases the victim is suffering from are cured, and any physical handicaps he or she may possess are eliminated.

To invoke this miracle the priest must make an offering worth 100 royals to Horus.

Invest Pharaoh

Number of Planets: 2, one of which must be Osiris

Influence: Isis, Osiris, Horus, Anubis, Set

Community Rating: 10

Difficulty: 25

Range: voice

Duration: life of Pharaoh

Ritual Length: one day

Effect: grants mystical energy to Pharaoh

The priest must hold a massive feast of at least 100 attendees, and these attendees are the only ones whose community rating contribute to the miracle; they must have *faith* adds of at least two to be part of this sacred ritual. Therefore most investments occur with simultaneous feasts all across the Empire, coordinated by priests and held in every Egyptian temple, in order to maximize the size of the community.

This miracle formally recognizes a man as the Pharaoh of the people. A



formally invested Pharaoh receives one "free" Possibility each month, and the difficulty numbers of all attempts to invoke miracles which adversely affect a properly invested Pharaoh are increased by seven.

If a living Pharaoh is already invested at the time this miracle is invoked, the priest investing the new Pharaoh must beat the miracle total rolled by the priest who invested the last Pharaoh in order to transfer the powers of the miracle to the new leader. There can never be more than one Pharaoh invested at a time.

Dr. Mobius has been officially invested by Ahkemeses as Pharaoh via this miracle with a faith total of 74.

Once upon a time, there were enough followers to make this spell powerful enough to guarantee an invested Pharaoh immortality among the gods (which requires a *faith* total of 90).

Mummify

Number of Planets: 2, one of which must be Anubis

Influence: Isis, Osiris, Horus, Anubis

Community Rating: 8

Difficulty: 12

Range: touch

Duration: not applicable

Ritual Length: eight hours

Effect: preserves corpse as a mummy

The corpse must first have been prepared by a mathematician's *prepare mummy* spell. The priest must make an offering worth 100 royals to Anubis, and then recite a summary history of the deceased which a priest wrote. The priest must then burn incense while intoning the journey through the lands of the dead, a "dress rehearsal" for the journey the soul of the deceased will soon make. At the completion of the ritual, the mummy is complete and the soul is on its way.

Plague

Number of Planets: 2

Influence: Osiris, Horus, Nut, Nephthys, Anubis

Community Rating: 10

Difficulty: 18

Range: not applicable

Duration: nine weeks

Ritual Length: three days

Effect: brings a plague upon an area

This miracle allows the priest to unleash a devastating plague upon a city or town. When the *plague* hits, a highly contagious disease spreads throughout the town. All Storm Knights in a plagued town must make a *Toughness* roll against a difficulty number of 7 when they first enter the town, or they contract the disease. For an ordinary population, this means about 40 percent of the population will contract the disease.

After the first roll, characters must roll each day in which they come in extended contact with a diseased person (more than 15 minutes of time) although they can take precautions (such as surgical masks, gloves, etc.) which give them a +5 bonus modifier to the *Toughness* total. On a natural roll of 1, the character always catches the disease.

Plague causes small sores to break out all over the victim's body, tissues to swell and eventually burst, causing death. Each day the victim has the plague he is attacked with a damage value of 15 (roll again on 10 and 20, as this is a scourge from a god). The resulting shock, KO condition (the victim has fallen into a coma), and wounds may not be recovered (although it may be lessened by spending a Possibility, as for ordinary damage) except through a *cure disease* (difficulty 18) or *great heal*. If he takes shock damage equal to his *Toughness*, the victim dies.

Plague can affect a city or town of any size. The priest need not be in the town's vicinity at the time the miracle is invoked. In effect, its range is unlimited. To invoke the miracle, the priest first makes an offering worth 1,000 royals to his god. At that time the god sends the plague to the priest, automatically infecting him. He must then survive three days of the infection, and complete the ritual. Any community members who give their *faith* for the ritual must also be infected.

Portent

Number of Planets: 1

Community Rating:

Influence: Ra, Isis, Horus, Ptah

Difficulty: 18

Range: not applicable

Duration: not applicable

Ritual Length: one hour

Effect: cloudy glimpse into the future

This miracle allows a priest to ask the gods about future events. The priest carefully outlines a person, item, area, or course of action, and receives an indication as to the immediate fortune surrounding the construct outlined. In game play, portents are handled in two ways:

First, a *portent* allows a priest to decide whether the fortune of a person, item, area, or course of action is "favorable" or "unfavorable." If a Storm Knight invokes the *portent*, you as gamemaster must make a judgment. "How fares Karnak?" would be answered with "the portents are favorable" under normal circumstances, but "the portents are unfavorable" if you know the city is about to be rocked by rebellion. Similarly, "How will we fare if we enter Kala's tomb?" would be answered "favorable" if the tomb holds powerful treasures and is relatively risk free, or "unfavorable" if the tomb is fraught with perils. The answers received by priests casting *portents* in this fashion are always limited to a single phrase — "the portents are favorable" or "the portents are unfavorable." "Unfavorable" does not necessarily mean the objects, persons, or places are heading for death or destruction; it does mean that fortune has turned its back upon them, and that the odds are against them, at least temporarily. For most adventuring parties, "unfavorable" will be a common portent, as the odds are normally stacked against the heroes. *Portent* is far better used to ask about the status of something outside the group. The Storm Knights can then intervene where the portents read "unfavorable" in order to turn the tide.





Portents can also be used to discover the difficulty number of an action. If the Storm Knights wanted to climb a mountain, for example, they could learn that the difficulty number of the attempt by invoking a *portent*.

Portent only allows the priest to view a week into the future. The Karnak example above would only indicate "unfavorable" if the rebellion was to occur within the next week, while the mountain climbing *portent* would not take into account any changes in the difficulty number that might occur (due to unfavorable weather, etc.) at the end of the next week.

Pronouncement of Doom

Number of Planets: 3
Influence: Isis, Osiris, Horus, Ptah, Anubis, Set
Community Rating: 13
Difficulty: *faith* of target +10 (19 if no *faith*)
Range: not applicable
Duration: a year and a day
Ritual Length: one week
Effect: extremely potent curse

The *pronouncement of doom* is the most powerful curse commonly invoked by the Egyptian priests. It has the same effect as the *great curse* mir-

acle, but its effects last for an entire year. In addition, each infraction the victim commits against the god or goddess of the priest who pronounced doom increases the bonus modifier by one.

Example: A Storm Knight has a *pronouncement of doom* cast upon him by a priestess of Wadjet, giving him a -1 bonus modifier for his action, and a +1 bonus modifier to those of his opponent. Three weeks later, with the *pronouncement* still upon him, he kills a sacred cobra. Now the bonus modifiers are -2 and +2 respectively for the rest of the curse. Presuming, of course, no further infractions on the part of the Storm Knight.

The priest need not actually touch his or her victim, but must have an object that the victim once possessed for at least one week, and must make an offering to his god worth at least 1,000 royals. *Pronouncements of doom* can be removed by priests of an opposite Inclination by invoking his own *pronouncement* to cancel out the first.

Prowess

Number of Planets: 2
Influence: Osiris, Horus, Ptah, Anubis
Community Rating: 12
Difficulty: 15

Range: touch
Duration: one day
Ritual Length: two hours
Effect: greatly increases one ability

A *prowess* miracle allows a priest to temporarily augment the abilities of a friend or comrade. Upon finishing the associated ritual, the priest touches the beneficiary and selects a single skill or power. The beneficiary receives a +5 bonus modifier for this single ability for the next 24 hours. A character cannot be the beneficiary of more than one *prowess* miracle at a time.

Resurrection

Number of Planets: 4, one of which must be Anubis
Influence: all
Community Rating: 15
Difficulty: 10
Range: touch
Duration: not applicable
Ritual Length: one week
Effect: restores life to the dead

Successfully invoking this miracle allows the priest to bring a dead individual back to life. The priest must have access to the individual's corpse during the associated ritual, and that corpse must have been properly mummified by a mathematician and a priest. At the beginning of the ritual the priest must make an offering worth 1,000 royals to Anubis, and another offering worth 1,000 royals at the end. The *faith* used is that of the priest, rather than the mummy's *faith* (associated with its soul, which is not present for the ritual). The result points of the miracle are the maximum time value which the character can have been dead (measured from the the beginning of the ritual), and still be resurrected. For example, a character who has been dead a month needs 32 result points, or a *faith* total of 42 for the miracle.

This is the miracle that was used to bring Mobius back to life more than 50 years ago. His followers waited until Osiris, Horus, Nut, Nephthys, and Set were all naturally configured (an event which only occurs every 1,000 years), plus configured Anubis, Ra and Isis through *Egyptian religion* in order to





get the huge bonus modifier necessary to resurrect Mobius' three-thousand-and-some-year-old corpse, which required a *faith* total of 65.

Snake Staff

Number of Planets: 1
Influence: Isis, Horus, Ptah, Set
Community Rating: not applicable
Difficulty: 10
Range: touch
Duration: one hour
Ritual Length: two combat rounds
Effect: turns staff into venomous serpent

Successfully invoking a *snake staff* miracle allows a priest to temporarily turn a wooden staff into a powerful, venomous serpent. The serpent has the following attributes:

Serpent: DEX 11, STR (*faith* of priest), TOU 15, PER 1, MIN 1, CHA 1, SPI 3.

Skills: bite 13, maneuver 12, stealth 13, trick (8), taunt (8), test (10), intimidation (10).

Inclination: Evil.

Possibility Potential: some (75).

Natural Tools: fangs STR+5; venom, damage value equal to *faith* value of priest. Once introduced into bloodstream, venom causes damage each round. Once venom causes a

wound, the victim has six rounds to neutralize poison before death occurs. If the victim generates a *Toughness* total against the venom's damage value, and achieves a *superior* or better success, the poison is neutralized.

Priests of Good Inclination can cast this miracle any day, except those days when the position of Set is 0. Priests of Evil Inclination cannot cast this miracle on days when the position of Horus is 0.

Summon Storm

Number of Planets: 2
Influence: Osiris, Horus, Nut, Nephthys
Community Rating: 13
Difficulty: 10
Range: 25 (100 kilometers)
Duration: not applicable
Ritual Length: eight hours
Effect: summons huge storm

The priest who invokes this miracle summons up a great thunderstorm overhead. He can then direct the storm at a target up to 60 miles away. When the storm reaches the target area, it will batter down for approximately one hour before dissipating.

The storm can damage buildings and characters within the target area. The damage value of the storm is equal to the result points of the miracle.

Example: A priest gets a *faith* total of 19, for 9 result points. The storm has a damage value of 9. If you wish to resolve the damage to a character caught in the storm for the full hour, add 9 to the damage value and roll once.



Chapter Twelve

Creatures

The creatures of the Nile realm include a variety of Terran natives, beings from cosms Mobius has previously conquered, and transformed natives of Core Earth. What follows are brief descriptions and game statistics.

