

TORG ETERNITY



Ruins of New York



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RUINS OF NEW YORK

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THE RUINS OF NEW YORK

The Living Land extends across the entirety of the United States East Coast region, but the edeinos don't conquer to rule. The Redjaw Clan attacks humans when they find them, but don't have the time or inclination to hunt down every pocket of survivors in a zone.

Even in Pure Zones that have been ruled by the invaders for a year, survivors remain. Some escape by simply laying low. Those who fight back from an obvious base are usually quickly overwhelmed, but the edeinos seem to have little patience for dealing with guerrilla tactics. If there isn't an enemy directly in front of them, they tend to move on and battle more obvious foes.

The New York metropolitan area was the first to fall in the Possibility Wars, but thousands of survivors remain hidden or are openly harassing the overlords of the area. The "Big Apple" is a battlefield, where even warbands of Edeinos accompanied by a powerful Gotak must walk warily. The survivors of New York know the area well and make a habit of springing nasty ambushes and booby traps on the invaders at every turn.

A high concentration of these defenders are Storm Knights. These heroes answered the call to defend the people of the five boroughs (and beyond). Several small groups of *reality*-rated beings from Core Earth and the other cosms have arrived in New York and have made things very difficult for the Redjaw Clan tribes operating in the region.

SEEING THE SIGHTS

BATTERY PARK

The gospog field at Battery Park is one of the largest and oldest in Core Earth. The monstrous results of its fifth planting have sprouted and begun to terrorize the East Coast. The Gotaks work openly here, so only the most loyal Redjaws are allowed onto Manhattan Island anymore. Ssy-ron, the Gotak warlord in charge of Manhattan Island, keeps his headquarters at Castle Clinton within the park.

Some edeinos, traumatized by the gospog field and unable to escape the island, have joined with human survivors out of desperation.

THE BROOKLYN BRIDGE

This famous landmark saw the majority of the influx of edeinos into Manhattan in the early days of the war. Now the structure itself is badly damaged and listing slightly to one side. The bridge is still functional for foot traffic, but vehicles simply have no chance of crossing the dangerous sections, much less getting around the rusted hulks of abandoned cars and trucks that haven't already tumbled into the East River. Some daring edeinos still ride large dinosaurs across, but in general, the skeleton of this iconic bridge is merely another reminder of how things have changed in New York.

CENTRAL PARK

Most of the park is crawling with untamed dinosaurs and untended alien plant life, making it dangerous to both humans and edeinos. Residents have taken to calling the park "The Feeding Ground" and avoiding it at all costs. However, there is an object within the park, an ancient Egyptian obelisk carved with hieroglyphs that has displayed unusual properties. This object is known as Cleopatra's Needle.

CLEOPATRA'S NEEDLE

The name of this obelisk is quite misleading; already a thousand years old by Cleopatra's time. It is made from red granite and stands 20 meters in height. Originally it was part of a pair in the Egyptian city of Heliopolis, and then moved to Central Park in 1881. Three other "needles" exist, one in Luxor and two more, formerly located in Paris and London.

The Central Park needle isn't an Eternity Shard, as some have theorized, but rather a relic from the "Egypt that never was" created by the arrival of the Nile Empire—or at least it is now. The same property of the Law of Wonders that allows Pulp Powers to work without contradiction has brought out special properties in the obelisk.

Once damaged by pollution and neglect, the needle's hieroglyphics now seem almost freshly-carved, the obelisk itself whole and unblemished. It has created a Nile Empire hardpoint with a radius of about 100 meters within the park. Anyone who touches the object immediately disconnects.

CITI FIELD

This famous stadium became a doorway to horror when the invasion dawned, for it became the site of the maelstrom bridge linking our reality to that of Takta Ker. Rampaging dinosaurs and the shocking power of spiritual miracles laid waste to much of the surrounding borough of Queens.

New tribes of edeinos still march down the twisting vines that arch into nothingness, but in fewer numbers now. Most camp in Queens or Prospect Park in Brooklyn for a short time before moving South cross the Verrazano-Narrows Bridge (see page 6) rather than through Manhattan.

