

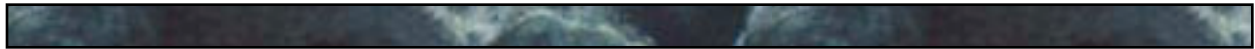
STORM KNIGHTS

# ORRORSH

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THE REALITY OF FEAR

JASYN JONES



## ORRORSH: THE REALITY OF FEAR

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## PRELUDE

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There is a place where the unspeakable is real. There is a place where every monstrous abomination is given form. There is a place where nightmares come to life.

Orrorsh.

To live here is to know fear, intimately and personally. It greets you upon waking, follows you all day, kisses you goodnight, then lingers on in your dreams while you sleep.

In Orrorsh, the days seem colder, the nights seem darker. Alleys are dirtier and more threatening. People seem less cheerful, less helpful, less friendly. Distrust grows like a weed, people withdraw from one another, and turn a blind eye to each other's pains. Alone, they are vulnerable to depression

and fear.

Horrors live here, creatures dark and powerful and malignant. They wait in the darkness and prey on the innocent and helpless. These victims are hunted, they are haunted, and in the end they are slain.

After, people tell stories, stories of the Horrors. And they believe.

By light of day they may deny it, yet they believe. The stories cannot be true, yet they believe. The Horrors simply cannot be


real. Yet they believe. And they know in their hearts that it could happen to them.

They could be terrorized. They could be tormented. They could be slain.

And they know fear.

They leave the lights on at night. They

*“To live here is to know fear, intimately and personally. It greets you upon waking, follows you all day, kisses you goodnight, then lingers on in your dreams while you sleep.”*



bolt their doors tightly. They shop during the day. They tell themselves it's meaningless, it's nerves, it's nothing.

It's not "nothing". It's fear. And this

"Orrorsh is the reality of horror, and fear is the essence of horror."

reality feeds off of it.

Hope.

Hope is the key to defeating fear. Hope is a beacon in darkness, solace to the suffering, and the quieter of fears.

## INTRODUCTION

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Orrorsh is the reality of horror, and fear is the essence of horror. Fear is intrinsic to all humans everywhere, no matter the time or place. Similarly, the horror genre is not limited to any one setting; it can appear in Victorian London, an abandoned space colony, or on everyday Earth. Fear is everywhere, and so horror can be. Yet in TORG Orrorsh is a single static reality, a single static type of horror.

This article depicts a different vision of Orrorsh, a vision of Orrorsh as the cosm of Fear, the universal reality of horror. Under these rules, Orrorsh can invade anywhere, layering its reality of fear atop the native reality. Orrorsh can invade Earth, the fantasy world of Aysle, the cyber-religious Cyberpapacy, or any other reality, melding its genre of horror with the genre of the native reality. Because horror can be anywhere, so too can Orrorsh.

### The Future

The information in this article is general, containing only an overview of how the insidious reality of Orrorsh operates

Where people hope, fear has no hold.

There are those who fight the reality of Orrorsh, who slay the Horrors and spread tales of hope and inspiration. The stories of glory these heroes tell have power over fear.

As these tales spread, people learn that all is not lost, that the horror is not boundless, that it can be defeated. They feel hope, and the reality of horror loses power. Its realm grows smaller and its Horrors grow weaker and if enough stories of hope can be told, the reality of fear may disappear altogether.

### THE ORRORSH SOURCEBOOK

Nothing in this article invalidates the *Orrorsh Sourcebook*, or requires the gamemaster to change the mechanics of Orrorsh, including Corruption, Wicked Acts, Perseverance, True Deaths, Horror powers, and so forth. The realm sourcebook is just as valid and just as necessary as it ever was.

The expanded version of this article (currently in production) will offer new interpretations of the classic Orrorshan mechanics, but the new mechanics will be completely optional and modular. Gamemasters can choose to incorporate them or not, as they wish.

within the Possibility Wars.