Asp

The asp population has also grown tremendously since the invasion. These deadly snakes inhabit the dank corridors of the pyramids, tombs and catacombs which litter the Nile desert. They are most often found in great numbers, especially concentrated in areas where great treasures lie. A particularly deadly variety is the gleaming asp, noted for the iridescent

scales which irregularly fleck its body. These use their *intimidation* skill to temporarily freeze their victims with fear (on a *setback* or *player's call* result). The intimidation is made with a peculiar hiss, and any victim within hearing range can be intimidated. Once introduced into bloodstream, their venom causes damage each round. Once venom causes a wound, the victim has six rounds to neutralize the poison before death occurs. If the victim generates a *Toughness* total against the venom's damage value and achieves a *superior* or better success, the poison is neutralized.

Crocodiles

With the coming of the Nile axioms, certain creatures — like the crocodile — which were common to ancient Egypt have begun to flourish once again. This new population is different from the normal Core Earth species, however. The crocodiles are larger and more dangerous than the normal Core Earth variety. It takes a *Strength total* of 16 to remove yourself from the vice grip of its jaws.

Throughout the upper Nile delta, the crocodile population has boomed. Under the laws of Pharaoh Mobius, it is illegal to harm one of these sacred creatures due to their connection with Sebek, the crocodile god. These crimes are punishable by fines of 500 royals, even when accidental. Of course, the best protection they can have is the curse which goes along with killing one of these animals.

The High Priest Ahkemeses has revived the ancient "city" of Crocodilopolis, on the banks of the Nile near Memphis, in which the "sacred crocodile" resides. This particular lizard is singled out and worshiped by the people. It is adorned with elaborate jewelry and treated with special

Gleaming Asp

DEX 11	MIN 1
STR 2	CHA 1
TOU 2	SPI 3
PER 1	

Possibility Potential

Some (75)

Inclination

Evil

Natural Tools

Fangs — damage value 11
Venom — damage value 11

Skills

Bite 13
Maneuver 12
Stealth 13
Trick (10)
Taunt (8)
Test (10)
Intimidation 12

Crocodile

DEX 7 MIN 1
 STR 8 CHA 1
 TOU 9 SPI 3
 PER 3

Possibility Potential
 None

Inclination
 Evil

Natural Tools
 Teeth — damage value 13
 Tail — damage value 8
 Hide — defense value 11

Skills
 Bite 8
 Swimming 10
 Unarmed Combat (tail) 8
 Find 10
 Tracking 8
 Trick (8)
 Test (15)
 Willpower 8
 Taunt (8)
 Intimidation (8)

care. Other crocodiles are similarly revered and cared for, but less lavishly.

Divine Mummy

Of the many mummies which have manifested themselves since the invasion, most spring from the former nobility and extreme upper class of ancient Core Earth Egypt. But a select few are of even higher stature; the Pharaohs of ancient Core Earth Egypt themselves. These are the divine mummies, and they possess powers which dwarf those of the more common mummy.

Divine mummies reside in the most well hidden, well defended, difficult to reach tombs. The mummies are found within the richest, most opulent burial chambers in these tombs. Divine mummies are typically found in the company of at least a half dozen lesser mummies. These are the undead Pharaoh's close relatives and servants, who were buried with their

Divine Mummy

DEX 10 MIN 6
 STR 17 CHA 5
 TOU 21 SPI 16
 PER 6

Possibility Potential
 All (8 or more Possibilities)

Inclination
 Evil or Good

Natural Tools
 Acid — splash damage value 15
 Acid — coating/immersion damage value 20

Skills
 Reality 17
 Unarmed Combat 14
 Lifting 19
 Trick 8 (17)
 Test 12 (18)
 Taunt (17)
 Faith 20
 Intimidation 18

monarch upon his entombment. Among these might also be a mummified cat or other household pet.

Divine mummies are protected by a terrible curse, which brings ruin to those who awaken them. Anyone entering the tomb of a divine mummy and awakening it is subject to the curse (cast with a value of 22, Inclination is that of the Pharaoh before mummification) which inflicts a year of "bad luck" upon the victim. This curse, a variation of a *pronouncement of doom*, causes the victim to lose the ability to play *Second Chance* cards for a year of campaign time. The curse can be lifted by a *pronouncement of doom* from a priest of opposite Inclination to the divine mummy.

There are certain special abilities inherent in divine mummies. They are totally immune to fire attacks, suffering *no damage* from them whatsoever (this includes magical fire). They are *immune to shock damage*, and thus can only be defeated by "KO" and wound damage.

Those attacking a divine mummy with melee weapons run the risk of

having their weapon entangled in the mummy's wrappings. If the attacker's total is less than 13, his weapon becomes entangled. Untangling it requires a *Strength* total of 13. Entangled weapons cannot be used, and are subject to the mummy's corrosion (see below).

The mystical fluid which courses through the body of a divine mummy is acidic and corrosive. Those standing within one meter of a divine mummy when a successful attack is made upon it are splashed by acid with a damage value of 15. This fluid is also corrosive to weapons used against it, and will start to eat away at them within seconds of coming in contact. For six rounds following the round in which contact was made, the weapon takes an attack of damage value 20. Wiping off the liquid is the only way to halt the corrosion.

Giant Desert Beetle

This mutation is the scourge of the nomadic tribesman of the Sahara. Hiding themselves up to 10 feet below the dunes, these voracious carnivores can sense the vibrations in the sand of those walking above them. Without warning, they strike from beneath the sand, using their powerful mandibles

Giant Desert Beetle

DEX 11 MIN 7
 STR 14 CHA 3
 TOU 19 SPI 3
 PER 9

Possibility Potential
 None

Inclination
 Evil

Natural Tools
 Mandibles — damage value 20

Skills
 Unarmed Combat 14
 Find 15
 Trick (12)
 Test (13)
 Intimidation (17)



to crack the bones of their prey.

Giant desert beetles can be as large as three meters in length, with mandibles nearly one and a half meters long. They almost always travel in pairs, and the nomads know that if one of these monsters is found, another cannot be far off. Their mandibles are incredibly strong.

A giant desert beetle always get initiative in the first combat round in which it bursts from the sand, regardless of the action card flipped.

Gospog

In contrast to other High Lords, Mobius relies very little on gospog of the first planting. He dislikes their "generic" nature, and prefers the more "individualized" later plantings, which begin to take on the look and flavor of the realm.

Mobius' most common gospog troops are of the second planting. He does not want first planting gospog to "represent the Empire" in the field of battle, and tends to use them for basic manual labor instead. In fact, Israeli slaves have found themselves working side-by-side with these gruesome creatures in the building of great temples and palaces. Muab, the Royal Builder, dislikes having to use the gospog, but he does so to appease his Pharaoh.

Since gospog of the first planting are the same for each of the different realms, they are not listed here. Gospog of the first planting can be found in *The Torg Rulebook*, page 90.

Gospog of the Second Planting

Gospog of the second planting are human mummies. Each wears an Egyptian headdress and carries a rifle and bandolier. Their faces are shallow and emotionless, with cold, dark orbs for eyes and a toothless hole for a mouth which hangs open lazily.

Gospog of the second planting are Mobius' "throw away" troops, which

he sends in droves into fierce battle zones, particularly where his reality bombs have not yet taken effect and the area is dominant Core Earth.

Nile shocktroopers have an extreme distaste for gospog of the second planting, as the human troops are often made to stand the fetid stench and foul countenance of their undead compatriots while stationed in mutual encampments.

Gospog of the second planting are Mobius' most visible gospog, and as such he adorns them with Imperial headdress, so as to make a better representative of the Empire.

Gospog of the Third Planting

Mobius calls gospog of the third planting his "clumsies." They appear in the form of mummified Siamese twins, each one joined to the body of another at a different place. Despite appearances to the contrary, Nile gospog of the third planting are not actually two separate creatures.

Gospog of the Second Planting

DEX 10 MIN 9
STR 10 CHA 7
TOU 14 SPI 7
PER 10

Possibility Potential
None

Inclination
Evil

Equipment
M1 Rifle — damage value 20.

Skills
Fire Combat 12
Heavy Weapons 11
Melee 11
Unarmed Combat 11
Find 11
Willpower 11
Intimidation (15)

The brain of a third planting gospog is stored in the head of one or the other of the two bodies, except in those cases where the bodies are connected at the head. In addition, there is only one of each of the internal organs for both bodies. The locations of these organs vary, often with one body housing some and the other the rest.

Although they may have more than one set of limbs available for use, gospog of the third planting can only use one set at a time (one pair of arms or legs). This often leaves them fumbling and stumbling, and accounts for the Pharaoh's nickname for them.

Mobius uses these vile creatures on special assignments, particularly where he wants to frighten or intimidate someone. Squads of these creatures have been used to suppress whole towns which threaten uprising.

Gospog of the Third Planting

DEX 10 MIN 9
STR 15 CHA 8
TOU 17 SPI 13
PER 10

Possibility Potential
None

Inclination
Evil

Natural Tools
Treated Skin — defense value 20

Equipment
Spiked Staff — damage value 20

Skills
Fire Combat 12
Melee 13
Unarmed Combat 13
Find 12
Tracking 10
Trick 12
Survival 12
Test 12
Willpower 12
Faith 14
Intimidation 16



Gospog of the Fourth Planting

These are the messengers of Mobius, his "personal envoys" with which to send two different types of messages. First, whatever they were told to communicate, and second, with its mere presence, to remind the receiver of the message just what he is up against.

Mobius sends gospog of the fourth planting blindly into the camps of the enemy with taunting messages of defeat and intimidation. They are used mainly to demoralize the enemy, and they are quite effective at doing so.

Nile gospog of the fourth planting are massive mummified corpses, standing over three meters in height. Their eyes glow red with a mystical fire, and their mouths are filled with jagged teeth. The "cloth" used to

Gospog of the Fourth Planting

DEX 11 MIN 16
STR 16 CHA 14
TOU 20 SPI 10
PER 10

Possibility Potential
None

Inclination
Evil

Natural Tools
Death's Dust — damage value 20
Fists — damage value 16
Teeth — damage value 19

Skills
Melee 15
Unarmed Combat 15
Find 14
Hieroglyphics 14
Language 14
Trick 14
Test 20
Willpower 20
Charm 18
Persuasion 18
Faith 14
Intimidation 14

mummify this creature appears to have become part of its very skin, and unlike other mummies, its facial expressions are clearly visible.

Fourth planting gospog carry no weapons, as they are most often sent under the white flag of truce. If they attack, they prefer to attack with death's dust, a special magical attack which apparently only these gospog carry. *Death's dust* requires loose dust, dirt or sand. The ability raises a billowing dust cloud which turns purplish-black as it engulfs its victim. The damage total is compared with the targets *Mind* or *willpower* on the Intimidate/Test column. "Unskilled" has no effect in this case. On a "stymied" result, the victim can do nothing but fight off the numbing effects of death's dust.

On a "setback," "break" or "player's call" result, the victim falls into a deep sleep; he can only be awakened upon the command of the gospog, after one hour has passed, or by a mage with the conjuration magic skill and the arcane knowledge of death who can generate a *conjuration magic* total higher than the gospog's death's dust total.

Whatever physical attacks they perform are made with crushing fists and tearing teeth.

Gospog of the Fifth Planting

Nile gospog of the fifth planting have rotting bodies which never leave the gospog field where they were grown. Instead, their spirits roam the length of the Nile Empire possessing corpses of humans (or other folk) who have recently died. They can possess no body that has been dead for more than an hour.

