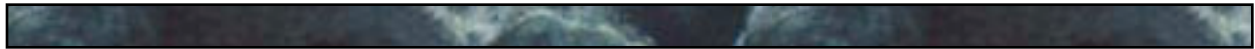


STORM KNIGHTS

# WRATH OF LIFE

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JASYN JONES



## WRATH OF LIFE

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**Editing, Layout, & Graphic Design:** Jasyn Jones

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**Updated:** February 17, 2010



## INTRODUCTION

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As with all Axioms, the Living Land's high Spirit allows for the existence of extremely powerful tools, in this case miracles of unmatched scope and power.

The following are new miracles for the Living Land, miracles so powerful that only the Lover of Lanala, Baruk Kaah, can call upon them, although the community may assist in invoking their power. Invoking these miracles requires elaborate rituals, during which the Jakatts and Baruk Kaah

perform acts of great sensuality, painful or pleasurable.

For the faithful of Lanala, these serve as undeniable proof of Kaah's relationship with the Goddess, and his status as the Saar of the Jakatts.

These miracles are most often used during battles, to allow the Living Land to overwhelm the more organized military forces of higher Social cosms.



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## COMBAT MIRACLES OF THE SAAR

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### Fullness of Life

**Spiritual Rating:** 24  
**Community Rating:** 7  
**Difficulty:** 22  
**Range:** 1 mile  
**Duration:** 1 hour  
**Effect:** Grants the fullness of life to vegetation.

This miracle grants plants and trees the ability to move about- they can walk and use their limbs to manipulate objects. This even allows them to attack certain targets. The plants respond to the will of the Saar, if he remains within the range (1 mile).

Invoking this miracle requires an hour-long ritual.

### Ambulatory Tree

**Dexterity:** 8  
*unarmed combat:* 12  
**Strength:** 20  
**Toughness:** 15 (Varies, roughly equal to mass.)  
**Perception:** 5  
*trick:* (20)  
**Mind:** 2  
*test:* (25)  
**Charisma:** 3  
**Spirit:** 3  
*intimidate:* (23)

**Natural Tools:** Limbs, Str +3 (23); Bark, Tou +1/Max 20 (16), total increases as *Toughness* increases.

### Gift of Life

**Spiritual Rating:** 24  
**Community Rating:** 8  
**Difficulty:** 23  
**Range:** 1 mile  
**Duration:** 1 hour  
**Effect:** Brings the dead earth to life.

This miracle grants life to the unliving: the earth. While active, the unliving rocks, dirt, and land come alive, responding to the will of the Saar. He can cause an earthquake, chasms to open, hills to rise or fall, and solid earth to become quicksand.

Invoking this miracle requires an hour-long ritual.

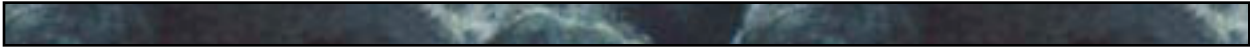
“Legend has it that, on one remote world, Baruk Kaah performed this ritual for weeks. He danced from dusk to dusk, chanting prayers of love and devotion to his goddess, not stopping to eat or sleep.”

### One With Life

**Spiritual Rating:** 24  
**Community Rating:** 12  
**Difficulty:** 30  
**Range:** 10 miles  
**Duration:** Performance  
**Effect:** Imbues Jakatts with the essence of Lanala.

Avatars are manifestations of a deity's presence- one in mind and being but two in body. This miracle allows all Jakatts within range to be infused with the essence of Life and become an avatar of Lanala.

During the duration of this miracle, each Jakatt is an organic extension of one being, essentially a body part of Lanala.



As such, the Jakatts do not need to communicate, coordinate actions, or cooperate. They work together as one, as the heart works with the lungs.

This miracle is often misused by Baruk Kaah, who invokes it to enable the Jakatts to become a terrifyingly efficient fighting force. While this miracle is active, his fol-

“The Jakatts fight without regard for their own survival, just as a single Eidenos cares nothing for a shed scale. This grants them a ferocity and endurance that cannot be matched by their foes.”

lowers can act as one, each sensing everything any one Jakatt senses, and all of them acting in concert.