ELLIS ISLAND

Few greater signs of the fall of New York to the Possibility Raiders exists than Ellis Island. The once-proud sight of the Statue of Liberty is now a corroded ruin, her torch-holding arm snapped off at the elbow. The edeinos consider Ellis Island—or more appropriately, the statue—an unholy site, a place profane to Lanala and thus an affront to the goddess. Pteradons nest in the crown and stump of Lady Liberty.

Early in the war it was a hardpoint, but as soon as Baruk Kaah's forces broke the island's defenses they pillaged mercilessly until the hardpoint finally collapsed. What's left of the statue and structures remains due to the difficulty of getting siege dinosaurs to the island to do anything about it. The edeinos have to remain satisfied that their work is done and let the Law of Decay eventually handle the rest.

The Delphi Council believes there may be considerable possibility energy within the statue—or, at the very least, a way to use the statue to rally the people's belief in Core Earth, to help throw off the Living Land's reality if it can be recovered.

THE EMPIRE STATE BUILDING

The Empire State Building remains completely intact, though it isn't a hardpoint. The Living Land's axioms are in full effect across all its floors, and vines lace the outside walls. The mast is home to hundreds of lakten nests. Instead, the building is clearly a Wonder now, supported by rumors that

it has disappeared twice then reappeared within a day.

All the windows are decayed, but the steel awnings and structure remain stable. A tribe of primitive humans has taken up residence in the upper floors, surviving on the vines, plentiful rainwater, and lakten eggs, without ever descending to the ground below.

THE MET

The Metropolitan Museum of Art was one of New York's many hardpoints early in the war, and had many defenders—for a time. Unfortunately, Baruk Kaah's command to the edeinos was specific: seek out untransformed areas and destroy everything within.

The day The Met fell is one of New York's darkest, and many heroes fought to the death rather than witness the treasures within vandalized. The edeinos forces were too strong and too motivated to stop, and now all that remains of The Met are crumbling ruins and a thick blanket of jungle vegetation.

NEW YORK PUBLIC LIBRARY

This famous edifice still stands amidst the destruction that has torn apart most of the city. The Delphi Council has quietly taken over the building to use as an outpost in New York, a staging point from which they can study the actions of Baruk Kaah and the edeinos. Storm Knights often visit this building when adventuring into New York, where they can resupply and communicate with the Delphi Council directly.

THE RAINBOW ROOM

A small community has grown around a unique hardpoint on the 65th floor of Rockefeller Center. The center of the hardpoint is the Rainbow Room, and its protective influence extends up to the observation deck ("Top of the Rock") and as far down as the 50th floor...but not the ground.

Only a few survivors within venture down to the ground, and visitors are rare. The community has taken to calling the top of the building "Sky Island" and survive on the supplies still in the

building, and forays down into the overgrown lower levels of the building. Sky Island keeps a formal dress code under the assumption that it's part of the "magic" that keeps the jungle at bay, which increases the surreal aura around the place for visitors and inhabitants alike.

RIKER'S ISLAND

Proving that the cultural significance of a place doesn't need to be positive to energize a hardpoint, the walls of this notorious former prison now hold back the invaders. Riker's Island is one of the few obvious holdouts that's managed to repulse edeinos on multiple occasions. The defenders are mostly former inmates, and some are quite heavily armed.

The whims of the Law of Decay saw the only bridge to the island fail in the first days of the war, which made it difficult to get larger dinosaurs over to break down walls and end the siege. After several failed attacks by lakten riders the edeinos retreated and now just watch the prison from a distance. If anything, tales the edeinos tell of Riker's Island have increased its infamy.

THE SUBWAYS

Below the city of New York, the subway tunnels are remarkably intact after the advent of the Living Land's reality. Although the trains do not function, the tunnels themselves remain for the most part.

While a few edeinos have ventured into the tunnels from time to time, this region is often left alone by the High Lord.

The Tunnel Rats gang (see page 6) inhabits the tunnels, vying for dominance of the space with vicious velociraptors that seem to have adapted to the dark underground spaces. There are some reports from Storm Knights who have entered these subterranean passages that other, stranger creatures have taken up residence there as well.