An expanded version is currently in development, which will provide more details as well as new mechanics and other information to allow gamemasters to use this version of Orrorsh in their games.

As with all projects under development for the STORM KNIGHTS site, there is no projected completion date other than "as soon as time, circumstance, and inspiration allow." Hopefully this also means "soon", but there are no guarantees.



# THE REALITY OF FEAR

The ruler of Orrorsh is the mysterious Gaunt Man. As High Lord, he has the power to mold its reality to his liking. For centuries, he shaped the reality of Orrorsh until it fulfilled his vision: horror everywhere.

The Gaunt Man has labored to craft a reality whose power is created and sustained by fear. Fear is what drives this reality and fear is what spreads this reality. Like the other invaders, believers in the horror reality help it to spread, and anyone can feel fear and believe in horror. As fear spreads, Orrorsh grows in size and power. From a single invasion point, it can expand to consume

an entire cosm, draining it dry of possibilities. This reality knows no bounds.


When Orrorsh invades a cosm, the Gaunt Man sends powerful beings called *Nightmares* to establish realms on its sur-

“The Gaunt Man has labored to craft a reality whose power is created and sustained by fear. Fear is what drives this reality and fear is what spreads this reality.”

face. He carefully crafts each unique Nightmare, varying their capacities and nature so as to be able to create- and savor- many different varieties of fear.

Some Nightmares are mystical, others spiritual, others electronic, mechanical, or biological. All of them exist to spread fear.

The Nightmares are empowered to create *Horrors*. The *Horrors* each partake of the nature of their Nightmare, and so fur-



ther the type of fear he is intended to create. Each is unique, utterly unlike any other Horror before or since.

For Storm Knights, each Horror is a mystery that must be unraveled. The characters must discover the nature of the Horror and learn its weaknesses and True Death, otherwise killing it is useless (if it is even possible), as it will just reform shortly thereafter.

### The Domain and the Locus

Nightmares are also empowered to create a special artifact called a *locus*. A locus is a building, an object, or a location that has been invested with the power of Fear. It is a Horror and has a Fear Rating, Horror Powers, and True Death. It is also a potent artifact of Orrorshan reality, capable of inflicting the horror reality upon an invaded cosm.

A locus is similar to a hardpoint, in that it creates a circular area of Orrorshan reality, and it is similar to a reality tree, in that this area of Orrorshan reality is a stable, storm free mixed zone, in which both Orrorsh's reality and the native reality hold sway.

Within this realm, called a *domain*, the reality of the invaded cosm is overlaid with the reality of fear. The reality of the invaded cosm isn't altered at all, its axioms and world laws function exactly as before, but Orrorsh's world laws operate alongside those of the native reality (Orrorsh's axioms do not ever manifest).

Unlike the other realms, the reality of horror is imposed without reality storms, without wide scale transformations of person or place, without towering maelstrom bridges, without invading armies, and without disrupting the lives of everyday people.

Such invasions are subtle, stealthy, and secret. The realm of fear simply insinuates

### THE REALITY OF ORRORSH

Orrorshan invasions establish a mixed zone. As per the *Revised and Expanded Torg Rulebook* (pg. 150), "The Everlaw of One enforces both realities in a mixed zone. With axioms this means that the highest axiom level of each pair is what the Everlaw of One enforces in the mixed zone. The world laws from both realities are also in effect. For purposes of contradictions, consider a mixed zone to be like a dominant zone with the determined axioms and world laws." These rules hold true for Orrorsh as well.

The mixed zone created by an Orrorshan locus differs from normal mixed zones. The world laws of Orrorsh act to prevent the savage conflict of realities usually present in mixed zones. Thus, this stable mixed zone does not experience raging reality storms, does not flip from one reality to the other at random nor do dominant zones of either reality randomly appear. On rare occasions storm might manifest at the edge of a domain, but these are very weak and usually pass unnoticed.