In their disembodied states, the gospog can only use its *evidence analysis*, *find*, *tracking* and *persuasion* skills. If it finds a corpse it automatically possesses it (but the action takes one round), at which point it can use its full range of skills and abilities; the corpse gains the attributes listed below. Its appearance is unchanged, except for its wounds. Any wounds not healed ooze blood gleaming and

Gospog of the Fifth Planting

DEX 15 MIN 14
STR 19 CHA 16
TOU 23 SPI 12
PER 16

Possibility Potential
None

Inclination
Evil

Natural Tools
Miracles — see above

Skills
Dodge 16
Fire Combat 17
Melee Weapons 19
Stealth 20
Unarmed Combat 20
Egyptian Religion 21
Evidence Analysis 21
Find 21
Hieroglyphics 21
Language 21
Trick 21
Test 19
Willpower 19
Persuasion 21
Focus 17
Faith 17
Intimidation 17

sparkling with the evil power of the gospog's spirit.

The only way to completely kill these gospogs is to find the corpse mouldering in the field. The corpse looks exactly like a gospog of the first planting, which makes identifying the corpse difficult. The corpses are ambulatory, and function identically to the gospog on page 90 of *The Torg Rulebook*. Without mystic aid, the only clue Storm Knights have is that the corpse of the fifth planting gospog cannot leave the gospog field where it was sown.

Killing the corpse which hosts the gospog spirit is not often effective. The body can be repossessed and used again by the spirit. Completely destroying the body (doing seven wounds to it) renders it useless, and the spirit must find a new body. Also,



KO and shock damage do affect the body, so Storm Knights could knock it out.

Fifth planting gospog can use the following Core Earth miracles: *communicate with animal spirit*, *cure disease*, *healing (self only)*, *ritual of hope*, *ritual of purification*, and *ward danger*. In addition it has *cause disease*, which works in the same manner as a *cure disease*, only it inflicts rather than removes the disease from the victim. For example, *cause disease* can inflict pneumonia with a difficulty of 12. This gospog can cast all Egyptian miracles except *great heal* and *resurrection*.

Great Ape

The powerful great apes storm the newly-formed jungles of Ethiopia with reckless abandon. They resemble the African hill gorilla of Core Earth except for their tremendous size. The fully-grown adult great ape stands four meters in height and weighs nearly two and a half tons.

In contrast to the Core Earth gorilla, the great ape is a solitary beast, seeking the company of others of its species only during the mating cycle. Also, the great ape is a carnivore, typically preying on the wild herd beasts of the plains as well as smaller apes and monkeys.

Great apes have shown remarkable intelligence, particularly when dealing with man. On Terra, these magnificent beasts were a favored target of big game hunters, and over the years they seemed to develop a sense of how to deal with human predators.

The great ape employs a very powerful bear hug to crush its victims. Breaking the hold requires a Strength total that beats an opposed total by the ape, or a single blow that inflicts no less than 5 shock points. The beast's fists do pummeling damage, and its bite is monstrous.

The great ape has a preferred attack versus humans, wherein it drops directly onto its victim from above. The drop causes crushing damage and requires an acrobatics total from the ape to hit.

There have been several sightings of a single, massive albino great ape

Great Ape

DEX 16 MIN 6
STR 19 CHA 9
TOU 17 SPI 7
PER 17

Possibility Potential

None

Inclination

Evil or Good

Natural Tools

Skin and Fur — armor
value 20

Fists — damage value 20

Bite — damage value 21

Hug — damage value 23

Drop-Crush — damage
value 26

Skills

Acrobatics 19
Dodge 18
Long Jumping 17
Maneuver 17
Running 18
Stealth 17
Unarmed Combat 19
Climbing 23
Lifting 21
Find 18
Tracking 18
Test (16)
Taunt (16)
Intimidation 18

near Addis Ababa. Since then, a number of big game hunters have gone out in search of this fabulous specimen. To date, three of these foolish men have been reported missing, and six have been found horribly crushed to death.

Scorpion of Set

Scorpions of Set are nasty creatures created by the priests of Khem. They were used extensively during the "prepping" of the Nile basin area prior to Mobius' invasion, with a great deal of success.

The Scorpion of Set is slightly larger than a Core Earth scorpion, but ex-

Scorpion of Set

DEX 6 MIN 1
STR 2 CHA 2
TOU 3 SPI 2
PER 8

Possibility Potential

None

Inclination

Evil

Natural Tools

Stinger — damage value 10

Venom — *hypnosis* 18
(see above)

Skills

Unarmed Combat 11
Trick (20)
Taunt (20)
Test (20)
Intimidate (14)

actly the same in all other respects save one. The sting of a Scorpion of Set does not inflict paralyzing venom like its Core Earth counterpart, but rather a poison which hypnotizes the victim, making him susceptible to a certain, specific suggestion.

This suggestion is "programmed" into the scorpion by a sorcerer using a combination of magic and alchemy. The user may then plant the scorpion in a place where it will likely get to an intended target. Planting the scorpion in the target's clothing is the most typical practice.

A successful sting forces the victim to obey the single command which was programmed into the scorpion. Commands are most effective when they can be carried out without moral dilemma, such as "Leave this realm immediately," or "Come to the temple of Ra." Commands which run contrary to a character's Inclination, such as "Kill your companions," are ineffective.

Scorpions of Set die shortly after releasing their venom, and therefore there are very few of them alive in the wild. Most all Scorpions of Set are kept in captivity by magicians and priests.



Tarantula

Tarantulas have also begun to appear in greater numbers, but more toward the southern end of the Nile. The caves hidden deep within the Ethiopian jungles are rife with them. The newer tarantulas are quite a bit larger than their Earthly counterparts, and considerably nastier. The "new" tarantula's bite has a damage value of 14, and automatically induces a stymied result on the victim for the next combat round.

Tarantula

DEX 8 MIN 1
STR 1 CHA 1
TOU 2 SPI 3
PER 2

Possibility Potential
None

Inclination
Evil

Natural Tools
Bite — damage value 14

Skills
Unarmed Combat 13
Maneuver 9
Stealth 15
Trick (15)
Taunt (20)
Test (20)
Intimidation (15)

Terran Martian

In the pulp reality of the Terran cosm, an advanced scouting party from that cosm's equivalent of the planet Mars (Horus) has secretly infiltrated human society. Their motives are, at this point, unknown, but invasion is suspected by those few who know of them.

How they managed to get to the cosm of Core Earth is also unknown, but several Martians have been spotted in and around the city of Luxor since the invasion. Terran Martians appear as average humans, their only distinguishing feature being a large

diamond-shaped birth mark where the belly button would normally be. The true appearance of a Terran Martian is that of a spider-like insect with bulbous eyes. Special Martian-designed "Chameleon Belts" actually change the shape of the Martian to conform to humanoid standards. The attributes are the same between shapes, except that the insectoids have pincers (damage value 15) on one set of limbs, as well as a set of hands and two pairs of insect legs.

Although the reasons are unknown, it has been noted that Terran Martians always travel in groups whose size is some power of two (2, 4, 8, 16, etc.). They refuse to travel in groups whose size is not a power of two. Note that 2⁰ is one, so Martians can travel alone. The number four seems to be of particular importance to them. Many things that they do have a "four" theme to them. If you were to meet one, he might say "hello" four times, or shake your hand four times, or both.

Terran Martians speak in low, even tones, remaining calm at all times. Their demeanor (in human form) is pleasant and appealing. Neighbors of Terran Martians have described them as "nice, decent sorts."

If a Terran Martian suffers half his *Toughness*' worth of shock points, his belt ceases to function and he reverts to insectoid appearance. The stats remain the same no matter what form they are in, however. The Chameleon Belts are only programmed to make the wearer look human.

Terran Martians have a special vital blow (-8 bonus modifier to hit) in which they apply pressure to the inside of a target's upper forearm. If this attack is successful it scores an automatic "KO" result, but no additional damage.

Walking Gods

When the axioms transformed the Nile basin, many of the ancient curses, spun by long-dead magicians and priests, sprung to life once again. Most dangerous among these are the widely-feared "walking gods."

Walking gods are the guardians of the ancient tombs and temples of the pharaohs of old. They were created by

Terran Martian

DEX 9 MIN 14
STR 11 CHA 8
TOU 12 SPI 4
PER 15

Possibility Potential
Some (25)

Inclination
Unknown

Equipment
Magna-Ray Gun —
damage value 23,
range 3-25, 60, 100
Personal Radio Receiver
Medical Kit — first aid
value 15
X-Ray Lenses —
bestows *X-Ray Eyes* 12
Rocket Cycle — *flight* 13

Skills
Dodge 10
Energy Weapons 11
Stealth 11
Unarmed Combat 12
Find 16
Land Vehicles 16
Space Vehicles 17
Trick 17
Science 17
Test 15
Charm 10
Persuasion 10
Taunt (14)
Intimidation (14)

the powerful incantations of many priests, and given terrible powers. Their job is to protect the tomb or temple over which they preside from looters, transgressors and trespassers of any type.

Walking gods appear in the form of a god or goddess, usually with the body of a man or woman and the head of an animal. They lie dormant within a tomb or temple until a specific "seal" is broken. Once this boundary is passed, the Walking God springs to life. It will allow no one within the chamber it protects.

These creatures have a basic intelligence, but do not talk. They follow patterns of attack prescribed by the



magics which created them.

Walking gods have several magical restrictions and enhancements. They cannot pass the seal and leave the chamber which they are protecting. If somehow the creature is induced to do so (requiring a "player's call" on a taunt, trick, or maneuver), it is instantly reduced to ash. Next, any attack upon the body of a walking god inflicts no shock damage, while any attack upon the head inflicts +2 points of shock damage (only if the blow does some damage prior to the bonus). Aiming for the head is a -5 bonus modifier to hit. Walking gods also possess possibility energy.

The walking gods have magical abilities which replicate effects of spells; however they are superior to spells in that these abilities have no backlash or difficulty; the walking god can unleash the ability at any character it can target. Generate a *Perception* (or *find*) total against the *Dexterity* (or *acrobatics* or *dodge*) of the target; success means the target was hit with the magical effect total (the effect value plus the bonus modifier).

The type of walking god is usually determined by the chief deity of the pharaoh whose tomb it guards, or the god whose temple it protects. Here are the walking gods who have so far appeared in the Nile Empire.

Anubis

The Anubis walking god appears as a powerful man with the head of a black jackal. The Anubis strikes with a massive two-handed curved sword (STR 16 minimum to wield / maximum damage value 29), enhanced by a special miracle (akin to *bless*) to do STR+9 damage. This miracle is lost to Mobius, his priests, and his followers.

The Anubis can also shoot beams of light from its eyes. If these beams hit an enemy (using *find* totals to hit, as per above), it has the effect of a *slow* spell (value 24).

Anubis Walking God

DEX 8 MIN 12
STR 16 CHA 9
TOU 19 SPI 13
PER 14

Possibility Potential

All (15 Possibilities or more)

Inclination

As its creator

Natural Tools

Magical effect — *slow*
(value 24)

Equipment

Two-handed sword —
damage value 25.