SEWER RAPTOR

The so-called "Sewer Raptors" are a horror breeding in the tunnels underneath New York. Larger and paler than their surface cousins, these beasts can see in the dark and carry the foul stench of filth with them when they hunt. Sometimes a

group forces its way into the subway tunnels, or comes out onto the surface to hunt at night.

Attributes: Charisma 5, Dexterity 10, Mind 5, Spirit 8, Strength 10

Skills: Dodge 12, find 8, intimidation 10, maneuver 12, stealth 11, taunt 10, trick 8, unarmed combat 12

Move: 12; **Tough:** 11 (1); **Shock:** 8; **Wounds:** —

Equipment: —

Perks: Star Eyes

Possibilities: Never

Special Abilities:

- **Armor:** Scaly hide +1.

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

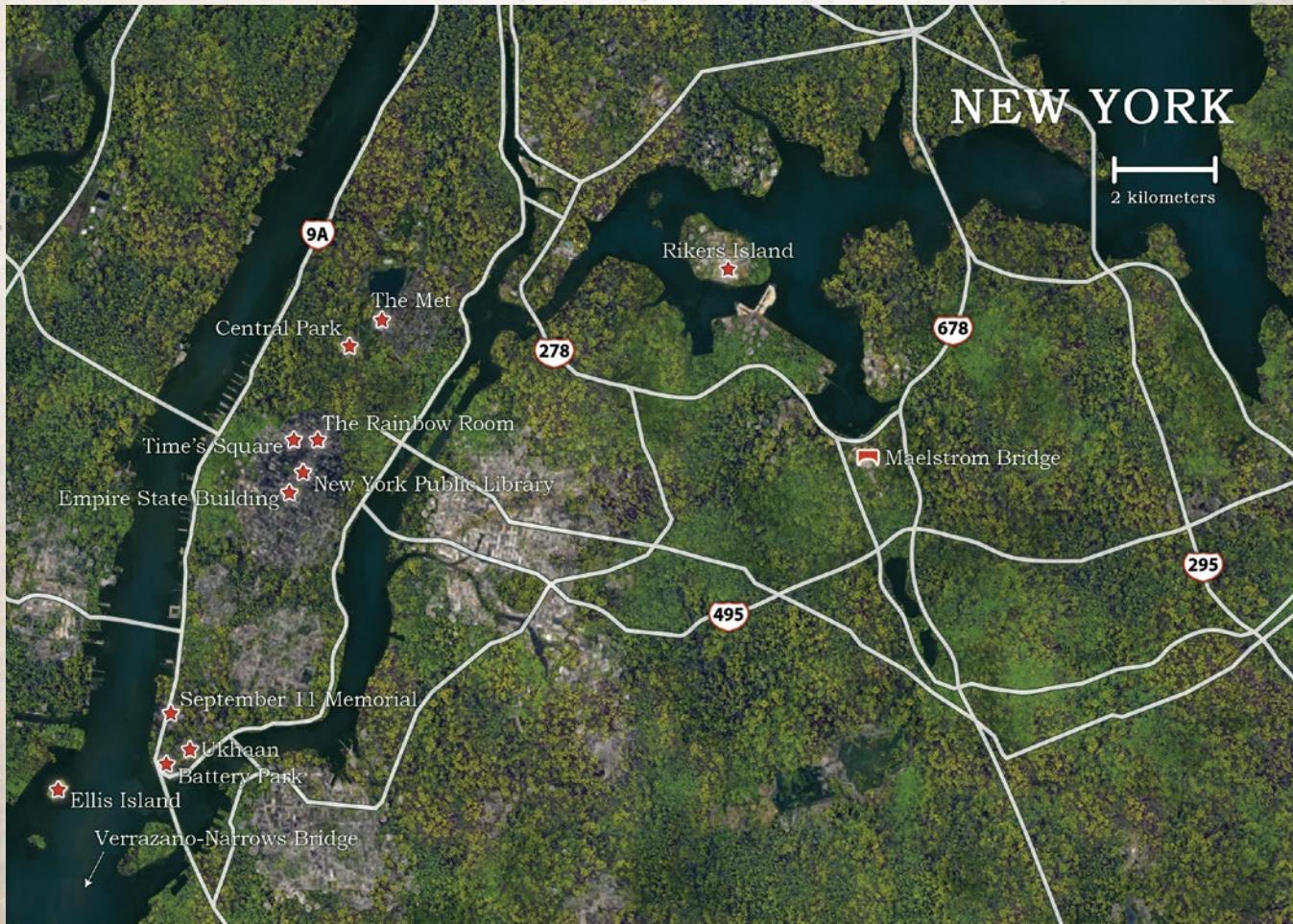
- **Diseased:** Bites or cuts delivered by a Sewer Raptor are septic and often become infected. Healing tests to recover from such wounds and *first aid* attempts suffer a -4 penalty.