Orrorshan domains do not impose its axioms, only its world laws. As Orrorsh only ever exists in such mixed zones, the reality, in essence, lacks specific axioms.

Orrorshan beings possess a blended reality: their axioms are those of the mixed zone in which they originated, and their world laws are those of the invaded reality and Orrorsh. This means that Horrors from a Core Earth domain have the axioms and world laws of Earth, in addition to Orrorsh's world laws. Horrors from a Cyberpapal domain have the axioms and world laws of the Cyberpapacy and the world laws of Orrorsh.

When in other realities, the Horrors can use tools of their blended reality, including those of Orrorsh and those of the invaded cosm. This may cause a contradiction (which is handled just like all other contradictions). Beings who are transformed to Orrorsh's reality gain the blended reality as well.

itself into everyday life in small and subtle ways that usually go unnoticed. This makes it hard to find and hard to fight.

The reality of Orrorsh, like the other invading realities, is supported by belief. Unlike the other invaders, Orrorsh doesn't



## EARLIER EDITIONS

This version of Orrorsh, originally called the “parasitic” model, has been part of the cosms and dimensions article (*Worlds Without End*) almost since the beginning of the *Storm Knights* site. Originally a parasitic reality was an aberrant type of reality, one that spread naturally. Though rare, it was possible for any number of parasitic realities to exist.

As development on the concepts behind Orrorsh continued, it became clear the original idea for parasitic realities didn't do Orrorsh justice. To make Orrorsh fit better with *Torg's* metaphysics, and to highlight the distinctive nature of the horror reality, the reasoning behind Orrorsh's nature changed.

Instead of being a different type of reality, the universal nature of Orrorsh became a function of that cosm's singular and powerful world laws. Orrorsh is unique, and no other reality functions exactly the same way.

Since the concept of a generic type of parasitic reality had been eliminated, they were removed from the *Worlds Without End* article, and parasitic Orrorsh along with it. This article makes the material on Orrorsh available again.

need to provide believers- all people believe in fear. The more fear, the stronger Orrorsh becomes.

## Horror Stories

Storm Knights tell glories, stories of great triumphs against the invaders, stories that spread hope and inspire others to fight the invaders. Orrorsh thrives on similar, but opposite stories to spread fear.

Like glories, they are a tale that is empowered by possibility energy (in this case, the energy is provided by the reality of Orrorsh). Unlike glories, these are not tales of triumphs, but are stories of suffering and terror, stories of horror. The Horrors of Orrorsh terrorize the innocent, and stories of these events spread and are told and retold and each telling spreads fear.

Most Horror stories are, when viewed

rationally, simply unbelievable- the Horrors in the tales simply cannot exist in the real world. Yet the possibility energy that infuses the tale causes it to be believed, even if the details of the story seem improbable or the monsters involved simply cannot exist. By believing the story, the listener comes to believe that supernatural Horrors are real, and that they are at risk. They feel fear, and the reality of Orrorsh grows stronger.

A domain is intimately linked to the Nightmare who created the locus. Its size varies in direct proportion to the amount of fear the Nightmare causes in the local populace.

Each Nightmare can only create a limited number of Horrors, and only by expanding his domain can the Nightmare create more (and the larger the domain, the more powerful the Horrors and the Nightmare become). The True Death of a Horror is a real blow to a domain, as each horror is essentially irreplaceable. Hunting for Horrors is the primary activity of heroes in Orrorsh.

The locus drains off possibility energy from the domain, to channel back to the Gaunt Man. As fear spreads, the domain

“Hope is the key to defeating fear. Hope is a beacon in darkness, solace to the suffering, and the quieter of fears. Where people hope, fear has no hold.”

grows in size, allowing it to encompass more people and thus drain more possibility energy.

## Invasion

Unlike other High Lords, the Gaunt Man is not limited to stela triangles or a

## ORRORSH AND THE ACTION CANT

The Action Cant is a third part of a reality, after Axioms and world laws. It measures how action-oriented a reality is on a five point scale, from "Gritty" to "Superheroic."