Skills

Reality 14
Melee 10
Dodge 12
Maneuver 12
Unarmed Combat 11
Lifting 18
Find 15
Trick (15)
Test (16)
Taunt (16)
Intimidation 17

Bast Walking God

DEX 14 MIN 15
STR 13 CHA 14
TOU 17 SPI 15
PER 16

Possibility Potential

All (8 or more)

Inclination

As its creator

Natural Tools

Claws — damage value 17

Equipment

Switch — damage value 17
(plus 3 shock)

Scarab — magical effects:
weakness (value 20), slow
(value 20), lightning (value
20), mage dark, haste (value
15), charm person (value
20).

Skills

Reality 16
Dodge 15
Maneuver 15
Melee Weapons 16
Unarmed Combat 15
Find 17
Trick (17)
Test (16)
Taunt (15)
Intimidation 15

Bast

Bast walking gods are the least common type. They are unique in that they rely more on magical power than physical. The Bast walking god appears as a fur-covered woman with the head and tail of a cat, her hands tapering to sharp claws.

The Bast uses a magical scarab to cast numerous magical effects. The scarab can be used after the Bast is killed, but it only casts each of the spells once, and then becomes useless.

The Bast carries a weapon which it will use as a last resort. It is a small switch-like whip which does STR+4 damage and an additional 3 shock points for every blow it delivers.

Sebek

Sebek walking gods appear as a muscular man with the head of a crocodile. The creature carries no weapons, and attacks only with its devastating bite. Once bitten, the jaws clamp down on the victim, inflicting increasing damage until it is dead.

The first round inflicts STR+3 (damage value 19), the second STR+6 (damage value 22) the third STR+9 (damage value 25), and every round thereafter STR+12 (damage value 28). The only way to break the grip is to inflict no less than 5 shock points to the beast in a *single blow*. Combined blows do not count for purposes of breaking the grip. This can be tricky for Storm Knights trying to aid a friend, as only





Tim Wright

shots to the head do shock damage, and the victim is currently gripped in the walking god's mouth.

Sebek Walking God

DEX 14 MIN 12
STR 16 CHA 8
TOU 17 SPI 11
PER 13

Possibility Potential
All (6 Possibilities or more)

Inclination
As its creator

Natural Tools
Jaws — damage value 19
(see above)

Skills
Reality 12
Dodge 16
Maneuver 16
Unarmed Combat 19
Lifting 17
Find 15
Trick (14)
Test (15)
Taunt (13)
Intimidation 16

Set

The Set walking god is the most common type, due to the popularity of the god it resembles. The creature appears as a well-muscled man with the head of an unnatural beast. The face is evil looking, with a thin, curved snout, straight, square-cut ears and eyes which slant up toward the temples. A stiff, forked tail is the only other non-human appendage.

The Set attacks with a vicious-looking barbed spear. The spear does STR+6 damage and an automatic "K" result every time it hits. The beast also has a deafening shriek which acts as an intimidation attack with a value of 17. The creature's tail is an effective weapon. It does STR+5 damage and can also be used to grapple or disarm an opponent. This attack can also be performed at the same time as a melee attack and a shriek attack, without the multi-action penalty.

Set Walking God

DEX 14 MIN 12
STR 16 CHA 8
TOU 17 SPI 9
PER 12

Possibility Potential
All (6 Possibilities or more)

Inclination
As its creator

Natural Tools
Tail — damage value 22
Shriek — intimidation 17

Equipment
Barbed Spear — damage
value 23 (plus "K" result)

Skills
Reality 11
Dodge 17
Unarmed Combat 17
Melee 17
Find 14
Trick 13
Test (14)
Taunt (10)
Intimidation 13



Chapter Thirteen

Equipment



Shortly after Dr. Mobius established the Nile Empire, he opened a mint in the Imperial capital and established a new currency standard. The economies of every region within the Empire are now based upon this standard.

The backbone of Imperial currency is the gold royal. Royals are small coins (about the size of a U.S. dime) minted from a 14K gold alloy. Stamped on the face of each royal is an "Eye of Horus" symbol. A gold royal is worth approximately 10 U.S. dollars or five English pounds in Earth terms, or one U.S. dollar and half an English pound in Terran terms (the Terran economy is similar to the Earth economy of the 1930s and much less inflated than that of present day Earth). In local slang, royals are known as "monarchs" or "eyes."

Each royal is divided into 20 smaller units known as silver *crowns*. Crowns are larger than royals (about the size of a U.S. quarter) and minted from a silver alloy. Stamped on the face of each crown is Mobius' infinity symbol. Thus, the locals often refer to silver crowns as "lazy eights" or simply "eights."

The smallest unit of Imperial currency is the copper farthing. Five farthings make up a crown (100 farthings to the royal) and each farthing is worth approximately 10 cents U.S. currency on Core Earth. Farthings are copper

coins the size of a penny, with completely blank faces.

Within the Empire, only these three denominations exist. There is no such thing as a five or a 10 royal piece. Royals are abbreviated with a lower case "r," crowns with a lower case "c" and farthings with a lower case "f." Decimals or fractions are never used to express monetary amounts in the Imperial system — an amount is always written in full coins. A price of one and a half royals, for instance, is written "1r, 10c" (or "one royal, 10 crowns").

The Economy and the Locals

There are three basic economic classes within the Empire. The upper class consists mostly of rich Egyptian natives who were rewarded for aiding Mobius shortly after he arrived, retired Army officers, and all the Earth natives who became minor league Imperial officials. All Terran expatriates who came over with Mobius (not the Terran Expatriate Storm Knight template) are automatically in the upper class. And in addition, a few of the thieves and mobsters of Cairo have managed to steal enough money to work their way to the top. Members of the upper class usually have annual incomes ranging from 4,000r to 125,000r and make their money in business or by drawing a government salary.

Members of the middle class are the common skilled laborers and merchants. Doctors, architects, teachers, and small businessmen are all found here. Their incomes range from 1,500r to 4,000r.

The lowest economic class consists of unskilled laborers (farm hands, factory workers) with incomes rang-

Imperial Currency

1 royal = 20 crowns = 100 farthings = \$10 (Core Earth, U.S.)

1 crown = 5 farthings = 50¢ (Core Earth, U.S.)

ing from 800r to 1,500r.

Outside the economic system are the thousands of slaves employed by the Empire and sometimes sold by the government to favored businessmen and land owners. Slaves are prisoners who were captured in the border wars or dissidents convicted of serious crimes. They have no income at all. Their masters provide them with basic sustenance, and little else.

Storm Knights who are citizens of the Empire and not obvious fugitives (say, a Dark Avenger that keeps a secret "unmasked" identity as a merchant) should be placed in one these economic classes and given an annual income by the gamemaster. Characters who fail to live up to the obligations of their "day jobs" because they are spending so much time adventuring will begin to attract a lot of suspicion and may soon become fugitives.

At the beginning of each month, every citizen of the Empire (slaves are not citizens) pays a tax of 20 percent of the money he or she earned during the last month. Taxes are paid even on salaries received from the government. Citizens who miss their tax payments are criminals and suffer serious penalties.

Purchasing Goods and Services

Within the Empire, severe restrictions have been placed upon the ownership and sale of certain items. Along with the cost of each item or service described in this section is an availability code describing how easy it is to purchase the item or service in question. The availability codes are summarized below:

A = the item can be purchased almost *anywhere* that has a market, a general store, any place where goods are sold.

C = the item can be purchased only in large *cities*.

X = the item is *illegal*, but can be purchased on the streets in most large cities. Penalties for purchase and ownership range from moderate fines to three years service as an indentured servant.

L = the item can be purchased in any major city, but the purchaser must first buy a government *license* at 20 percent of the item's cost. Buying a license takes about a month and requires the purchaser to undergo a complete background check.

P = the item is very strictly *prohibited*, but can be purchased on the black markets of Cairo. The penalties for buying or owning these items is generally greater than the penalty of "X" items, ranging from one year's service as an indentured servant, to a year's service as an experimental subject at a weird science center, to being mummified while alive.

VR = the item is *very rare*, though there is a chance that a specialized criminal in Cairo could procure it for a very high cost.

Adventuring Gear

Unless noted, all adventuring gear in the Nile Empire has a Tech level of 21.

Backpack: Holds 20 pounds with a capacity of two cubic feet. Cost: 10r. Availability: C.

Binoculars: Has a *mega-sight* value of 13. Cost: 30r. Availability: B

Blanket: Cost: 5r. Availability: A. Tech level 9.

Camera: Somewhat unreliable, usable only in very good light without a bulky flash attachment. Cost: 20r. Availability: C. Film costs 3r.

Crowbar: Gives its user a +2 to *Strength* value for prying objects loose. Cost: 4r. Availability: C. Tech level 19.

Duffel Bag: Holds 25 pounds with a capacity of three cubic feet. Cost: 5r. Availability: A. Tech level 18.

Flashlight: Range of 65 feet. Cost: 4r. Availability: C.

Gas Mask: Gives user a *Toughness* of 15 against gas attacks. Cost: 16r. Availability: X.

Geiger Counter: Detects radioactive emissions at a distance of 15 feet. Cost: 90r. Availability: L.

Handcuffs: *Toughness* of 15. Difficulty Number of 10 against *lockpicking* attempts (2:1 shot). Cost: 6r. Availability: C.

Holster: Cost: 3r. Availability: X.

Jungle Gear: Pith helmet, jungle

Special Bullwhip Rules

In addition to functioning as a normal melee weapon, the bullwhip has special uses.

1. A bullwhip can be used to entangle a single opponent up to six feet away. If the entangle attempt earns a *good* success or better, the opponent is entangled in the whip and must generate a *Strength* total of 12 to escape. An entangle attempt does full normal damage on the round it strikes.

Example: Slim attempts to entangle the evil Professor Fear with his bullwhip. The Professor's *melee weapons* value is 9, Slim's *melee weapons* value is 11. Slim rolls a 14 for a total of 12 — a *good* success. Slim resolves his damage as per a normal attack and the Professor is now entangled in the whip. To break the entanglement, the Professor must generate a *Strength* total of 12.

2. A bullwhip can be used to disarm a single opponent up to six feet away. Such an attempt requires a good result or better for success. Attempts to disarm **do not** cause normal damage.

3. A *melee weapons* total of 12 (difficult task) will allow a character armed with a bullwhip to use the whip to swing over an appropriately-sized pit or chasm (10 to 12 feet across), assuming there is a suitable item or projection over

clothes, insect repellent, mosquito net shelter. Cost: 30r. Availability: C (only cities near the jungle). Gives a +1 to *survival* total in the jungle.

Lantern: Illuminates a 30 foot radius. Oil burns for two hours. Cost: 5r. Availability: A. Oil costs 5c.

Lighter: Cost: 10c. Availability: A.