• **Horde:** Apply any bonus from a Combined Action to Damage, as well as the attack itself, when multiple pack hunters attack a single target.

• **Swim:** Move 10 underwater.

TIMES SQUARE

Once a symbol of both technology and the frenetic pace of New York's metropolitan culture, Times Square is now a silent, forlorn place where cracked screens, shattered windows, and empty concrete reign. Aside from a handful of the more adventuresome sort, the edeinos avoid this part of the city—there's little here to draw them in. The area is considered neutral ground by the gangs of the city (see page 6) and often serves as a place where survivors can pass on messages or learn about goings-on from the outside world. Mostly,



The greater New York area.

it sits quiet and empty, home only to the echoes of the invaders and serving as a reminder of what has been lost to those who remain in New York.

VERRAZANO-NARROWS BRIDGE

Almost nothing of the original bridge across the narrows remains, but edeinos miracles have shaped huge, twisting vines around what's left to form a wide and stable substitute. Even the mighty Borr Aka managed to cross without collapsing the entire thing, though some edeinos worry that another may finish it off.

This bridge is the main thoroughfare for new edeinos moving South, and Quinn Sebastian would sorely like to see it sabotaged—if he had enough Storm Knights with expertise in demolitions and advanced warning of another huge creature preparing to cross!

THE WORLD TRADE CENTER/ SEPTEMBER 11 MEMORIAL

The buildings in this area are abandoned and crumbling, but the memorial itself remains untouched. The pools have filled with clear, effervescent water. Dinosaurs shun the pools, and edeinos avoid the area entirely, fearing it as a “place of spirits.”

Humans fleeing pursuit find temporary safety here, but even the steadiest skeptics won’t spend more than one night inside the World Trade Center grounds. Some claim to hear whispers or lights in the pools, but most simply feel a powerful discomfort and an urge to get away from the area—and let whatever spirits inhabit the place rest.

THE WRECKAGE OF UKHAAN

One section of a city block was replaced by a massive wonder, the mysterious beacon tower of Ukhaan. Ukhaan was the cosm Baruk Kaah overran directly before joining the coalition to invade Core Earth, and it was the first test of the Gaunt Man’s “gifts of death,” the gospog. The trial was a terrifying success, and most edeinos never even visited the conquered realm.

When this Wonder appeared, the tower was intact, but eventually it crumbled under assault

from miracles and siege dinosaurs. Now all that remains are piles of crystal and strange metallic remnants of the tower. At night, many humans and edeinos alike still hear the haunting last messages of Ukhaan whisper through the air at the site.

GANGS OF (THE LIVING LAND'S) NEW YORK

The sheer population density in New York City ensured that there were a significant number of survivors, even after the brutal assault of the High Lord’s invasion. Over time, some groups of survivors have turned into organized gangs, relying on their fellowship for survival and ruled by the Law of Savagery. The gangs are rivals for territory and resources, both with each other and with the edeinos. Most gang members have transformed and use primitive melee weapons, but leaders are often reality-rated Stormers—or potentially Storm Knights who oppose the High Lord and fight against his forces at every opportunity.