Cosms with a high Action Cant are fast-paced and furious; cosms with a low Action Cant are more realistic. The Cant modifies natural roll-agains, card play, and other game mechanics, making some realities more action-oriented than others.

Both the canon version of Orrorsh and the universal version presented here have a suggested Action Cant of 1, making Orrorsh a Gritty reality. Nearly all horror movies or stories tend toward the "gritty" end of the scale and Orrorsh's Cant represents this.

In a Gritty reality characters are less likely to attempt (and succeed at) fantastic feats and less likely to shrug off damage than in a more cinematic reality. This makes combat more lethal and consequently it occurs less often. (For more information, see the Action Cant article, address below.)

In an Orrorshan domain, the Action Cant is always that of the invaded reality, unless the party is facing a Horror or a Servitor, or during a scene where they have to make a Perseverance check. In those situations, the Action Cant changes to 1 (Orrorsh's Cant). This mechanic is a result of the Power of Fear: horror is Gritty, and this affects the domain's Cant.

The "Marked for Death" Fear result (see the *Orrorsh Sourcebook*, pg. 63) overlaps somewhat with the Action Cant mechanics for buying off damage. In a Gritty reality (like Orrorsh), characters can only buy off 1 damage packet with a possibility, whereas with Marked For Death, characters can't spend possibilities to buy off damage at all.

Orrorsh's Action Cant applies most of the time player characters face a Horror (see above) and so marking a character for death in those situations is somewhat gratuitous. If using the Action Cant rules with either the original or universal Orrorsh, it would probably be better to eliminate the "Marked for Death" Fear result.

The Action Cant rules can be found on the Storm Knights web site:

<http://web.me.com/stormknights/>

gradually expanding realm. From one invasion point, Orrorsh can spread to engulf an entire cosm (though this takes a long time, and multiple invasion points are more effective).

As Orrorsh's reality is a mixed zone, it doesn't transform Ords, and thus an Orrorshan realm can leech possibility energy indefinitely, each conquered cosm becoming a perpetual source of possibilities for the Gaunt Man to consume.

The unique nature of the Gaunt Man's reality gives him a decided edge over other Possibility Raiders. He is freed from many of their constraints and can accomplish much that no other High Lord can.

Orrorsh's domains can be established anywhere, even within those areas invaded by other High Lords. (In fact, domains of Orrorshan reality have appeared in both Louisiana and the GodNet.) The Gaunt Man can invade and consume their realities, and there is little they can do to stop him. In the face of Orrorsh, even High Lords know fear.

## Defeating Orrorsh

Orrorsh's invulnerability to the machinations of other High Lords has not come without a price. Its single greatest advantage is also its chief weakness: only Storm Knights can defeat Orrorsh.

Despite being modeled after glories, Horror stories are not as powerful: hope is still more powerful than fear. When Storm Knights fight the Horrors of a domain and succeed gloriously, they can plant a glory seed within that domain. This seed is a story of their victory over the Horrors that is empowered with possibility energy.

It spreads through the populace from person to person, counteracting the influence of the Horror stories and lessening fear. Fighting the invasion requires glories, just as with any High Lord, but only glories





that were achieved against Horrors of the same domain are effective.

Storm Knights can defeat the spread of horror. They need not tear up stelae, nor worry about the deaths of transformed Ords, only tell their tales of glory, and they can achieve victory (though the odds are not in their favor).

By spreading stories in which the Horrors are defeated, the populace begins to feel hopeful instead of fearful and Orrorsh is weakened. The domain shrinks, the Nightmare and Horrors become weaker, and the Nightmare is prevented from creating more Horrors until he can cause enough fear to increase the size of the realm again.

If the Storm Knights can visit True Death upon the Nightmare or the locus, the domain collapses. This is the only way to destroy the invading reality.