Civilian Weapons

	Tech	Value	Ammo	Damage Range (meters)			Avail.	Price (value)
				Short	Med	Long		
Pistols								
.22 revolver	20	12	6	3-10	15	25	X	13r (11)
Colt .45 long revolver	19	16	6	3-10	40	60	L	15r (11)
.455 Webley	19	17	6	3-10	15	40	L	15r (11)
7.63 Mauser	20	14	8	3-10	15	40	L	15r (11)
9mm Browning	21	15	13	3-10	25	60	X	25r (12)
9mm Luger	20	15	8	3-10	25	40	L	20r (12)
9mm P38	21	15	8	3-10	25	60	X	25r (12)

	Tech	Value	Ammo	Damage Range (meters)			Avail.	Price (value)
				Short	Med	Long		
Rifles								
7.92 KAR	20	19	14	3-40	400	1k	P	75r (15)
Elephant Gun	20	21	14	3-60	600	1.5k	L	200r (17)
.30-06 Springfield	20	19	13	3-40	600	1.5k	P	75r (15)

	Tech	Damage/ Max. Value	Avail.	Price (value)
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Melee Weapons

Billy Club	8	+2 /20	C	5r (9)
Brass Knuckles	9	+3/17	C	10r (10)
Pocketknife	15	+2/16	C	3r (8)
Hunting Knife	18	+3/19	C	12r (11)
Stiletto	15	+3/17	C	10r (10)
Charging spear	10	+5/19	X	12r (11)
Broadsword	9	+6/20	X	40r (13)
Machete	16	+5/20	L	15r (11)
Bullwhip	9	+2/18	C	6r (9)

	Tech	Damage Max. Value	Avail.	Price (value)
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Missile Weapons

Throwing Spear	5	+4/18	C	2r (7)
Hunting Bow	21	+7/23	L	30r (13)
Heavy Crossbow	11	16	L	25r (12)

Lockpicking Tools: Necessary for lockpicking attempts as described in *Torg Rulebook*, page 50. Cost: 5r. Availability: C.

Rope: Cost: 1r per 40 feet. Availability: A.

Shovel: Cost: 4r. Availability: A.

Telescope: Has *mega-sight* value of 20. Cost: 30r. Availability: B.

Tent (1 man): Cost: 7r, Availability: A. Can easily be carried on the back of a single individual (weight: 8 lbs).

Tent (3 man): portable, but heavy

(weight: 25 lbs). Cost: 20r. Availability: C.

Tool Kit: Hammer, wrench, pliers, screwdrivers, saw. Cost: 25r. Availability: A.

Uniform: Imperial military uniforms can be bought on the black market in Cairo. Cost: 50r. Availability: P.

Watch: Cost: 5r. Availability: C.

Wire Cutters: Cost: 7r. Availability: C.

Civilian Weapons

A wide variety of firearms and melee weapons have been imported from the Terran cosm and added to the supply of antique Earth weapons the locals were able to acquire. Egyptian manufacturers have radically increased production, although none admit to the great increases, as most weapons are illegal. A few well-connected manufacturers openly produce



Camel

DEX 7 MIN 6
STR 13 CHA 3
TOU 11 SPI 3
PER 5

Possibility Potential

Some (55)

Inclination

Good (80 percent)/Evil
20 percent)

Natural Tools

Bite — damage value 14
Hooves — damage value 15

Skills

Running 8
Unarmed Combat 8
Survival (self only) 13
Willpower 13

Cost: 250r

Availability: A (at cost of 400r per camel), C (at normal cost of 250r)

arms, most of which end up in the armories of gangsters sensible enough to make large, regular contributions to the Overgovernor in their area. The only people entitled to own civilian arms (other than those which must be licensed) are law enforcement agents and Imperial officials.

Clothing

Daily Wear: Cost: 6r per suit or dress. Availability: A. Fashion within the Empire is a strange mixture of the American fashions of the '20s and '30s, and typical Arabic dress; the retail chain Mersekha-Semempses has its own fashion line which has proven quite popular.

Finery: Cost: 20r to 50r depending upon quality. Availability: C. The hottest styles are from Bajij Farouk, Terran designer Kerte. Overgovernor Natatiri's personal fashions have spawned dozens of imitators.

Work Clothing: Cost: 3r per suit.

Food: Cost: 1r per person per day. Availability: A.

Kitchen Utensils: Cost: 5r for a

Horse

DEX 9 MIN 3
STR 13 CHA 3
TOU 10 SPI 3
PER 6

Possibility Potential

Some (35)

Inclination

Good (90 percent)/Evil
(10 percent)

Natural Tools

Hooves — damage value 15

Skills

Dodge 10
Running 11
Unarmed Combat 10
Willpower 8

Cost: 150r

Availability: A (at cost of 200r per horse), B (at normal cost of 150r).

complete set. Availability: A.

Liquor: Cost: 7r per bottle for legal liquor, 1r for bootleg liquor. All liquor but that specially "blessed" by priests is illegal in the Empire for "religious reasons."

Phonograph: Cost: 15r. Availability: B. Remember that this is before the days of high fidelity.

Phonograph Records: Cost: 2r each. Availability: B. Most of the available recordings feature Egyptian folk music. Recordings of famous Earth recording stars of the '20s and '30s (Benny Goodman, Duke Ellington, Cole Porter) are available on the black market of Cairo for three times normal price. Such recordings are illegal, though possessing them is a relatively minor offense.

Pulp Magazine: Cost: 1C. Availability: A. After the axiom wash changed the tastes of the local populace, several pulps sprang up and began publishing out of Cairo, Thebes, and Khar-toum.

Typewriter: Cost: 15r. Availability: B.

Writing Implements: A handful of pens or pencils and 200 sheets of paper. Cost: 1r. Availability: A.

Transportation

There are many different types of vintage automobiles operating in and around the Empire. Some are leftover Earth antiques, some were imported from Terra. The Allenton Roadster is a representative of Terran cars. Automobiles are a carefully controlled privilege within the Empire. Very few citizens can afford to own them. Gasoline costs 1r per tank full (enough to travel about 80 miles) and is available only in large cities and only to licensed automobile owners.

Aircraft are still a novelty in the Nile Empire. Citizens jaded to the sight of 747s are, once transformed, amazed at the sight of bi-planes. Aviation and aviators are glamorous. The military has a number of single-winged aircraft in its inventory, but commercial aircraft lag behind. The Fokker-Ramses (from the Terran Fokker, not Core Earth) is the workhouse, able to carry up to six passengers, and is often rigged with pontoons for landings in the Nile or remote jungle lakes.

On Terra and in the Empire, airships (zeppelins, "blimps") are used like the commercial airliners of today. The typical airship can luxuriously accommodate up to 35 passengers, or be reconfigured to hold 80 in less comfort. The DKI dirigible is the most common in the Nile Empire.

Horses and camels are commonly used as a means of transportation within the Empire. While it may not be true of all realms, there are definitely possibility-rated mounts in the pulp reality of the Nile.

Housing and Buildings

Apartment/Tenement Housing: Cost: 10r to 200r per month. Ten royals gets you a single unfurnished room. Two hundred royals buys a vast furnished suite.

Furniture: Costs range from 20r to 100r per room, depending upon quality. Availability: A for furniture costing 40r and less, C for 40 to 100r.

Hotel Accommodations: Cost: 10c to 25r per night depending upon qual-



T ransportation

	Speed kmh/mph/value	TOU	Pass.	Avail.	Price (Value)
Allenton Roadster	150/100/13	15	4	L	1200r (21)
Fokker Ramses	200/120/14	14	4	L	3000r (23)
DKI Dirigible	100/60/12	26	35	P	80,000 (27)

ity (seedy Cairo flop house up to fine Theban hotel).

Houses: Cost: 800r to 50,000r (average of 1200r). Quality ranges from one bedroom pre-fab all the way up to opulent mansions. The Imperial government finances all housing purchases. To secure a mortgage, one must place a 10 percent down payment and agree to a five percent interest rate.

Land: Cost: 100r per acre. Technically, the Pharaoh owns all the land in the Empire, though the government frequently sells land back to favored citizens. The above figure is only an average price. The true rate depends upon the loyalty and favor of the purchaser.

Office/Business: Cost: 1000r to 10,000r. Again, the Pharaoh legally owns all businesses within the Empire, though frequently sells businesses back to favored citizens, who then function like capitalists.

Services

Concert: Cost: 5r. Availability: C.

Doctor: Cost: 5r per visit. Availability: C. Doctors are required by law to file a complete report on every patient they treat with the local governor. Doctors who ignore or falsify such reports cost 20r and have an availability of X.

Haircut: Cost: 5c. Availability: A.

Meal (Restaurant): Cost: 5c to 10r depending upon quality. Availability: A for meals costing up to 2r. C for meals costing up to 10r.

Movie: Cost: 2c. Availability: C. After the axiom wash changed the tastes of the locals, the "oldies" of the '20s and '30s have become popular

again in the Empire. Two or three new films are made within the Empire each year.

Components and Gizmos

Mobius strictly controls the availability of scientific equipment and components within the Empire. An accomplished weird scientist, he is well aware of the danger posed by other scientists. All of the items below have an availability code of P.

Housing of most gizmos is another piece of equipment, such as an automobile or metal sheeting. Building a small housing (hand-held item for example) requires 3r of materials.

Systems require components cost-

ing at least 50r. The price increases as the system value increases; a system value of 15+ costs from 60r to 400r, a system value of 20+ costs from 600r to 4,000r, a system value of 25+ costs from 6,000r to 40,000r. A system which is using weird science or powers rather than normal technology costs six to 10 times as much as normal systems.

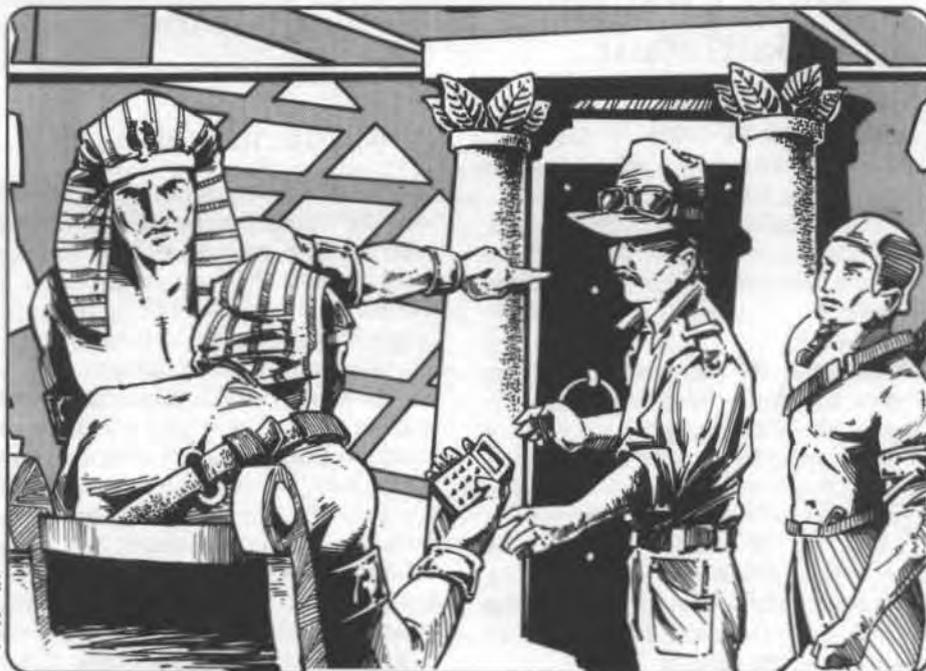
All of the materials for **boosters** cost as much per booster as the system they are boosting. If a system costs 2,500r, a booster for that system costs 2,500r.

Compensators for boosters cost the same as the boosters for which they are compensating.

Possibility capacitors cost 500r each. Agents for the Nile Empire diligently search for persons who buy possibility capacitors, capturing them or eliminating them.