The following are three of the most prominent gangs in the city:

THE BOXCUTTERS

One of the most vicious gangs in the city, the Boxcutters are based out of the Brooklyn region. This gang takes what they need to survive from any other refugees or survivors they come across in the city, occasionally raiding the other gangs or the edeinos forces.

The Boxcutters have been made several offers of “protection” for visiting Storm Knights and Delphi Council operatives that wander into their territory, but so far, the gang seems cunning enough not to make any truly powerful enemies. Rumors in the city say the Boxcutters have taken Carnegie Hall to use as their headquarters.

THE TUNNEL RATS

The subway tunnels beneath New York City have largely been claimed by a gang known as the Tunnel Rats. This gang is highly territorial, marking what they consider “theirs” with tags of the gang’s symbol—a stylized rodent. The Tunnel Rats only rarely interact with the other gangs.



The empty streets and quiet buildings give the entire city the aura of being haunted.

One possible reason for this is that the Tunnel Rats are composed mostly of younger people, with many children amongst them. True to their name, members of this gang know the subway tunnels very well, and often use this knowledge to evade threats and gain access to areas others cannot easily reach.

THE UPPERCLASSMEN

Many survivors ended up settling amidst the ruins of New York University. From this group arose a gang calling themselves the Upperclassmen, basing themselves out of NYU and sending out salvage teams to various abandoned skyscrapers throughout the city.

The Upperclassmen strive to uphold the ideals of NYU, and offer genuine help to other refugees or survivors they come across in the city. This altruism has cost them, and as a result, the Upperclassmen are currently struggling to acquire enough resources to survive.

GANG MEMBERS

The dress and armament of most members varies by gang. Box Cutters use low-tech "shivs," improvised out of whatever they can find (use Bone Daggers for stats.) The Tunnel Rats prefer stone clubs, while the Upperclassmen fashion paddles (use Club) to use as bats. Leaders carry at least a .38 Revolver, plus whatever heavier firepower they could scavenge.

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

Skills: Dodge 10, find 8, fire combat 9, intimidation 9, maneuver 9, melee weapons 10, stealth 10, streetwise 9, taunt 9, unarmed combat 9

Move: 8; **Tough:** 8; **Shock:** 8; **Wounds:** —

Equipment: .38 Revolver (Damage 12, Range 10/20/40), Shiv (Damage Str+1/9) or Club (Damage Str+2/10, Unwieldy).

Perks: —

Possibilities: Rare (2)

Special Abilities: —

IMPORTANT DENIZENS

This section details some of the most influential figures in the struggle for control of New York. Both humans and Living Land denizens have come to prominence while dueling for the fate of the city.

JIMMY TWO-KNIVES

A scarred, violent young man, Jimmy "Two-Knives" is the nominal leader of the Boxcutter gang. Jimmy is the driving force behind his gang's reputation as thugs and thieves, for he cherishes his and his gang's survival above all else. This philosophy has led him to perform some truly heinous acts in the name of keeping "his people" thriving amongst the ruins of New York.

Secretly, Jimmy has begun to send messages to Ssy-ron, seeking some kind of accommodation with the Gotak; trading information about the Storm Knights and other gangs in return for an offer of safe passage out of the Living Land for everyone in his gang.

True to his name, Jimmy carries two large, steel knives. He wears a necklace of five edeinos claws, and adds a new one each time he bests one with only his knives.

Quote: "Surviving is easy. You just have to want it more than the other guy, and be fast enough to take it."

SSY-RON

This edeinos is a fervent Gotak who serves the High Lord faithfully, and as a reward, has been assigned the task of bringing New York City fully under control for Baruk Kaah.

Ssy-ron is a cruel and calculating priest, aware that Baruk Kaah (and his Darkness Device) have supplanted Lanala's true wisdom—but Ssy-ron does not care. He is ambitious and craves the power doled out by the High Lord.

The continuing difficulties posed by the survivors, partisans, and Storm Knights who wreck his schemes have caused Ssy-ron great frustration. The Gotak has resorted to using more and more ruthless methods in his efforts.