Horror stories can be told about any victims. However, Horror stories about Storm Knights cause more fear than stories about ordinary individuals. The more well known the Storm Knight, the more fear a tale of his demise will cause.

Nightmares are cognizant of these facts. Whenever Storm Knights enter their realm, Nightmares take great pains to target them. By killing or driving off the cosm's defenders, the Nightmares secure their domain and ensure the spread of fear.

Most Nightmares establish locations of safety within their domain, called *lair*s. These lairs are usually well guarded by the Nightmare's human servants, the *Servitors* (see below).

### **There is Hope**

Earth has one other advantage- the Gaunt Man has only recently perfected his reality of fear. Until the invasion of Earth, Orrorsh was just as destructive as other invading realities. Even now, the last

### **THE HORROR BEGINS**

After it was all over they said it was a freak accident, one of those times where things come together in exactly the wrong way. No one to blame really, just bad luck.

It had been raining, but not much, barely enough to leave puddles on the road. The driver wasn't drunk, or talking on his phone, or even speeding. And it happened so *fast*.

The cat darted between two parked cars, Melinda chased after, and the driver hit his brakes, skidding on the pavement. A soft, muted crump, and her daughter was thrown into the street, her arms flung wide, her eyes staring lifelessly.

And nothing that happened after that mattered at all. The coffin, the funeral, the condolences of relatives and acquaintances- it passed by in a blur.

The house didn't get any bigger, because houses just don't do that, but it seemed larger. Emptier. Quieter. A house that is used to a rambunctious eight-year-old definitely gets quieter.

For weeks after the services, Cassandra moved through life without so much as a sideways glance, mindlessly enacting the rituals of daily life, though if she had stopped to think about it, she couldn't have said why.


Alone in the house, she walked from room to room chasing memories, each recalled moment sharpening her grief. Most nights, she fell asleep curled up on her daughter's bed, a tattered Winnie-the-Pooh doll resting his head in the crook of her arm.

Sometimes she missed Melinda so much, she would spend hours in Melinda's room replaying moments in her mind: Christmas in Vermont with the grandparents, the first goal Melinda scored playing soccer, a forgettable springtime Saturday at the park, racing to finish their icecream before the heat did.

They were so vivid, so infused with color and life, every detail seemed sharp and fresh and new. The chill of the melting icecream as it dripped off the cone, Melinda's laughter when Cassandra got some on her nose, the way the sun lit up her eyes.

It seemed so real, Cassandra felt she could reach out and touch Melinda again, hold her again. Cassandra felt that at any moment, she would hear Melinda's voice.

So it didn't surprise her when she did.



world it invaded is a barren and blasted husk, burned free of all life. Though he can conquer whole cosms, perverting their native reality to the reality of fear, as of yet the Gaunt Man has not done so.

Earth, and the cosms of the other High Lords, are the first opportunities he has to spread his reality of horror. If defeated here, a very real possibility, his nascent empire will be snuffed out, its campaign of eternal invasions aborted, and the reality of horror destroyed.

This must not be allowed to happen, and so he has planned very carefully, very closely, and controlled every possible variable. The one variable he cannot control is the defenders of this reality- Earth's Storm Knights. With determination, intelligence, and perseverance they may yet defeat him. The fate of Orrorsh- and Earth- is in their hands.

## Servitors

Mortals who succumb to the Corruption of Orrorsh are altered spiritually, their very souls twisting into inhuman and horrific forms, which forms can be seen by certain specially trained mystics. Corruption is seeping and gradual, but when complete the person becomes a Servitor, a mortal servant of the dark powers of Orrorsh. A Servitor sees their true form in every mirror and reflective surface, a constant grim reminder of their debased and Wicked nature.

“The last world Orrorsh invaded is an barren and blasted husk, burned free of all life.”