Each Jakatt reacts immediately to changing battlefield conditions, and there is no lag in response time. The Jakatts act without regard for their own survival, just as a single Eidenos cares nothing for a shed scale. This grants them a ferocity and endurance that cannot be matched by their foes. Through this, the Jakatts have overwhelmed many technologically and socially superior enemies.

Invoking this miracle requires a ritual, which ritual must continue during its entire duration. As soon as the ritual ends, the miracle ends. None of those who take part in invoking the miracle themselves become avatars of Lanala.

In particularly difficult battles, Jakatts have died during the performance of these rituals, the miracle lasting until all involved have given their life or until the ritual is stopped.

Legend has it that, on one remote

world, Baruk Kaah performed this ritual for weeks, as his followers held off a massive counterattack from a superior foe. He danced and ran from dusk to dusk, chanting prayers of love and devotion to his goddess, not stopping to eat or sleep until the crisis was passed. He emerged from this passion haggard and drained. He gained much stature among the worshippers of Lanala because of this.

For those Jakatts who join with Lanala, it is an intense spiritual experience unmatched by anything else in their religion. They literally become one with the Goddess, and are engulfed in the primal love and warmth of her embrace. For ever after, they are fanatical followers of their faith in general, and Baruk Kaah in particular. It is through his love of Life that they can touch their god, and they love him fiercely for it.

### Rage of Nature

**Spiritual Rating:** 24

**Community Rating:** 10

**Difficulty:** 19

**Range:** 1 mile

**Duration:** 1 hour

**Effect:** Causes animals to attack.

This miracle causes all animal life in an area to attack one group of people or one geographic location. The animals gain no special intelligence or strength, and they attack with whatever natural tools they have available.

Invoking this miracle requires an hour-long ritual.

### Swarm

**Spiritual Rating:** 24

**Community Rating:** 10

**Difficulty:** 18

**Range:** 1 mile



**Duration:** 1 hour

**Effect:** Causes insects to attack.

This miracle causes all insects in an area to attack one group of people or one geographic location. The insects gain no special intelligence or strength, and they attack with whatever natural tools they have available.

Invoking this miracle requires an hour-long ritual.

### **Wrath of Lanala**

**Spiritual Rating:** 24

**Community Rating:** 11

**Difficulty:** 20

**Range:** 100 miles

**Duration:** Until ended.

**Effect:** Grants visions to Jakatts and motivates them to attack a foe.

This miracle calls down the wrath of Lanala upon the Dead- those who use dead things. It cannot be invoked against Jakatts or Jakatt Tek.

Invoking this miracle involves a ritual,

one which lasts for several hours. At the end of this ritual, the Saar nominates one location or group of the Dead and calls down the wrath of Lanala upon them. All Jakatts within range (including Jakatt Tek) then receive a clear vision of the foe who has so offended Lanala, and a clear feeling of the direction they need to travel to reach this foe. During this travel, each Jakatt can run tirelessly, far faster than normally possible, reaching a maximum Speed Value of 13.

All Jakatts naturally respond to this miracle. However, some Jakatt Tek may wish to avoid the compulsion to attack enemies of the Saar (himself a user of Dead things). In such cases, the *faith* total achieved when invoking the miracle (its Effect Value) is the Difficulty Number for a *willpower* check. Failure at this check means the Jakatt Tek complies with the will of the Saar.

This miracle is exclusive: it cannot be invoked against two different targets simultaneously. It can be ended at any time, according to the will of the Saar.

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These rules are based (in part) on material published in the following TORG rulebook(s):

### **TORG Boxed Set**

Original Mythos and Game Design: Greg Gorden

Mythos/System Development: Douglas Kaufman, Bill Slavicek

Additional Mythos/System Work: Christopher Kubasik, Ray Winninger, Paul Murphy

### **The Revised and Expanded TORG Rulebook, v. 1.5**

Rule Book Design: Jim Ogle

Editing: Gareth Michael Skarka and Steven Marsh

Cloud tile, eternium pattern, and stone tablet background produced by Garrett Taylor,  
<http://www.db.erau.edu/~taylorg/torg/>

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