There are some amongst the Delphi Council who believe that Ssy-ron may eventually be pushed

too far—perhaps unleashing something more devastating than the miracle such as the one that leveled Seattle.

Ssy-ron is instantly recognizable thanks to his bobbed tail. Legend has it he cut it off himself to escape a Tyrannosaurus that caught him.

Quote: "Lanala knows that when in the hunt, you either kill or you starve. There is no other way."

TIM HAMMERSCHMIDT

One of the greatest heroes of New York is Tim Hammerschmidt, a Storm Knight and native of the city who encourages the surviving humans there to rise up and strike back against Baruk Kaah. Tim is an experienced Storm Knight, and carries a sword he claims is enchanted.

Tim has a strong rapport with the gangs of the city, often traveling between them in an attempt to broker alliances and coordinate attacks against the edeinos. He's the only man to have visited all the known groups of survivors at least once, even those he had to climb skyscrapers to reach!

Tim is easily recognized by all survivors due to his truly epic curled mustache. He's long since run out of hair-styling products, but it keeps its shape—perhaps due to the Law of Wonders.

Quote: "It's a sad thing that I know just about everyone left in the city by name now."

DELPHI COUNCIL INITIATIVES

Delphi Council Operations are spread too thin to devote more than a few ad-hoc initiatives in the area. Storm Knights fly over or move through the area often, but such visits are fleeting.

There are a few targets of opportunity in the area for which the Delphi Council has set bounties. A completed bounty may be exchanged for a +10 bonus on the character's next *persuasion* test to requisition items for a Delphi Council mission.

RUIN THE BATTERY PARK GOSPOG FIELDS

As the oldest gospog field on Core Earth, and one large enough to produce Gospog of the Fifth Planting, Battery Park is a priority target.

No means has yet been devised to “salt” a gospog field and make it unviable, but the Archimedes Division is hard at work coming up with something. Experiments with airtankers dropping holy water on smaller fields have yielded marginal results. Incendiary attacks work, but large, wet fields like Battery Park are difficult to destroy, especially with lakten cover.

The Delphi Council has an open bounty on the field, if any Storm Knights are brave and clever enough to collect it.

CONVINCE TIM HAMMERSCHMIDT TO JOIN THE DELPHI COUNCIL

Tim is well known in the area, and recruiting him would be a valuable first step in uniting all the different factions in the region. The hard part is Tim must be convinced to leave New York long enough to meet with Quinn Sebastian or another ranking member, and so far nothing has convinced him that anything is worth leaving his beloved city.

The council continues to hope an operative might locate Tim and convince him—peacefully—of the merits of a meeting, perhaps as part of some exchange of favors.

RECOVER CLEOPATRA'S NEEDLE

The obelisk is over 200 tons, and in the middle of a dinosaur-infested no-man’s land. Any heavy equipment would bring every edeinos in the city running, not to mention the difficulty of navigating streets clogged with ruined cars or the ruinous effects of the Law of Decay upon anything used to move the object.

It seems an impossible mission, but then again Storm Knights treat in the impossible.

URBAN SPIRITS

Spirits are mysterious forces in the Living Land, and difficult to define. The animistic edeinos consider every living thing a spirit, including “living” features of the terrain such as flowing water, the wind, the clouds, the soil, and so forth.

True spirits, however, have supernatural powers drawn from the cosm’s Spiritual axiom and are strongly associated with particular places or aspects of the Living Land.

A spirit may belong to a particular spring, cavern, or jungle clearing, for example, or a particular type of creature. New York is home to such spirits too, and they are angry. Many buildings have a spirit and personality to them, and sections tend to collapse when edeinos enter.

The edeinos, for their part, respect the spirits of these dead things and almost always refuse to enter. They’ll risk climbing the outside of a building before going into the gullet of a “hungry stone.”

Humans often flee into buildings for a respite from hunting edeinos, but find themselves surrounded if they can’t find another exit fast. Not every building has a spirit, and humans aren’t immune to the spirits’ wrath—especially if the building has been defaced or disrespected in some way.

Transformed humans living inside buildings often perform “maintenance” rituals to keep the hungry stones appeased.