Power plants vary greatly; off-the-rack batteries or generators can be purchased for as little as 10r, but they only power small systems (value of 8 or less); larger power plants (enough for system values of 13 or less) can be purchased for 100r. If larger power plants are needed, they cost as much as the largest system for which the supply power.

Caps are comparatively cheap, ranging from 5c for small gizmos (system value 10 or less) to 500r for the largest gizmo Dr. Mobius ever built.



Allen Numas



Francis Mao

Systems with values less than 25 generally require caps which cost 5r.

Adaptors cost 10 percent as much as the largest system value to which they are connected.

Subcomponents cost 5 percent as much as the system component they comprise.

Rocket Ranger Battlesuit

The battlesuit has the following abilities: STR 14, TOU 19, *flight* 11, *mega-sight* 12, armor value +7, maximum armor value 23.

The battlesuit confers its *Strength* and *Toughness* directly upon the wearer. Anyone firing at a target wearing a battlesuit must decide whether he or she is targeting the character or the suit itself. Shots targeting the character are resolved normally. Shots targeting the suit receive a -3 bonus modifier on the action value, but damage the suit instead of the character inside. Once the suit has been "KO'd" or "mortally wounded" it becomes worthless and freezes up. The character inside cannot move until he or she gets out of the suit, which requires a *science* total of 10.

Characters wearing battlesuits suffer drawbacks. The wearer has a -1 bonus modifier to *Dexterity* and all *Dexterity*-based skills. Second, rocket ranger battlesuits are notorious for heat build up; any *fatigue* results do 3 points of shock damage.

Military Equipment

Ground Vehicles

The MK1 *Aperhen* ("equipped with lightning") is the most powerful conventional ground vehicle in Mobius' arsenal. Its main armament is a 122mm gun capable of firing both HE (high explosive) and AP (armor piercing) ammunition. The damage values are the same, but AP ammunition has a blast radius of 0 and +3 damage value modifier against armored targets it hits. Also mounted on the tank are two .30 Khaifu machineguns in bow and coaxial positions, and a .65 caliber Ray of Ra machinegun (a product of weird *science*), mounted in a special cupola on the turret top (360 degree field of fire independent of the

turret). A man firing the cupola machinegun can be targeted by outside firers, but is considered in hard cover (+15 armor value) and medium concealment (-5 action value to hit) due to the protection of the cupola. Each *Aperhen* carries four tubes of chemical smoke, each of which acts as a fog screen 15.

Aperhens are expensive to produce and Mobius does not have access to very many of them. The few that exist are always found in special heavy armor units composed entirely of heavy tanks.

The Mk 13-Khepera is the workhorse of Mobius' armored forces. It features a 75mm main gun and two 30mm Khaifus in turret top and coaxial mounts.

When the first Egyptian factories were set up to produce the Khepera shortly after Mobius invaded Earth, a flaw was accidentally built into the suspension system for a time. Approximately 20 percent of the Kheperas now serving with the Imperial armor units suffer from this flaw. Flawed tanks break down and are immobilized any time anyone inside the tank rolls a natural 1 while performing any action. Flawed tanks are also incapable of exceeding the Khepera's speed of 11.



Military Equipment Chart

Weapon	Tech	Damage		Short	Range (meters)		Avail.	Price (value)
		Value	Ammo		Med	Long		
7.92 KAR	20	19	14	3-40	400	1k	P	75r (15)
KK81	21	19	24	3-40	400	1k	P	100r (15)
K08	21	15	8	3-10	25	60	L	25r (12)
Kocha								
Machinegun	21	22	5	3-100	600	1k	P	400r (18)
.30 Khaifu	21	25	11	3-250	1k	2k	P	500r (19)
.55 Onslaught	21	26	8	3-250	1K	2k	P	550r (19)
.65 Ray of Ra	21	27	30	3-250	1k	2.5k	P	1,500r (21)
75 mm								
anti-tank (T)	21	27	1	100-600	1k	2.5k	P	15,000r (26)
81mm mortar (G)	21	25	1	250-1k	2.5k	10k	P	400r (18)
105mm								
howitzer (A)	21	30	1	400-1k	4k	15K	P	40,000r (28)
155mm								
howitzer (A)	21	33	1	400-1k	6k	25k	P	60,000r (29)
75mm tank (T)	21	28	1	100-400	1k	2.5k	P	25,000r (27)
122mm tank (T)	21	29	1	100-1k	2.5k	4k	P	60,000r (29)

Burst Radius Notation: (A) = Artillery shell; (T) = Tank shell; (G) = Grenade; for the explosive burst radii given on page 137 of *The Torg Rulebook*.

Transportation	Speed		TOU	Pass.	Avail.	Price (Value)
	kmh/mph/value					
Mk 1 Aperehen	40/25/10		30	4	P	200,000r (32)
Mk 13 Khepera	60/40/11		27	4	P	90,000r (30)
MC2 Serseru	100/60/2		26	3	P	18,000r (27)
Xfz 311 Aaka	60/40/11		25	12	P	10,000r (25)
Senehem	150/100/13		15	4	L	600r (19)
Troop Truck	100/60/12		20	16	L	2,000r (21)
PM1 Paket	600/380/16		17	1	P	60,000r (29)
Gu88 Herusent	400/250/15		18	2	P	100,000r (30)
MB11 Nekata	400/250/15		24	7	P	600,000r (34)

The MC 2 Serseru is used as a fast exploration and reconnaissance vehicle. Its eight wheel suspension system has been designed for speed and balance. Most of the Serserus serving in Mobius' war machine have been equipped with long-range radio gear, making them ideal command and control vehicles. The Serseru is typically found in recon platoons attached to a wide variety upper echelon formations. About two thirds are armed with 30mm Kocha machineguns, the other third is unarmed.

Xfz 311-Aaka is a reliable armored halftrack troop transport. Three third sport a 30mm Kocha machinegun in an armored nest on top of the deck,

one third have an 81mm mortar. A passenger or crewman can be targeted while firing the machinegun or mortar, but he is considered in medium cover and partial concealment. The Aaka is open-topped, allowing its passengers to fire from the vehicle. Any passenger who fires can be targeted by outside firers, though he is in partial concealment and medium cover. Fire from a higher elevation can target any passenger or crewman inside the Aaka and is not subject to the cover and concealment penalties.

The senehem (or "grasshopper") is an open-topped car capable of traversing almost any terrain. It is the Imperial equivalent of the Earth jeep.

Troop trucks are simply heavy trucks used for transporting troops and equipment.

Air Vehicles

The PM1-Paket ("flying dagger") is the workhorse of the Imperial air fleet. A single engine mono-plane, it is used as a support fighter, night fighter, and reconnaissance flyer. Pakets are organized in squadrons and attached to air wings and ground units.

The Gu88-Herusent ("terror hawk") is a small, but effective ground support plane. It attacks with four wing-mounted .55 caliber onslaught

T anks and Machineguns

The machineguns found on tanks are generally mounted in one of three firing positions:

Coaxial: These guns are mounted on the turret right alongside the main gun. They cannot fire during any round in which the main armament fires and must fire in the direction the turret is facing.

Bow: Bow-mounted guns are found on the front of the tank's hull. They can fire at any time, though they must fire in the direction the tank is facing.

Turret Top: These guns are mounted on rotating clips known as "pintles" on the top of the turret. Turret top guns can fire at any time and in any direction, though generally a member of the tank crew must expose himself to outside fire to operate one.

Mobius' Aperehen has a special cupola mounted machinegun on the turret top. A cupola is a tiny "mini-turret" that sits atop the main turret. It provides the turret top gunner with some protection from outside fire.

machineguns, and a small complement of bombs (damage value 25, burst radius as grenades). The cockpit of the Herusent provides a spot for a gunner, who mans a rear-mounted .30 caliber Khaifu machinegun (this gun can only fire to the rear of the aircraft). The engine baffles of the Herusent make a horrifying "screaming" sound as the plane makes an attack dive, which can demoralize the enemy. The first time a group of Herusents attacks, it receives a free intimidation action at a value of 12 on each character being attacked. If the planes makes any further attacks during the battle, they receive no bonus.

S trafing

When an aircraft uses its machineguns against ground targets, it is known as a strafing attack. Strafing attacks automatically suffer a -3 to hit modifier (damage is unaffected) due to the difficulty of hitting ground troops.

The **MB11-Nekata** is a heavy bomber similar to the American B-29s used during World War II. It carries a very impressive explosive payload (60 HE bombs, damage value 35, burst radius of an HE shell) and is armed with four .55 Onslaught machineguns (each fired by an individual crewmember) to defend against aerial attack. The machineguns' fields of fire overlap in a way that enables one or more of them to be brought to bear on an aircraft in any position relative to the MB11. MB11s are extremely expensive. Mobius has access to very few of them.

Soldier's Small Arms and Equipment

The **KK81** semi-automatic rifle is the Imperial soldier's standard issue weapon. It was designed and built by Doctor Mobius himself and enjoys several advantages over the rifles commonly available on Earth during the 1930s and 1940s, such as the 24-round magazine.

The **K08** is the standard sidearm of the Imperial armed forces. It is a simple 9mm automatic, similar to many of the pistols native to Earth. Every soldier in the Imperial army carries a K08. It is the favored weapon of many Imperial officers and commanders.

Shocktrooper Gear: In addition to the **KK81** and the **K08**, each Imperial shocktrooper is issued a bayonet/knife, two hand grenades, and a field belt holding the following gear: water canteen, three clips extra ammunition, one day's rations, a mini-survival kit (talcum powder, adhesive bandages, matches, a compass, and a wire saw), and 30 feet of cord. Shocktroopers going out into the field are issued special long range gear consisting of: a sleeping pouch, a pup tent, extra week's rations. Standard shocktrooper gear (excluding the grenades) has an availability code of C and a cost of 15r. Adding the tent, sleeping pouch, and extra rations adds another 15r to the price. Grenades are illegal (X), and cost 5r each.

Bulletproof Vests: The bulletproof vests available on Terra and in the Nile are those listed on page 133 of *The Torg Rulebook* (+6/max value 22, -1 bonus modifier to all *Dexterity* actions). Bulletproof vests are extremely rare (VR). They cost 100r and are illegal (X).





Amazon

Player Name: _____

Character Name		Home Cosm Nile (transformed)		Possibilities 8	
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O		Magic 12	Social 20
Height				Spiritual 17	Tech 21
Weight					

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Long Jumping		DEX	
Melee Weapons	3	DEX	14
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
First Aid		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 11	Maneuver
Strength 15	
Toughness 10	
Perception 9	Trick
Mind 8	Test
Charisma 9	Taunt
Spirit 10	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Breastplate and Helm +5	15	9			
Weapons					
Blessed Sword +6	21	9			
Blessed Spear +4	14	5	3-5	25	40

Bonus Chart	
Die Roll	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus#	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Dark Avenger

Player Name: _____

Character Name		Home Cosm Terran Expatriate		Possibilities 10	
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O		Magic 12	Social 20
Height				Spiritual 17	Tech 21
Weight					

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Long Jumping		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth*	3	DEX	12
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis		PER	
First Aid		PER	
Scholar		PER	
Tracking		PER	
Hypnosis		MIN	
Science		MIN	
Survival		MIN	
Test		MIN	
Persuasion		CHA	
Intimidation*	3	SPI	15



Attributes	Approved Actions
Dexterity 9	Maneuver
Strength 9	
Toughness 9	
Perception 9	Trick
Mind 9	Test
Charisma 9	Taunt
Spirit 12	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Weapons					
Colt .45 Auto	16	20	3-10	15	40

Bonus Chart	
Die Roll	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus#	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Dark Avenger

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: You were out mind-ing your own business one night, when a group of bank robbers accidentally shot the only person you ever loved. You later tracked down the robbers, every last one of them, and made them pay. But your life just hasn't been the same since, nor will it ever be again. You've dedicated your existence to the war against crime, and created the costume identity of (fill in your own flashy name) to strike fear into the heart of the underworld. Your struggle has become a moody obsession that you will carry for the rest of your life.