Servitors act to further the goals of Orrorsh in mortal society. A cultist who summons a Horror is a Servitor, as is the corrupt Police Commissioner who covers

## THEY MOVE

The shadows were the first thing he noticed. Across the yard, beyond a fence an old oak tree stood, its barren branches clawing at the starry sky. The yellow glow of the streetlight threw the oak's shadows onto the wall of his neighbor's house. And they moved. And something wasn't right.

The air was still and silent and no breeze shook the oak, yet its shadow moved across their house, swaying back and forth. As he watched, the shadow flowed across the front of the house, through an open door, and disappeared from view.

The next morning he walked over, making sure to give the tree a wide berth. Their front door stood ajar, and every light in the house was on. Slowly, he pushed it open and called out.

"Anybody here?" There was no answer.

He walked inside.

There, resting on a small table, he found a ribbon, tied around a lock of hair. At one end, tiny lumps of flesh clung to the follicles. He let it drop.

The shadows under the table began to move, and a dirty, grey-skinned hand reached out and slowly pulled the ribbon under the table. A dry voice began to chuckle and he fled the house in panic.

He never saw the neighbors again.

And each night he lay awake staring, waiting for the shadows to move.

up the cultist's human sacrifices.

Servitors may not know they serve Orrorsh, but the nature of Corruption insures that their actions forward the interests of the domain's Nightmare. It inspires them to act in general ways that aid the horror reality, by causing fear (such as a Corrupt landlord threatening tenants with eviction or a criminal terrorizing the inhabitants of a neighborhood) or spreading Corruption (the Police Commissioner might offer bribes to those on his force or the cultist might seduce and brainwash people into joining their cult).

Corruption also inspires specific actions that aid the Nightmare, such as



prompting the cultist to summon a Horror at the precise moment the Nightmare wishes (when the domain becomes strong enough to allow the Nightmare to create a new Horror). The Servitor may not know why they take action, but their Corrupt nature compels them.

Servitors are empowered by the Power of Fear, which grants them Horror powers appropriate to their nature or the Wicked

acts that caused their Corruption. Their Power Rating is usually from 1 to 6 and their Fear rating 1/2 or 1. Servitors do not have a True Death or a Perseverance Difficulty Number, as they are not Horrors. The actions of Servitors can trigger Perseverance checks, the Perseverance Difficulty Number being that of the key Horror (see the *Orrorsh Sourcebook*, pg. 61).



## AFTERWORD

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Universal Orrorsh is differs in many ways from the canon Orrorsh, though both realities have the same goal: to present a playable horror reality. In this author's opinion, though the *Orrorsh Sourcebook* was one of the best and most evocative of the TORG sourcebooks, flaws in its conception and execution combine to render it nigh unplayable.

Orrorsh is, as many gamemasters have noted, one of the less popular realms for players (with only the Living Land offering a worse game play experience). In the main, players avoid Orrorsh in preference to other realities. In many ways, this can be blamed on Orrorsh's primary flaw: it's emphasis on the necessity for player character deaths during a module.

From the *Orrorsh Sourcebook*, pg. 115:

*Roleplaying in Orrorsh is different than playing in other TORG environments...Most roleplaying games, especially TORG, are not*

### WHITHER PARASITIC?

For years the idea of a "parasitic" model of Orrorsh has been discussed on mailing lists and the *Torg* boards. The name and the idea has gained mind share among *Torg* fans, so a change in terminology might seem quixotic. Yet there is a reason.

This Orrorsh isn't about "parasitic" behaviors, any more than any other reality. All High Lords are parasitic: they invade a host reality, drain it of possibilities, destroy it, and move on.

This Orrorsh is about universal horror: horror in any place, at any time, with any cause. Horror is universal, so the reality of horror should be.

*geared toward adventures where characters die regularly. But that's exactly what Orrorsh is all about. If the vampyre doesn't take out some of the heroes then he's a vampyre out of a sword and sorcery heroic fantasy -- and that's another reality.*

Many of the mechanics of Orrorsh are



designed to implement this philosophy (including Marking for Death). Orrorsh is intended to be lethal, and the Sourcebook places a burden on the gamemaster to ensure that it is. According to the quote above, multiple player characters are supposed to die in every module, and if this doesn't happen, the gamemaster hasn't done his job.

