

TORG

ETERNITY



THE GOD BOX SOUNDTRACK

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They came from other cosms—other realities—conquerors joined together to steal the Earth’s living energy...to consume its *possibilities*. The High Lords brought with them their own realities, turning portions of our planet into someplace *else*.

But there is hope. Some beings have the ability to resist the invading realities, to innately control the reality within and around themselves. These men and women are called “Storm Knights,” and they are the Earth’s only chance at salvation.

Ralf Kurtsiefer and his creative team from the Orkpack label are proud to present this CD, designed especially for *Torg Eternity*. This audio CD explores the varied cosmos and landscapes of the Possibility Wars in musical form.

Explore the dark caves of Aysle, the misty jungles of the Living Land, the heroic action of Core Earth. All of these and more weave together to form the greater backdrop of adventure found across the cosmverse.

While this collection was composed especially for *Torg Eternity*, we encourage you to use it as background music for other stories, or simply listen to it for your own musical enjoyment.

Orkpack: Ralf Kurtsiefer's creative team, which includes Sönke Kaufmann, Cornelius Pees, Arne Schippmann, and Melanie Kurtsiefer.

INTRODUCTION

After a few months away, I gladly returned to Darrell and his TORG universe to travel with him to the Living Lands.

TORG is always a special pleasure because Darrell gives me the opportunity to show me something of my more modern and harder musical side. The special challenge for the Living Land was to create a modern, yet very nature-related sound. I hope we both (Darrell and I) succeeded and you all have a lot of fun with this CD.

You can use it as background for the RPG campaign, but also for dreaming, frightening ambience, or just listening.

THE TRACKS

THE GOD BOX:

The God Box is a title piece for the adventure as a whole. It reminds with its exotic sounds of mystical yet nature-loving adventures. It has callbacks to The Shadow of Takta Ker from the original soundtrack, just to reinforce the connections and place.

JUNGLE TRAILS AND RUINED ROADS:

Jungle Trails and Ruined Roads is a general travel theme with many jungle elements. It can and should be used on dangerous journeys through the Living Lands.

WASHINGTON MALL ATTACK

It is night, and enemies are everywhere. In the beginning you feel the danger. You hear the approaching creatures and you realize it's too late to flee, now it all erupts into an action theme.





MISSION OF MERCY

This is an ambience soundtrack to accompany the stories told by the Storm Knights around a campfire, or for the GM's narration. It's nighttime, and distant drums create an atmosphere that arises when people from a tribe get together to tell each other stories and listen to each other.

MAN EATERS

An encounter with the Darooni, cannibal warriors, riding huge wasps. I hope

you can hear the wasps. For the female warriors I took Bulgarian choirs with their unique haunting sound.

HELEPHAZ

Helephaz marks the entry into a gigantic underground cave. In this cave, there is not only a strange sun, there are also several waterfalls that can be heard. A piece of music that is especially intended for use on the role-playing table. Also fits as a loop to the other underground tracks.

THRAKMOSS AND THE WHITESPEARS:

This is pure dark fantasy, dripping with magic, death and necromancy.

GHOSTS OF THE USTANNAH

You're in a skyscraper full of dead insects being revived. The theme is full of suspense and rising horror to match the scene.

CARACARA:

This theme accompanies meeting a cartel in Mexico who may be friends or foes.

It's a fusion of the style „Living Land“ with some Aztec instruments and influences from Mexico.

STANDOFF

This track is meant for any for tense negotiations, and always fluctuates between uncertainty and confidence.

DINO ATTACK:

An action track with a T-Rex in the lead role, as expected. Dinosaur attacks can happen suddenly, so have it ready at all times!



LANALA

A piece of music meant for a goddess. It should express mysticism, wonder and awe above all.

BARUK KAAH AND THE REDJAWS

Baruk Kaah is powerful and brutal, underscored with this very dissonant piece. We have tried to bring out everything evil with this music. Listen at your own risk!

GOLDSUN:

This is an ambient theme for a caravan of Edeinos.

Here we have tried a blend of Arabic, Aztec, and Mayan musical influences.

CHICHEN ITZA

Another action piece that accompanies the showdown in the final battle. Many elements from the previous tracks come together here.

THE WEDDING OF BARUK KAAH

This piece plays at the wedding ceremony of the Baruk Kaah. As you can hear...it's not a very friendly wedding! Lanala's theme reappears here, but used in a different, darker way this time.

CREDITS

Composer

Ralf Kurtsiefer "Orkpack"

Cover Art

Kondrad Krogull

Layout

Thomas Michalski

Illustrations

Dennis Darmody, Gunship
Revolution

Graphic Design

Aaron Acevedo and Jason Engle



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