If you chose to begin with pulp powers, you learned them from a group of mysterious monks in Tibet, where you had traveled in search of techniques that would make you a better crime fighter.

One night, you took down a gangster known as the Hood who held a clue that eventually put you on the trail of the missing Dr. Mobius. You were startled to find out that Mobius was not dead, but out ravaging alien worlds for his own personal benefit. You readily agreed to join one of the expeditions of heroes bound for Earth to stop him.

Personality: Dark and moody. You cannot stand injustice of any type and you abhor all crime. Your version of justice is rather final. More than one villain has met his end looking down the barrels of your pistols.



Equipment: dark suit, wide brimmed hat, cape, mask of some sort, two Colt .45 automatic pistols (damage value 16), 20 gold royals.

Quote: "I've got all night to find out where Mobius intends to move those troops, and I haven't even touched your teeth yet."

Skill Notes: Choose either *stealth* or *intimidation* as your tag skill, not both. You can also select one of the following powers: *darkness*, *fear*, or *fog screen*, lowering your starting Possibilities by one.



Amazon

Player Name: _____

Cosm: Nile (transformed).

Inclination: Good.

Background: You were a young Egyptian student in Alexandria when Mobius came over the maelstrom bridge. Many, perhaps all, of your friends were wiped out during the invasion, but you escaped into the desert, where you wandered hungry and ill for days. Just as you were about to give up hope, you were found and rescued by Hippolyta Kosmos and the women she was taking to Hespera to rekindle the flame of the Amazons.

On Hespera, you and your sisters developed amazing powers. The strange reality that accompanied Mobius' invasion has made all of the ancient Earth legends true. As long as the great Noble Flame burns, you are stronger than any normal man.

Hippolyta and your sisters have isolated Hespera. They hope to avoid attracting Mobius' attention and plan to live the rest of their lives in peaceful neutrality. But this course of action was not for you. You kept thinking about your homeland and your friends. One night, you built a raft and sailed back to Egypt, where you will use your abilities against Mobius.

Personality: You are cautious and peace-loving. But you are not afraid to fight, and you handle yourself rather well in physical confrontations.

Equipment: robe, blessed spear (STR+4/damage value 19), blessed sword (STR+6/damage value 21), bronze breastplate and helmet (+5/armor value 15, 4 points shock on fatigue).



Quote: "Even in war there is time enough to appreciate the beauty of the sun and wind."

Skill Notes: You have two *super attributes* for an adventure cost of 6. The first raises your DEX by 2 and your STR by 1. The second raises your STR by 3. You have two setback power flaws, each worth six Possibilities, which apply to your *super attributes*. Whenever a man (or other male folk) *taunts* or *tricks* you and gets a setback, you lose a *super attribute* (your choice). You regain your power at the end of the scene, or when you defeat the man in combat.



Egyptian Priestess

Player Name: _____

Character Name		Home Cosm		Terran Expatriate		Possibilities 10	
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K	O	Magic 12	Social 20	Spiritual 17	Tech 21
Height				Weight			

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Egyptian Religion	3	PER	13
First Aid		PER	
Hieroglyphics		PER	
Language		PER	
Scholar		PER	
Trick		PER	
Artist		MIN	
Meditation		MIN	
Survival		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		SPI	
Focus		SPI	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 9	Maneuver
Strength 9	
Toughness 9	
Perception 10	Trick
Mind 9	Test
Charisma 9	Taunt
Spirit 11	Intimidate
Movement Rates	
Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Value	Axiom Level	S	Range	M	L
Armor						
Weapons						
Sword +6	15	9				

Bonus Chart

Die	3 5 7 9 11 13											21 26 31 36 41 46										
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5	
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	



Engineer

Player Name: _____

Character Name		Home Cosm		Terran Expatriate		Possibilities 10	
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K	O	Magic 12	Social 20	Spiritual 17	Tech 21
Height				Weight			

Skill	Add	Attribute	Value
Reality		SPI	
Melee Weapons		DEX	
Stealth		DEX	
Alteration Magic		PER	
Egyptian Religion		PER	
Divination Magic		PER	
Evidence Analysis		PER	
First Aid		PER	
Hieroglyphics		PER	
Language		PER	
Scholar		PER	
Apportation Magic		MIN	
Conjuration Magic		MIN	
Engineering	3	MIN	17
Science		MIN	
Weird Science		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		SPI	



Attributes	Approved Actions
Dexterity 9	Maneuver
Strength 8	
Toughness 8	
Perception 10	Trick
Mind 14	Test
Charisma 8	Taunt
Spirit 9	Intimidate
Movement Rates	
Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Value	Axiom Level	S	Range	M	L
Armor						
Short Sword +4	12	8				
Weapons						

Bonus Chart

Die	3 5 7 9 11 13											21 26 31 36 41 46										
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5	
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	



Engineer

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: You were a member of the cult of Khem, the ancient Egyptian civilization that resurrected Mobius on Terra. You were just a boy when Mobius was revived, though you still remember the day it happened. You also remember the day that Mobius returned to Khem after his trip into the world, promising your people glory and riches. By this time, you had mastered the ancient art of engineering.

Initially, you were reluctant to leave Terra to join up with Mobius. But as more and more of your people became caught up in the promise of power, perhaps enough power to restore the ancient Egyptian empire, you succumbed. Over the intervening years, you've bounced from cosm to cosm, serving as one of Mobius' builders. You've seen all nine incarnations of his Empire.

One thing you haven't seen, however, is any of Mobius' promises come true. Two Empires ago, you realized that Mobius wasn't really interested in you or your people — he was only interested in his own twisted dreams. And now you stand on what Mobius believes to be the most possibility rich planet in any cosm — a world much like your own. You've seen enough death and destruction at the hands of this madman. You refuse to stand by and watch any more.

Personality: Old and wise. You are deeply ashamed of yourself for fol-



lowing Mobius for as long as you did, especially since you didn't really trust him from the beginning. You are determined to make amends.

Equipment: Imperial uniform, short sword (STR+4/damage value 12), engineer's tools, magic book, 300 gold royals.

Quote: "Before I die, I shall build one last masterpiece — Dr. Mobius' mausoleum!"

Skill Notes: Your tag skill is *engineering*.



Egyptian Priestess

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: Your grandfather was one of the high priests of Khem who awakened Mobius from his three-thousand year sleep. By the time Mobius returned to Khem after his world trip, your father was in the priesthood and you were a child. When Mobius came looking for followers to join the army he was going to lead off Terra and out into the cosmverse in search of conquest, your father was one of the last men to join him. Just before he joined, your father asked the gods for a sign, indicating whether or not he should trust Mobius. The sign, of course, was favorable.

Eventually, you yourself entered the ranks of the priesthood and took over your father's old position after he passed away. This was during the Ninth Empire. Just after Mobius established the Tenth Empire on Earth, you uncovered some startling information: Ahkemeses, the current High Priest of the Empire and a long-time staunch supporter of Mobius, faked the omen which induced your father to join Mobius all those years ago. You then repeated your father's request and the gods sent you a very different omen — an omen which prompted you to flee from Mobius' servitude and begin working against him.

Equipment: priestly robes, sword (+6/damage value 15), holy scrolls, religious symbols, and 20 gold royals.



Personality: Brave and stoic. You are renowned for your rationality and ability to think clearly in hectic situations. You despise Ahkemeses for his treachery and one day hope to gain your revenge.

Quote: "May Osiris find a special resting place for your soul, Ahkemeses!"

Skill Notes: Your tag skill is *Egyptian Religion*.



Jungle Lord

Player Name: _____

Character Name		Home Cosm Nile (transformed)		Possibilities 9	
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O		Magic 12	Social 20
Height				Spiritual 17	Tech 21
Weight					

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Long Jumping		DEX	
Maneuver	3	DEX	14
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
First Aid		PER	
Trick		PER	
Survival		MIN	
Charm		CHA	
Persuasion		CHA	
Intimidation*		SPI	



Attributes		Approved Actions	
Dexterity	11	Maneuver	
Strength	11		
Toughness	11		
Perception	9	Trick	
Mind	8	Test	
Charisma	7	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
Knife +3	14	7			
Spear +4	15	5	3-5	25	40
Power:					
Animal Friend	9	26			

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Mathematician

Player Name: _____

Character Name		Home Cosm Terran Expatriate		Possibilities 10	
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O		Magic 12	Social 20
Height				Spiritual 17	Tech 21
Weight					

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Alteration Magic		PER	
Divination Magic		PER	
Evidence Analysis		PER	
Hieroglyphics		PER	
Language		PER	
Mathematics	3	PER	16
Scholar		PER	
Trick		PER	
Conjuration Magic		MIN	
Medicine		MIN	
Survival		MIN	
Test		MIN	
Weird Science		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	



Attributes		Approved Actions	
Dexterity	9	Maneuver	
Strength	8		
Toughness	8		
Perception	13	Trick	
Mind	10	Test	
Charisma	9	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
Dagger +3	11	5			

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Mathematician

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: You were just a young apprentice on the island of Khem when Dr. Mobius returned after his trip into the world. Your people had revived Mobius from a three thousand year sleep years before that, before you were born. When Mobius returned, he did not come alone. He came with dreams of conquest and empire, and promises of a return to the ancient glory. Your master was one of the many residents of Khem who chose to follow Mobius off Terra and into the cosmverse.

Over the years, you have been growing disillusioned with Mobius and his dreams. So far, you've seen none of the glory of which he spoke — just death and pain for billions of innocents. Establishing the Empire on the Earth, a planet so similar to your homeworld, was the last straw: you simply couldn't stand to sit idly by any longer. You turned rogue and fled. The very least you can do to atone for your past crimes is to help the beleaguered residents of Earth drive Mobius away.

Equipment: robes, dagger (STR+3, damage value 11), magic books, 120 gold royals.

Quote: "I will die fighting Mobius because I must. It is the price I must pay for my crimes. But you are under no such obligation. It is not too late to save yourself."



Personality: You are old, perceptive, and fiercely dedicated to your art. You are a very practical man and you've seen Mobius' war machine in action, so you can't help but feel that the Earthers' struggle is futile.

Skill Notes: Your tag skill is *mathematics*.



Jungle Lord

Player Name: _____

Cosm: Nile (transformed).

Inclination: Good.