The most obvious objection to this is that the writer is simply wrong- a monster can kill a dozen player characters, yet fail to inspire fear, and a truly terrifying module doesn't require any player character deaths.

Fear balances hope and peril. Too much hope, and the module isn't scary. Too much danger, and the players know their characters will die, and are resigned to their fate. Neither invokes fear. Guaranteed deaths don't foster fear- they foster hopelessness and without fear, there is no horror.

Too, players know (or quickly learn) that Orrorsh is deadly, and intended to be lethal, and hence avoid the realm. Even if they do venture there, they take secondary characters, the loss of which is acceptable.

Cheap, disposable characters are not

#### ORRORSH CONTROVERSY

The reality mechanics of universal Orrorsh have struck some as being contrary to the nature or spirit of *Torg*. Yet there is an official reality that operates almost exactly like universal Orrorsh: the Space Gods.

The Space Gods reality emanates from a reality tree, forms a mixed zone in which the Space Gods reality and the native reality are both fully supported, which mixed zone is stable and doesn't cause reality storms. If the world laws of the Space Gods reality (specifically, the Law of Acceptance, see the *Space Gods Sourcebook*, pg. 31) can create the Space Gods mixed zones, then it is certainly possible that the World Laws of a different reality can do something similar.

memorable, and the players are unlikely to invest emotion or concern for their cannon fodder Storm Knights, making their deaths meaningless. The guaranteed loss of a character runs counter to the spirit of *TORG*, and discourages players from identifying with their characters (an essential component of horror roleplaying).

Yet even the death of player characters could be accepted, were they significant (hence the Martyr card). In Orrorsh, players lose their characters and accomplish nothing.

*If every Orrorshan adventure effectively requires the sacrifice of a player character or three to complete it, what is the point? Is removing one Horror terrorizing one village in the middle of the Indonesian jungle worth sacrificing two or three heroes, who may very well be the instruments in bringing down another entire realm? And if a minor vampire costs one life to remove, how much will it cost for a coven leader, or a Nightmare, or [the] Gaunt Man himself?*

- Dominick Riesland

Orrorsh is dangerous. It has to be. Yet for all this danger, the players get nothing if they win. A dead Horror, even one who has suffered True Death, is a trivial loss and easily replaced. The Storm Knights haven't accomplished anything, and they are no closer to defeating Orrorsh than before.

As written, defeating Orrorsh is impossible. There are a great many stela triangles and each triangle requires many glories, at the cost of many Storm Knight lives. There is no reason for players to go to Orrorsh because they lose so many characters for so little gain.

Orrorsh is simply an overwhelming reality. Players feel ill-equipped to deal with it, and it is essentially unbeatable.



## Design Goals of Universal Orrorsh

Universal Orrorsh overcomes these drawbacks by making it possible to defeat Orrorsh, while also removing the focus on killing player characters. Orrorsh is dangerous, and even deadly, but death isn't guaranteed.

At the same time, Orrorsh is also more dangerous for Earth. Unlike the other realities, it can continue to exist alone, and can conquer Earth if but a single locus survives. Orrorsh must be fought to be defeated, and Earth's defeat will mark the beginning of a long, dark night of horror.

Universal Orrorsh also matches the na-

ture of the horror genre better than the original. Horror is a meta-genre, and can exist in any setting. Universal Orrorsh makes it possible to add horror to any reality.

The last design goal was to make the Gaunt Man truly terrifying, especially to

“Fear balances hope and peril.”

the other High Lords. The Gaunt Man is the master of fear, and the nature of universal Orrorsh marks him as a being even High Lords are scared of. High Lords can defeat other High Lords, but none of them can defeat Orrorsh.



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