Background: Your parents were anthropologists. You were in the Ethiopian jungle with them at the time that Mobius and his minions crossed over the maelstrom bridge into Egypt. Mobius and his men attacked Ethiopia before your parents were even aware of his existence. One day, 200 armed men showed up outside your camp and started pushing around your father. There was something about his work that attracted them, though you have no idea what it was. When your father refused to cooperate, both he and your mother were horribly killed! Fortunately, Mobius' men never saw you. But unfortunately, you were trapped alone in the jungle with no food or supplies and little hope of survival.

That's when you met Oorook, the great gorilla. She and her tribemates came across you in the jungle and decided to make you one of their own, bringing you food and water and leading you to shelter at night. After a while, you learned how to survive on your own, and have since found that you have an amazing ability to communicate with the animals of the jungle. Now that survival is no longer a problem, it's time to go after Mobius and his minions.

Equipment: loincloth, knife (STR+3/damage value 14), spear (STR+4/damage value 15).



Personality: You are a fierce and proud warrior. The axiom wash and your new abilities have somehow changed you. You remember little of the outside world and have difficulties interacting with outsiders.

Quote: "At last we are in the jungle. Now we play by my rules!"

Skill Notes: You have the *animal friend* power, with an adventure cost of 3.



Mystery Man

Player Name: _____

Character Name		Home		Terran Expatriate		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		Social	
Weight		Hvy Wound		12		20	
		Mortal		Spiritual		Tech	
		Dead		17		21	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Melee Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise	3	PER	13
Evidence Analysis		PER	
First Aid		PER	
Tracking		PER	
Trick		PER	
Hypnosis		MIN	
Science		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	10	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	S	Range	M	L
Armor						
Weapons						
KO 8 Pistol	15	21	3-10	25	60	

Die	3 5 7 9 11 13											21 26 31 36 41 46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Old Professor

Player Name: _____

Character Name		Home		Nile (transformed)		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		Social	
Weight		Hvy Wound		12		20	
		Mortal		Spiritual		Tech	
		Dead		17		21	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Evidence Analysis		PER	
First Aid		PER	
Language		PER	
Scholar		PER	
Trick		PER	
Artist		MIN	
Hypnosis		MIN	
Medicine		MIN	
Meditation		MIN	
Science		MIN	
Test		MIN	
Weird Science	3	MIN	17
Charm		CHA	
Persuasion		CHA	



Attributes	Approved Actions	
Dexterity	8	Maneuver
Strength	7	
Toughness	7	
Perception	12	Trick
Mind	14	Test
Charisma	9	Taunt
Spirit	9	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	S	Range	M	L
Armor						
Weapons						

Die	3 5 7 9 11 13											21 26 31 36 41 46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Old Professor

Player Name: _____

Cosm: Nile (transformed).

Inclination: Good.

Background: All your life, you've been fascinated by science. After you earned the first of your PhDs, however, you decided that you would spend your life teaching and working on life science research, no matter how much money they were offering you to build bombs for the government.

When Mobius arrived on Earth, you were out pleasure boating on the Mediterranean with some friends and colleagues. One of the powerful "reality storms" that sprung up in the wake of the alien invasion swept your boat onto the Egyptian shore, where you were almost immediately captured by Mobius' army, though the same storm wiped out your captors almost as quickly, leaving you to wander alone across the Egyptian countryside.

One of the first things you noticed in your wanderings is that science no longer seems to function as it functioned prior to the invasion. You soon learned that this was a local phenomenon due to the overlay of Mobius' foreign reality, and have spent quite a bit of time mastering the new science that has manifested itself.

Personality: You love to put on a crusty, cantankerous air, though beneath it all you have a heart of gold. Your skills make you a very dangerous person. The other members of your adventuring party probably find you difficult to work with at times, but wouldn't swap you for a truckload of gold royals.



Equipment: rumpled old clothing, four system components, five boosters, four adaptors and two caps, all for a system value of 15 to 19 (see chapter nine), two possibility capacitors, and 40 gold royals.

Quote: "If you're quite finished, I believe I shall save the world now!"

Skill Notes: Your tag skill is *weird science*.



Mystery Man

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: On Terra you were rich — very rich. But being rich isn't all it's cracked up to be. It's just too boring. You tried several strategies to alleviate this boredom: you spent two years traveling around the world (if you are beginning with natural powers, you picked them up from a lost tribe of South American Indians on this voyage), you became a writer, you tried working for various charities, but nothing really seemed to capture your fancy. Then you began reading about the costumed avengers and mystery men. At last, an idea you could really sink your teeth into!

Several hundred hours of training and several thousand dollars later, you had created the identity of (fill in your own flashy name), scourge of the underworld. You exploded onto the hero scene with a vengeance. Not only did you find something that could occupy your time, but something you could genuinely care about.

Recently, while investigating, you stumbled across a clue that led you to Dr. Mobius. He didn't really die all those years ago, he simply left Terra to work his evil elsewhere. You gladly joined the expedition of heroes that decided to track him down and end his threat once and for all.

Personality: You are an incredible ham and show-off, though you are certainly competent at what you do. Sometimes you take things just a bit too lightly, though never when lives are at stake.



Equipment: cool-looking suit, mask, a cape, K08 pistol (damage value 15), fingerprint kit, 20 gold royals.

Quote: "I don't suppose we can take out Mobius in time to get back to Terra for the annual carnival in Rio?"

Skill Notes: You can select any of the following powers: *chameleon, darkness, dazzle, fear, or fog screen*. at a cost of one Possibility each. If you so desire, you can begin with any of these powers built into a gizmo, paying the reduced adventure cost (see chapter nine).



Private Detective

Player Name: _____

Character Name		Home		Terran Expatriate		Possibilities	
		Cosm				10	
Age	Wound Level	Shock Damage		Magic	Social		
	Wound			12	20		
Height	Hvy Wound			Spiritual	Tech		
	Mortal			17	21		
Weight	Dead	K	O				

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis	3	PER	14
First Aid		PER	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Charm		CHA	
Persuasion		CHA	



Attributes	Approved Actions
Dexterity 9	Maneuver
Strength 10	
Toughness 10	
Perception 10	Trick
Mind 9	Test
Charisma 9	Taunt
Spirit 9	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
.38 Revolver	14	20	3-10	25	50

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	*1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Rocket Ranger

Player Name: _____

Character Name		Home		Terran Expatriate		Possibilities	
		Cosm				10	
Age	Wound Level	Shock Damage		Magic	Social		
	Wound			12	20		
Height	Hvy Wound			Spiritual	Tech		
	Mortal			17	21		
Weight	Dead	K	O				

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Energy Weapons		DEX	
Fire Combat		DEX	
Flight	3	DEX	14
Heavy Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Evidence Analysis		PER	
First Aid		PER	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Science		MIN	
Weird Science		MIN	
Survival		MIN	
Persuasion		CHA	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 11	Maneuver
Strength 10	
Toughness 9	
Perception 8	Trick
Mind 9	Test
Charisma 9	Taunt
Spirit 10	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus#	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Rocket Ranger

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: You first built a name for yourself in World War I, where you won the Congressional Medal of Honor for your heroic actions in the Second Battle of the Marne. You didn't really come into the limelight, however, until you won a gold medal at the 1928 Olympic Games. After the games, you spent your time making movies and coaching athletics at Notre Dame University until, one day, you were contacted by the U.S. Government. The government was setting up a new, elite military unit comprised of a very special type of soldier. On that day, you agreed to become a member of the Rocket Rangers.

The Rocket Rangers battle criminals and saboteurs all over Terra. Each wears a specially powered battlesuit that was constructed by government scientists and allows the Ranger to call upon fantastic powers and abilities. With efficient management and their own strict moral code, the Rocket Rangers are one of the most effective police forces in the entire world.

While working on a recent case, you stumbled over a clue that put you on the trail of the infamous Dr. Mobius, a nefarious villain who hasn't been seen in nearly a generation. Eventually, you discovered that Mobius had left the Terran dimension and was out plundering new worlds for his own personal gain. With a handful of other heroes by your side, you decided to follow Mobius and return him to Terra to answer for his crimes.



Personality: You're almost too good to be true. Everyone likes you, and it's no wonder: everything about you is nearly perfect. You always know the right thing to say to make people happy, and you don't suffer from a single negative personality trait.

Equipment: Rocket Ranger battlesuit, STR 14, TOU 19, flight 11, mega-sight 12, armor value +7 (see chapter thirteen).

Quote: "Be alert and keep 'em flying!"

Skill Notes: Your tag skill is *flight*.



Private Detective

Player Name: _____

Cosm: Terran Expatriate.

Inclination: Good.

Background: You spent 10 good years on the police force, 10 years walking a beat. But in the end, you just couldn't hack police work. Too many bad cops in the upper levels who were more worried about who's going to get the credit for last week's big arrest than in making next week's bust. They couldn't just give a guy a job and let him go out and do it. In the end, you finally left and became a private investigator.

Life as a private dick isn't very glamorous. Sometimes you wait weeks until you get a case, and even then it's just some snoop job. But every once in a while you find a big one that makes it all worth it.

In fact, one of those "big ones" walked right in your door about two weeks ago. This dame's father was killed 30 years ago and nobody every found the guy who did it. The catch is that the murder was Dr. Mobius himself, the infamous arch-villain. Mobius seems to have disappeared off the face of Terra just after he axed the lady's old man. Nobody knew what happened to him.

You spent the last two weeks tracking Mobius down, only to find that he was still alive and living in another dimension. Along the way, you met up with a group of heroes who were going over to bring Mobius back and decided to join them. After all, a case is a case.



Personality: Resourceful and charming in a rough-hewn way. You are completely dedicated to enforcing justice and tracking down wrongdoers. In the end, you'll do whatever you must to get Mobius.

Equipment: fedora, trench coat, .38 revolver (damage value 14), handcuffs, notepad and pen.

Quote: "Why don't ya act like the little birdie over there and sing me a tune! Where's Mobius stashing the goods?"

Skill Notes: Your tag skill is *evidence analysis*.



THE SOURCEBOOK OF PULP REALITY

The Nile Empire™

by Ray Winninger



Earth is transformed into a reality inspired by a madman's dreams ...

The Possibility Wars erupt in the Near Now of Earth's history, shattering our reality and changing the world into *someplace else*.

Egypt, along with much of North and Central Africa, has been invaded by Dr. Mobius, High Lord and Pharaoh of the new Empire of the Nile. A wave of change has washed across the dark continent, transforming the land like the floods of old. Egyptian gods have regained power in a world filled with lost artifacts and treasures hidden millennia ago.

The realm has fantastic high-tech devices constructed from 1930's pulp science fiction technology — ray guns, invisibility belts, space ships. The heritage of ancient Egypt is mixed with cities full of gangsters, masked heroes, and hooded villains. Shocktroopers in ancient garb attack in WWII-style armored columns. Nations topple before the might of Mobius.

You, the heroes known as Storm Knights, are Earth's only chance.



A Companion Volume to the *Torg* Roleplaying Game

The Nile Empire Sourcebook is part of *Torg*, an epic game of adventure, magic and altered reality. This volume describes the pulp realm of Dr. Mobius. It features source material on the new Empire of the Nile, its effect on Core Earth, as well as the insidious plans of the High Lord and his minions. Included is gamemaster material for incorporating this realm into *Torg*, new rules for skills, powers, magic and technological gizmos, and new character templates — powered heroes, hard-bitten detectives, weird scientists, priests of ancient Egyptian gods, and more.

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